Assignment-2:

The primary goal of this assignment is to familiarize you with Dominion and the source code.

1- Create a new branch from Master (similar to Assignment-1) for Assignment-2.

2- Read the rules and the source code of Dominion, and understand the game sufficiently to be comfortable with testing an implementation of it!. Your first job is to become a "subject expert" in Dominion, since you will be testing an implementation of it. Note that the primary source of information about the Dominion implementation itself is the *dominion.c* and *dominion.h* files provided in the class repository. The specification you use will have to combine this information with knowledge about how the game works, discovered by investigation. This is a typical testing experience, where you are not given a complete specification, but must discover one for yourself.

3- Pick **5 cards** implemented in *dominion.c (see the cardEffect function)*. Choose **3 cards** of your choice plus the **smithy** and **adventurer** cards which are mandatory. **Refactor** the code so that these cards are implemented in their own functions, rather than as part of the *switch* statement in cardEffect. You should call the functions for these cards in the appropriate place in cardEffect.

4- Introduce some bug(s) in **4 cards** out of these **5 cards**, preferably "subtle" ones that might easily escape a decent test suite. By bugs I mean something that does not behave correctly – it may crash, or it may cause incorrect Dominion behavior. Introducing bugs in **smithy** and **adventurer** is mandatory. **ALL CODE SHOULD BE COMPILED and RUN.**

5- Document your changes of the five cards in the **Assignment-2.pdf** file, under a section called "**Refactor**", discussing the process of extracting the functions (**35 points**). In addition, write information of your bugs in a section called "**Bugs**" (**35 points**).

Submission instructions:

Canvas – **Assignment-2.pdf** that contains two sections: **Refactor** and **Bugs** (**70 points**)
The class github repository (**30 points**)
Create a new **branch** of your repository called "**youronid-assignment-2**" contains your final submission (i.e., the refactored code). This branch must be created before the due date to receive credit.

** Add a comment in Canvas and give the URL for your fork (under Assignment-2). (-30 points for not providing your URL)