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[Screenshot 1](#_Toc70858889)

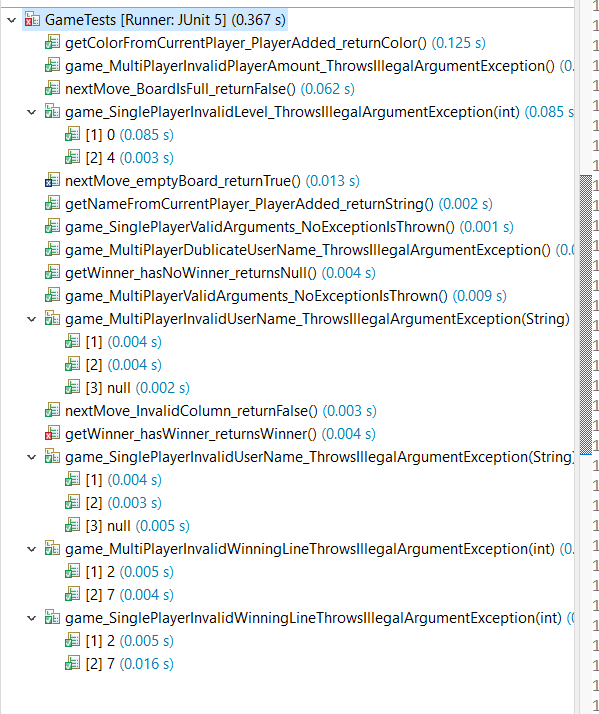
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Screenshot



## Testing of Game Constructors

**Equivalence Partitioning**

|  |  |
| --- | --- |
| G1 | Invalid arguments |
| G2 | Duplicate player names |
|  |  |
| G3 | Valid arguments |
| G4 | Unique player names |
|  |  |

**Test log**

|  |  |  |  |
| --- | --- | --- | --- |
| **testcases** | **Expected** | **Eqivalence Partititoning** | **Result** |
| game\_SinglePlayerInvalidWinningLineThrowsIllegalArgumentException | IllegalArgumentException | G1 | passed |
| game\_SinglePlayerInvalidUserName\_ThrowsIllegalArgumentException | IllegalArgumentException | G1 | Passed |
| game\_SinglePlayerInvalidLevel\_ThrowsIllegalArgumentException | IllegalArgumentException | G1 | Passed |
| game\_SinglePlayerValidArguments\_NoExceptionIsThrown | No Exception | G3 | Passed |
|  |  |  |  |
| game\_MultiPlayerInvalidWinningLineThrowsIllegalArgumentException | IllegalArgumentException | G1 | Passed |
| game\_MultiPlayerInvalidUserName\_ThrowsIllegalArgumentException | IllegalArgumentException | G1 | Passed |
| game\_MultiPlayerDublicateUserName\_ThrowsIllegalArgumentException | IllegalArgumentException | G2 | Passed |
| game\_MultiPlayerInvalidPlayerAmount\_ThrowsIllegalArgumentException | IllegalArgumentException | G1 | Passed |
| game\_MultiPlayerValidArguments\_NoExceptionIsThrown | No Exception | G3, G4 | passed |

## Testing of getColorFromCurrentPlayer & getNameFromCurrentPlayer

|  |  |
| --- | --- |
| S1 | Not all players are set |
| S2 | Wrong players are added |
|  |  |
| S3 | All players are set |
| S4 | Correct players are added |

|  |  |  |  |
| --- | --- | --- | --- |
| **testcases** | **Expected** | **Eqivalence Partititoning** | **Result** |
| getColorFromCurrentPlayer\_NoPlayerAdded\_returnNull | null | S1 | passed |
| getColorFromCurrentPlayer\_PlayerAdded\_returnColor | Color | S3 | passed |
|  |  |  |  |
| getNameFromCurrentPlayer\_NoPlayerAdded\_returnNull | null | S1 | passed |
| getColorFromCurrentPlayer\_PlayerAdded\_returnString | String | S3 | passed |

## Testing of nextMove

|  |  |
| --- | --- |
| M1 | Invalid column |
| M2 | Board is full |
|  |  |
| M3 | Valid column |
| M3 | Board is empty |

|  |  |  |  |
| --- | --- | --- | --- |
| **testcases** | **Expected** | **Eqivalence Partititoning** | **Result** |
| nextMove\_InvalidColumn\_returnFalse | false | M1 |  |
| nextMove\_BoardIsFull\_returnFalse | false | M2 |  |
| nextMove\_emptyBoard\_returnTrue | true | M3, M4 |  |

## Testing of getWinner

|  |  |
| --- | --- |
| W1 | No winner |
|  |  |
| W2 | Has winner |

|  |  |  |  |
| --- | --- | --- | --- |
| **testcases** | **Expected** | **Eqivalence Partititoning** | **Result** |
| getWinner\_hasNoWinner\_returnsNull | null | W1 |  |
| getWinner\_hasWinner\_returnsWinner | Player | W2 |  |