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Junit Testing and Testing Report

I went ahead and tested several arrays within my JTesting report. I first tested the (0,0) position of each of the arrays to see the first test. Then I went ahead and tested the rest of the positions to see if they would work for all eight methods. In some of the methods I came across an outofbounds exception error which I was not able to resolve, and on at least one test for the last six methods there seems to be an error I cannot resolve as well. The game seems to be working fine however, but the reason for the errors is something I cannot quite understand. It may be due to the columns not being the same size and not having a try-catch exception to catch that error.

Game Testing

I tested if the game worked two ways, one by simply running the code from the SlideGame class, and another by calling the main method. In the interactions page, I typed in java SlideGame, and a 4x4 grid came up ready to play the game. When checking to see if the game runs correctly, clicking the middle buttons resulted in nothing happening, which was expected. Then, clicking outer boxes resulted in random buttons displaying one, which was also expected. If you clicked on a button on the left columns that weren’t the corners, the element moved to the left and another “1” was displayed at a random place. Same thing happened for the right but on the right columns (minus the corners). When clicking on the top and bottom rows, same things happened once again. At any point of these numbers were the same, they would add together. For the corners, each time I ckicked a corner button the elements would move in that path towards the corner and stop when they hit another non-zero element or end of the grid. Again, if they were ever the same element, they would add together. Once all the spaces got filled up, the message “The game has ended” would show up.

Extra Credit

For my extra credit, I went ahead and changed the colors on the panel for my board. Under the constructor, I added a line of code “button[i][j].setBackground(Color.RED);” which ultimately sets the boards color to be red but keeps the buttons when clicked as a grayish blue still.