

Appilcation Programming Using Java

Project Tests

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1 Testing Methods

The tests in this project are purely decided by user cases. As the user is likely to send out a deck of cards that is invalid (not the exact types supported in the game), the cards will not be sent to the public area "current_deck", and the user will be prompted to re-select his/her cards to send.

Since the game implements a server-client network, testing of connection is done locally by hosting the server at localhost:8848 as default when no username or port number is given.