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Screenshot

## Testing of Game Constructors

**Equivalence Partitioning**

|  |  |
| --- | --- |
| C1 | Invalid Arguments |
|  |  |
| C2 | Valid Arguments |

**Test log**

|  |  |  |  |
| --- | --- | --- | --- |
| **testcases** | **Expected** | **Eqivalence Partititoning** | **Result** |
| computer\_invalidArgumentsNameIsNull\_IllegalArgumentException | IllegalArgumentException | C1 | passed |
| computer\_invalidArgumentsColorIsNull\_IllegalArgumentException | IllegalArgumentException | C1 | passed |
| computer\_invalidArgumentsStrategyIsNull\_IllegalArgumentException | IllegalArgumentException | C1 | passed |
| computer\_invalidArgumentsBoardIsNull\_IllegalArgumentException | IllegalArgumentException | C1 | passed |
| computer\_invalidArgumentsWinningRowIsNull\_IllegalArgumentException | IllegalArgumentException | C1 | passed |
|  |  |  |  |
| nextMove\_ValidArguments\_strategyMethodGetsCalled | True | C2 | passed |