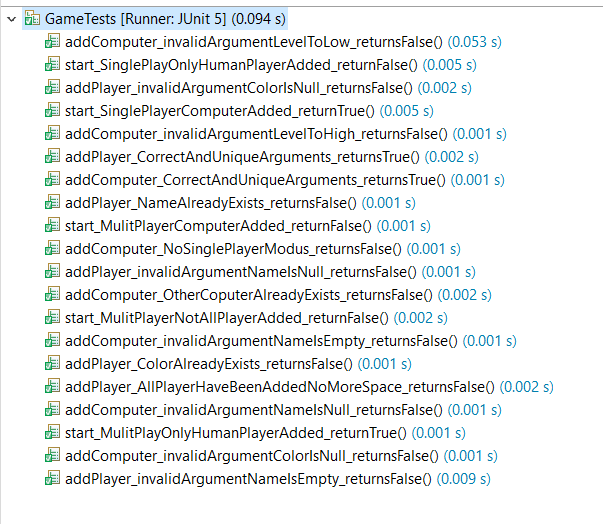
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Screenshot



## Testing of addPlayer & addComputer

**Equivalence Partitioning**

|  |  |
| --- | --- |
| A1 | invalid arguments |
| A2 | Already Existing Player |
| A3 | Valid number of players |
|  |  |
| A4 | Valid arguments |
| A5 | Player does not exist yet |

**Test log**

|  |  |  |  |
| --- | --- | --- | --- |
| **testcases** | **Expected** | **Eqivalence Partititoning** | **Result** |
| addPlayer\_invalidArgumentNameIsNull\_returnsFalse | false | A1 | passed |
| addPlayer\_invalidArgumentNameIsEmpty\_returnsFalse | false | A1 | passed |
| addPlayer\_invalidArgumentColorIsNull\_returnsFalse | false | A1 | passed |
| addPlayer\_NameAlreadyExists\_returnsFalse | false | A2 | passed |
| addPlayer\_ColorAlreadyExists\_returnsFalse | false | A2 | passed |
| addPlayer\_AllPlayerHaveBeenAddedNoMoreSpace\_returnsFalse | false | A3 | passed |
| addPlayer\_CorrectAndUniqueArguments\_returnsTrue | true | A4, A5 | passed |
|  |  |  |  |
| addComputer\_invalidArgumentNameIsNull\_returnsFalse | false | A1 | passed |
| addComputer\_invalidArgumentNameIsEmpty\_returnsFalse | false | A1 | passed |
| addComputer\_invalidArgumentColorIsNull\_returnsFalse | false | A1 | passed |
| addComputer\_invalidArgumentLevelToHigh\_returnsFalse | false | A1 | passed |
| addComputer\_invalidArgumentLevelToLow\_returnsFalse | false | A1 | passed |
| addComputer\_OtherCoputerAlreadyExists\_returnsFalse | false | A2 | passed |
| addComputer\_NoSinglePlayerModus\_returnsFalse | false | A3 | passed |
| addComputer\_CorrectAndUniqueArguments\_returnsTrue | true | A4, A5 | passed |

## Testing of start & 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** |
| start\_MulitPlayerNotAllPlayerAdded\_returnFalse | false | S1 | passed |
| start\_SinglePlayOnlyHumanPlayerAdded\_returnFalse | false | S2 | passed |
| start\_MulitPlayerComputerAdded\_returnFalse | false | S2 | passed |
| start\_MulitPlayOnlyHumanPlayerAdded\_returnTrue | true | S3, S4 | passed |
| start\_SinglePlayerComputerAdded\_returnTrue | true | S3, S4 | passed |
|  |  |  |  |
| getColorFromCurrentPlayer\_NoPlayerAdded\_returnNull | null | S1 | passed |
| getColorFromCurrentPlayer\_PlayerAdded\_returnColor | Color | S3 | passed |
|  |  |  |  |
| getNameFromCurrentPlayer\_NoPlayerAdded\_returnNull | null | S1 | passed |
| getColorFromCurrentPlayer\_PlayerAdded\_returnString | String | S3 | passed |