**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** | **Eqivalence 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 | Passed |
| requirementCalculateAccelerationCorrectFromPositiveXMaximumToNegativXMaximumPosition() | True | 4 | Passed |
| requirementCalculateAccelerationCorrectFromPositiveYMaximumToNegativYMaximumPosition() | True | 4 | Passed |
| requirementCalculateAccelerationCorrectFromDiagonalUpRightToDownLeftPosition() | True | 4 | Passed |
| requirementCalculateAccelerationCorrectFromDiagonalUpLeftToDownRightPosition() | True | 4 | Passed |

**Screenshots**

