

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	Expected	Equivalence Partititoning	Result
requirementPlayerSwitching	True		Passed
requirementSetupTestBoardUsedWithTheTests	True	20	Passed
requirementResourcePayoutAndReturnValueForDiceThrow	True		Passed
requirementPlaceInitialSettlementInCountrySideNoPayout	True	2, 21	Passed
requirementPlaceInitialSettlementInWaterNoPayout	False	1, 21	Passed
requirementPlaceInitialSettlementNextToWaterNoPayout	False	1, 21	Passed
requirementPlaceInitialSettlementValidPositionWithPayout	True	2, 20	Passed
requirementPlaceInitialRoadCorrectPlacement	True	2	Passed
requirementPlaceInitialRoadCorrectPlacementStartWithEndPoint	True	2	Passed
requirementPlaceInitialRoadNoHouseAdjacent	False	1	Passed
requirementPlaceInitialRoadNoOwnHouseAdjacent	False	1	Passed
requirementPlaceInitialRoadPlaceAlreadyUsed	False	1	Passed

requirementPlaceInitialRoadPositionInWater	False	1	Passed
requirementPlaceInitialRoadInvalidStartAndEnd	False	1	Passed
requirementBuildSettlementValidPosition	True	2,4, 22, 20	Passed
requirementBuildSettlementNoResources	False	3	Passed
requirementBuildSettlementNoSettlementsLeftToBuild	False	23	Passed
requirementBuildSettlementNoAdjacentRoad	False	1	Passed
requirementBuildSettlementAdjacentRoadFromOtherPlayers	False	1	Passed
requirementBuildSettlementInWater	False	1	Passed
requirementBuildSettlementOponentSettlementAdjacent	False	1	Passed
requirementBuildSettlementOwnSettlementAdjacent	False	1	Passed
requirementBuildSettlementPositionAlreadyUsed	False	1	Passed
requirementBuildCityValidPosition	True	2,4, 22	Passed
requirementBuildCityAlreadyBuildCityAtPosition	False	1	Passed
requirementBuildCityNotEnoughResources	False	3	Passed
requirementBuildCityInvalidPosition	False	1	Passed
requirementBuildCityNoCitiesLeftToBuild	False	23	Passed
requirementBuildRoadValidPositionAdjacentSettlement	True	2,4, 22	Passed
requirementBuildRoadNoRoadsLeftToBuild	False	23	Passed
requirementBuildRoadValidPositionAdjacentRoad	False	1	Passed
requirementBuildRoadValidPositionAdjacentRoadOnlyFromOtherPlayer	False	1	Passed
requirementBuildRoadValidPositionNoAdjacentSettlementOrRoad	False	1	Passed
requirementBuildRoadValidPositionAdjacentRoadNoResources	False	3	Passed
requirementBuildRoadValidPositionAdjacentSettlementNoResources	False	3	Passed
requirementBuildRoadInWaterHasAdjacentSettlement	False	1	Passed
requirementBuildRoadInWaterHasAdjacentRoad	False	1	Passed
requirementBuildRoadOtherRoadAlreadyBuild	False	1	Passed
requirementTradeWithBankFourToOnePlayerAndBankHaveResources	True	7	Passed
requirementTradeWithBankFourToOnePlayerAndBankHaveResourcesSame Resources	True	7	Passed
requirementTradeWithBankFourToOneBankHasNotResource	False	8	Passed
requirementTradeWithBankFourToOnePlayerHasNotEnoughResource	False	9	Passed
requirementGetWinnerWithNoWinner	No Winner	10	Passed
requirementGetWinnerWithOneWinnerWithCities	Winner	11	Passed
requirementGetWinnerWithOneWinner	Winner	11	Passed
requirementGetWinnerWithMultipleWinner	First Winner	12	Passed
requirementPlaceThiefAndStealCardNoPlayerHasMoreThanSevenResources	True	13	Passed
requirementPlaceThiefAndStealCurrentPlayerHasMoreThanSevenResources	True	14	Passed
requirementPlaceThiefAndStealCurrentPlayerHasEightResources	True	14	Passed
requirementPlaceThiefAndStealCurrentPlayerHasSevenResources	True	13	Passed
requirementPlaceThiefAndStealTwoHasMoreThanSevenResources	True	15	Passed
requirementPlaceThiefAndStealInvalidThiefPosition	False	1	Passed
requirementPlaceThiefAndStealPositionOnWater	False	1	Passed
requirementPlaceThiefAndStealOneSettlementFromCurrentPlayer	True	18	Passed

requirementPlaceThiefAndStealOneSettlementFromOtherPlayer	True	18	Passed
requirementPlaceThiefAndStealOneSettlementFromOtherPlayerWithNoResources	True	18	Passed
requirementPlaceThiefAndStealOneSettlementFromOtherPlayerWithNoMoreResources	True	18	Passed
requirementPlaceThiefAndStealNoSettlementsAroundThiefField	True	17	Passed
requirementPlaceThiefAndStealSetThiefOnSameField	False	1	Passed
requirementThrowDiceThieflsSetNoResourcesPayedOut	True	20	Passed
requirementThrowDiceThieflsOnOtherFieldSetResourcesPayedOut	True	21	Passed

Screenshots

- ▼  SiedlerGameTest [Runner: JUnit 5] (0.250 s)
-  requirementTradeWithBankFourToOneBankHasNotResource() (0.053 s)
 -  requirementPlaceThiefAndStealPositionOnWater() (0.005 s)
 -  requirementTradeWithBankFourToOnePlayerAndBankHaveResources() (0.005 s)
 -  requirementBuildSettlementOponentSettlementAdjacent() (0.003 s)
 -  requirementBuildRoadValidPositionAdjacentRoadOnlyFromOtherPlayer() (0.004 s)
 -  requirementPlaceThiefAndStealTwoHasMoreThanSevenResources() (0.006 s)
 -  requirementPlaceThiefAndStealInvalidThiefPosition() (0.003 s)
 -  requirementPlaceThiefAndStealCurrentPlayerHasMoreThanSevenResources() (0.004 s)
 -  requirementPlaceThiefAndStealOneSettlementFromOtherPlayerWithNoMoreResources() (0.004 s)
 -  requirementThrowDiceThieflsOnOtherFieldSetResourcesPayedOut() (0.003 s)
 -  requirementGetWinnerWithMultipleWinner() (0.008 s)
 -  requirementResourcePayoutAndReturnValueForDiceThrow() (0.009 s)
 -  requirementBuildRoadValidPositionAdjacentRoadNoResources() (0.003 s)
 -  requirementThrowDiceThieflsSetNoResourcesPayedOut() (0.003 s)
 -  requirementPlaceInitialSettlementInCountrySideNoPayout() (0.003 s)
 -  requirementBuildSettlementValidPosition() (0.008 s)
 -  requirementBuildCityInvalidPosition() (0.004 s)
 -  requirementPlaceThiefAndStealCurrentPlayerHasEightResources() (0.003 s)
 -  requirementBuildRoadValidPositionAdjacentSettlementNoResources() (0.002 s)
 -  requirementBuildSettlementPositionAlreadyUsed() (0.002 s)
 -  requirementPlaceThiefAndStealNoSettlementsAroundThiefField() (0.003 s)
 -  requirementPlaceInitialRoadPlaceAlreadyUsed() (0.003 s)
 -  requirementBuildSettlementNoSettlementsLeftToBuild() (0.001 s)
 -  requirementBuildRoadValidPositionAdjacentSettlement() (0.002 s)
 -  requirementGetWinnerWithOneWinnerWithCities() (0.005 s)
 -  requirementPlaceInitialSettlementValidPositionWithPayout() (0.003 s)
 -  requirementPlaceInitialRoadInvalidStartAndEnd() (0.003 s)
 -  requirementTradeWithBankFourToOnePlayerHasNotEnoughResource() (0.002 s)
 -  requirementPlaceThiefAndStealOneSettlementFromOtherPlayerWithNoResources() (0.001 s)
 -  requirementPlaceThiefAndStealCardNoPlayerHasMoreThanSevenResources() (0.002 s)
 -  requirementPlaceThiefAndStealSetThiefOnSameField() (0.002 s)
 -  requirementBuildSettlementNoResources() (0.002 s)

 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)