

Testing of the Car.java class

Equivalence Partitionings

Negative

- 1 Initialize crashed during setup

Positive

- 2 Initialize car
- 3 Crash the car
- 4 Change velocity
- 5 Change position

Test log

default testcases	Expected	Equivalence Partititoning	Result
requirementCarSetUpSuccessful()	True	2	Passed
requirementSetUpPositionSuccessful()	True	2	Passed
requirementCrashedIsFalseAfterSetUp()	False	1	Passed
requirementMarkedAsCrashedSuccessfull()	True	3	Passed
requirementCalculateAcceleratedPositionWithoutChangingThePosition()	True	4	Passed
requirementMoveCalculatedRight()	True	5	Passed
requirementAccelerateWithEveryPossibleParameterChangeVelocityOneTime()	True	4	Passed
requirementCalculateAccelerationCorrectInPositivePossibleXAndYDirectionsOnBoard()	True	4	Passed
requirementCalculateAccelerationCorrectInNegativePossibleXAndYDirectionsOnBoard()	True	4	Passed
requirementCalculateAccelerationCorrectInUpDiagonalUpRightDirection()	True	4	Passed
	True	4	Passed
requirementCalculateAccelerationCorrectInUpDiagonalUpLeftDirection()	True	4	Passed
requirementCalculateAccelerationCorrectInUpDiagonalDownRightDirection()	True	4	Passed
requirementCalculateAccelerationCorrectInUpDiagonalDownLeftDirection()	True	4	
requirementCalculateAccelerationCorrectFromPositiveXMaximumToNegativeXMaximumPosition()	True	4	Passed
requirementCalculateAccelerationCorrectFromPositiveYMaximumToNegativeYMaximumPosition()	True	4	Passed
requirementCalculateAccelerationCorrectFromDiagonalUpRightToDownLeftPosition()	True	4	Passed
requirementCalculateAccelerationCorrectFromDiagonalUpLeftToDownRightPosition()	True	4	Passed

Screenshots

