

Testing of the SiedlerGame.java class

Equivalence Partitionings

Negative

- 1 Illegal placement position
- 3 Build with not enough resources
- 6 Trade where player does not have enough resources
- 7 Trade where bank does not have enough resources
- 8 No player has won game
- 11 Robbery no player has more than 7 resources
- 14 Thief placement at field with no settlements around
- 16 Resources are payed out
- 17 No Resources are payed out
- 19 player has no structures left to build

Positive

- 2 Legal placement position
- 4 Build with enough resources
- 5 Trade where player and bank have enough resources
- 9 One player has won game
- 10 More than one player has won game
- 12 Robbery one player has more than 7 resources
- 13 Robbery more than one player has 7 resources
- 15 Thief placement at field with one settlement around
- 18 Player strucutres left to build
- 20 initialize board
- 21 player switch to next player
- 22 player switch to previous player


































Test log






























default testcases	Equivalence Partititoning
requirementPlayerSwitching	
requirementSetupTestBoardUsedWithTheTests	20
requirementResourcePayoutAndReturnValueForDiceThrow	
requirementPlaceInitialSettlementInCountrySideNoPayout	2, 21
requirementPlaceInitialSettlementInWaterNoPayout	1, 21
requirementPlaceInitialSettlementNextToWaterNoPayout	1, 21
requirementPlaceInitialSettlementValidPositionWithPayout	2, 20
requirementPlaceInitialRoadCorrectPlacement	2
requirementPlaceInitialRoadCorrectPlacementStartWithEndPoint	2
requirementPlaceInitialRoadNoHouseAdjacent	1
requirementPlaceInitialRoadNoOwnHouseAdjacent	1
requirementPlaceInitialRoadPlaceAlreadyUsed	1

requirementPlaceInitialRoadPositionInWater	1
requirementPlaceInitialRoadInvalidStartAndEnd	1
requirementBuildSettlementValidPosition	2,4, 22, 20
requirementBuildSettlementNoResources	3
requirementBuildSettlementNoSettlementsLeftToBuild	23
requirementBuildSettlementNoAdjacentRoad	1
requirementBuildSettlementAdjacentRoadFromOtherPlayers	1
requirementBuildSettlementInWater	1
requirementBuildSettlementOponentSettlementAdjacent	1
requirementBuildSettlementOwnSettlementAdjacent	1
requirementBuildSettlementPositionAlreadyUsed	1
requirementBuildCityValidPosition	2,4, 22
requirementBuildCityAlreadyBuildCityAtPosition	1
requirementBuildCityNotEnoughResources	3
requirementBuildCityInvalidPosition	1
requirementBuildCityNoCitiesLeftToBuild	23
requirementBuildRoadValidPositionAdjacentSettlement	2,4, 22
requirementBuildRoadNoRoadsLeftToBuild	23
requirementBuildRoadValidPositionAdjacentRoad	1
requirementBuildRoadValidPositionAdjacentRoadOnlyFromOtherPlayer	1
requirementBuildRoadValidPositionNoAdjacentSettlementOrRoad	1
requirementBuildRoadValidPositionAdjacentRoadNoResources	3
requirementBuildRoadValidPositionAdjacentSettlementNoResources	3
requirementBuildRoadInWaterHasAdjacentSettlement	1
requirementBuildRoadInWaterHasAdjacentRoad	1
requirementBuildRoadOtherRoadAlreadyBuild	1
requirementTradeWithBankFourToOnePlayerAndBankHaveResources	7
requirementTradeWithBankFourToOnePlayerAndBankHaveResourcesSameResources	7
requirementTradeWithBankFourToOneBankHasNotResource	8
requirementTradeWithBankFourToOnePlayerHasNotEnoughResource	9
requirementGetWinnerWithNoWinner	10
requirementGetWinnerWithOneWinnerWithCities	11
requirementGetWinnerWithOneWinner	11
requirementGetWinnerWithMultipleWinner	12
requirementPlaceThiefAndStealCardNoPlayerHasMoreThanSevenResources	13
requirementPlaceThiefAndStealCurrentPlayerHasMoreThanSevenResources	14
requirementPlaceThiefAndStealCurrentPlayerHasEightResources	14
requirementPlaceThiefAndStealCurrentPlayerHasSevenResources	13
requirementPlaceThiefAndStealTwoHasMoreThanSevenResources	15
requirementPlaceThiefAndStealInvalidThiefPosition	1
requirementPlaceThiefAndStealPositionOnWater	1
requirementPlaceThiefAndStealOneSettlementFromCurrentPlayer	18
requirementPlaceThiefAndStealOneSettlementFromOtherPlayer	18
requirementPlaceThiefAndStealOneSettlementFromOtherPlayerWithNoResources	18

requirementPlaceThiefAndStealOneSettlementFromOtherPlayerWithNoMoreResources	18
requirementPlaceThiefAndStealNoSettlementsAroundThiefField	17
requirementPlaceThiefAndStealSetThiefOnSameField	1
requirementThrowDiceThieflsSetNoResourcesPayedOut	20
requirementThrowDiceThieflsOnOtherFieldSetResourcesPayedOut	21

Screenshots

<div>  SiedlerGameTest [Runner: JUnit 5] (0.250 s) </div> <div>  requirementTradeWithBankFourToOneBankHasNotResource() (0.053 s) </div> <div>  requirementPlaceThiefAndStealPositionOnWater() (0.005 s) </div> <div>  requirementTradeWithBankFourToOnePlayerAndBankHaveResources() (0.005 s) </div> <div>  requirementBuildSettlementOponentSettlementAdjacent() (0.003 s) </div> <div>  requirementBuildRoadValidPositionAdjacentRoadOnlyFromOtherPlayer() (0.004 s) </div> <div>  requirementPlaceThiefAndStealTwoHasMoreThanSevenResources() (0.006 s) </div> <div>  requirementPlaceThiefAndStealInvalidThiefPosition() (0.003 s) </div> <div>  requirementPlaceThiefAndStealCurrentPlayerHasMoreThanSevenResources() (0.004 s) </div> <div>  requirementPlaceThiefAndStealOneSettlementFromOtherPlayerWithNoMoreResources() (0.004 s) </div> <div>  requirementThrowDiceThieflsOnOtherFieldSetResourcesPayedOut() (0.003 s) </div> <div>  requirementGetWinnerWithMultipleWinner() (0.008 s) </div> <div>  requirementResourcePayoutAndReturnValueForDiceThrow() (0.009 s) </div> <div>  requirementBuildRoadValidPositionAdjacentRoadNoResources() (0.003 s) </div> <div>  requirementThrowDiceThieflsSetNoResourcesPayedOut() (0.003 s) </div> <div>  requirementPlaceInitialSettlementInCountrySideNoPayout() (0.003 s) </div> <div>  requirementBuildSettlementValidPosition() (0.008 s) </div> <div>  requirementBuildCityInvalidPosition() (0.004 s) </div> <div>  requirementPlaceThiefAndStealCurrentPlayerHasEightResources() (0.003 s) </div> <div>  requirementBuildRoadValidPositionAdjacentSettlementNoResources() (0.002 s) </div> <div>  requirementBuildSettlementPositionAlreadyUsed() (0.002 s) </div> <div>  requirementPlaceThiefAndStealNoSettlementsAroundThiefField() (0.003 s) </div> <div>  requirementPlaceInitialRoadPlaceAlreadyUsed() (0.003 s) </div> <div>  requirementBuildSettlementNoSettlementsLeftToBuild() (0.001 s) </div> <div>  requirementBuildRoadValidPositionAdjacentSettlement() (0.002 s) </div> <div>  requirementGetWinnerWithOneWinnerWithCities() (0.005 s) </div> <div>  requirementPlaceInitialSettlementValidPositionWithPayout() (0.003 s) </div> <div>  requirementPlaceInitialRoadInvalidStartAndEnd() (0.003 s) </div> <div>  requirementTradeWithBankFourToOnePlayerHasNotEnoughResource() (0.002 s) </div> <div>  requirementPlaceThiefAndStealOneSettlementFromOtherPlayerWithNoResources() (0.001 s) </div> <div>  requirementPlaceThiefAndStealCardNoPlayerHasMoreThanSevenResources() (0.002 s) </div> <div>  requirementPlaceThiefAndStealSetThiefOnSameField() (0.002 s) </div> <div>  requirementBuildSettlementNoResources() (0.002 s) </div>
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 requirementBuildRoadOtherRoadAlreadyBuild() (0.002 s)
 requirementBuildSettlementNoAdjacentRoad() (0.002 s)
 requirementPlaceInitialRoadCorrectPlacement() (0.002 s)
 requirementPlaceInitialSettlementInWaterNoPayout() (0.002 s)
 requirementPlaceInitialRoadPositionInWater() (0.002 s)
 requirementPlaceInitialRoadNoOwnHouseAdjacent() (0.001 s)
 requirementPlayerSwitching() (0.002 s)
 requirementPlaceThiefAndStealOneSettlementFromOtherPlayer() (0.003 s)
 requirementSetupTestBoardUsedWithTheTests() (0.004 s)
 requirementPlaceInitialRoadNoHouseAdjacent() (0.004 s)
 requirementBuildCityAlreadyBuildCityAtPosition() (0.002 s)
 requirementBuildSettlementAdjacentRoadFromOtherPlayers() (0.003 s)
 requirementGetWinnerWithOneWinner() (0.002 s)
 requirementBuildRoadValidPositionAdjacentRoad() (0.002 s)
 requirementPlaceInitialSettlementNextToWaterNoPayout() (0.002 s)
 requirementBuildSettlementOwnSettlementAdjacent() (0.004 s)
 requirementPlaceThiefAndStealOneSettlementFromCurrentPlayer() (0.002 s)
 requirementBuildSettlementInWater() (0.002 s)
 requirementBuildCityValidPosition() (0.003 s)
 requirementBuildRoadNoRoadsLeftToBuild() (0.004 s)
 requirementBuildRoadValidPositionNoAdjacentSettlementOrRoad() (0.003 s)
 requirementGetWinnerWithNoWinner() (0.002 s)
 requirementPlaceInitialRoadCorrectPlacementStartWithEndPoint() (0.001 s)
 requirementBuildCityNoCitiesLeftToBuild() (0.002 s)
 requirementBuildRoadInWaterHasAdjacentRoad() (0.001 s)
 requirementBuildRoadInWaterHasAdjacentSettlement() (0.003 s)
 requirementBuildCityNotEnoughResources() (0.002 s)
 requirementPlaceThiefAndStealCurrentPlayerHasSevenResources() (0.001 s)
 requirementTradeWithBankFourToOnePlayerAndBankHaveResourcesSameResources() (0.018 s)