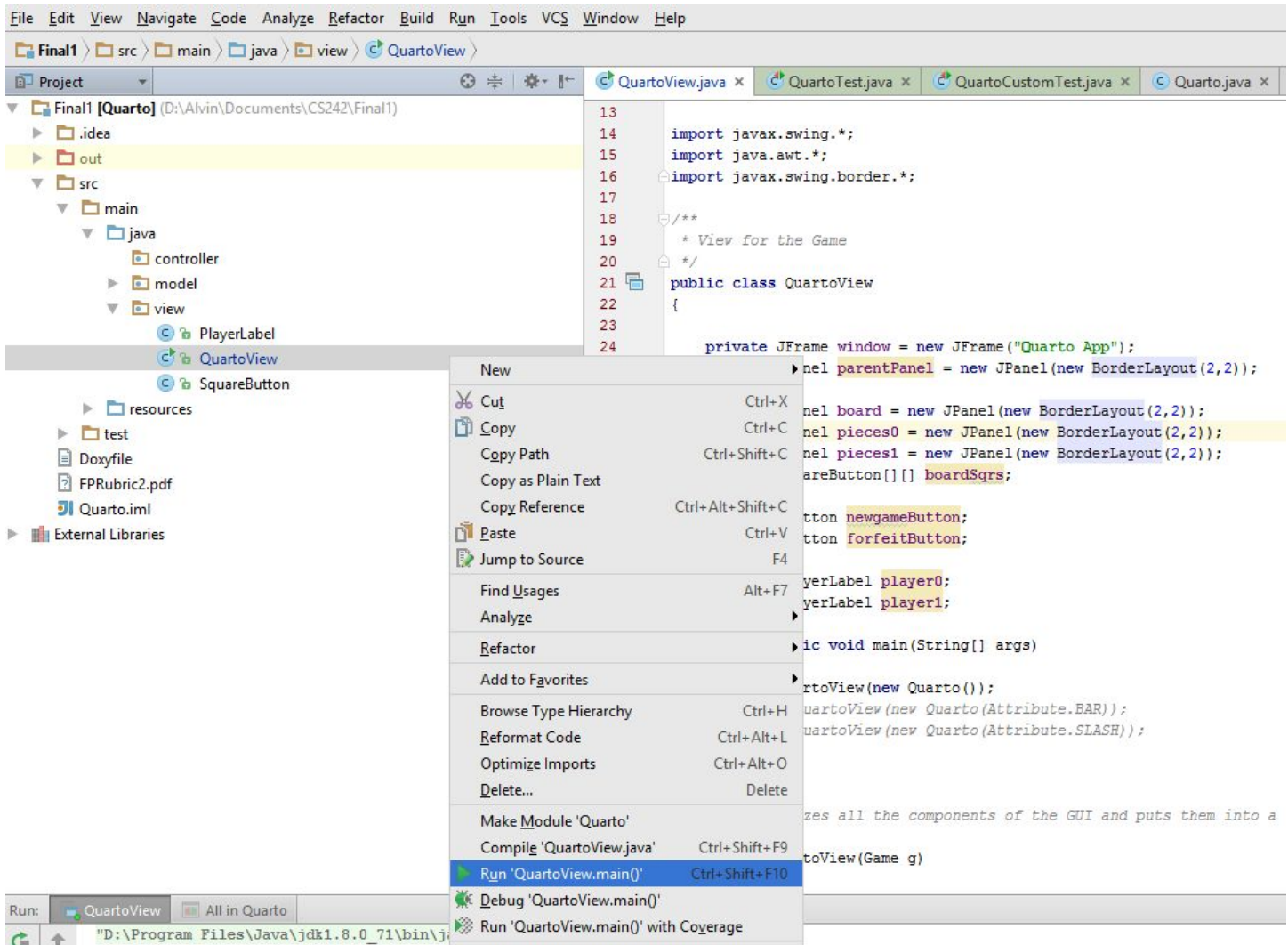


1. Open up the project in IntelliJ IDEA.
2. Find **QuartoView.java** under **src/main/java/view**
3. Open up the file in the editor.



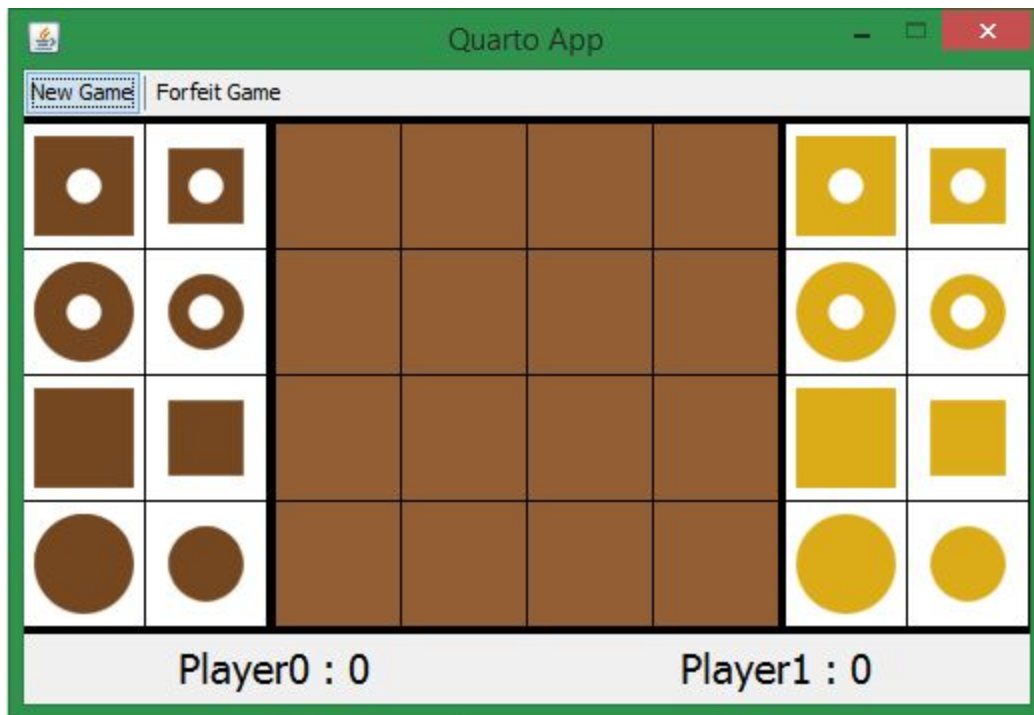
4. Find the main method, it should have the signature:  
**public static void main(String [] args)**
5. The body should consist of only three lines. Only one should be uncommented at a time. If you uncomment one, make sure the other two are commented.
6. For each of the following lines that are uncommented, when **QuartoView.java** is run, you should see the following:

```
new QuartoView(new Quarto());
```

Middle area is the board, the white spaces are place holders for pieces that have not been played.

Check for the following:

- ☐ 16 pieces displayed
- ☐ 4x4 board
- ☐ Two piece shapes: square and circle
- ☐ Two piece sizes: big and (slightly) small
- ☐ Two piece colors: brown and yellow
- ☐ Two piece tops: hollow and solid

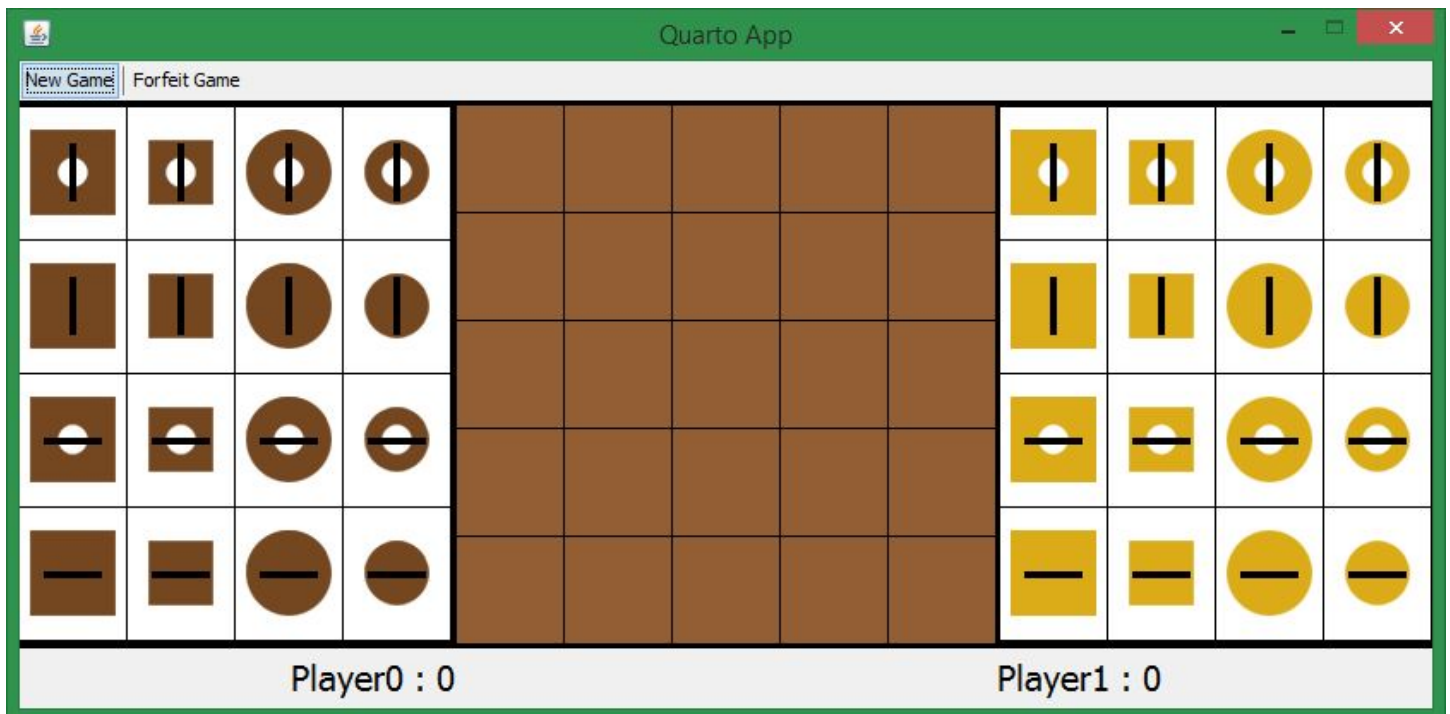


```
new QuartoView(new Quarto(Attribute.BAR));
```

This is a custom game with the extra attribute BAR.

Check for the following:

- ☐ 32 pieces displayed
- ☐ 5x5 board
- ☐ All the attributes from the previous test
- ☐ Two BAR attributes: vertical and horizontal



```
new QuartoView(new Quarto(Attribute.SLASH));
```

This is a custom game with the extra attribute SLASH.

Check for the following:

- ☐ 32 pieces displayed
- ☐ 5x5 board
- ☐ All the attributes from the previous test
- ☐ Two SLASH attributes: forward slash and back slash

