

boolean checkHorizWin(int r, int c, char p)

<div>Input</div> <div>State: (number to win = 4)</div> <table><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td>x</td><td>x</td><td>x</td><td>x</td><td></td></tr><tr><td>o</td><td>o</td><td>o</td><td>x</td><td>o</td></tr></table> <div>R = 1</div> <div>C = 2</div> <div>P = x</div>																x	x	x	x		o	o	o	x	o	<div>Output</div> <div>checkHorizWin = true</div> <div>state of the board is unchanged</div>	<div>Reason:</div> <div>This test case is unique and distinct because the last x was placed in the middle of the string of 4 consecutive x's as opposed to on the end, so the function needs to count x's on the right and left</div> <div>Function:</div> <div>test_CheckHorizWin_win_last_marker_middle</div>
x	x	x	x																								
o	o	o	x	o																							

Notes: Remember to include the state of the board as input and all the parameters to the method. The state of the board is not included in the output at it is enough to say that it has unchanged. However it is important to verify that the state of the board is unchanged by checkHorizWin.

void placeToken(char p, int c)

<p>Input:</p> <p>State:</p> <table><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>o</td><td></td><td></td></tr><tr><td>x</td><td>o</td><td>x</td><td></td><td></td></tr></table> <p>P = x</p> <p>C = 1</p>																		o			x	o	x			<p>Output:</p> <p>State:</p> <table><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td>x</td><td>o</td><td></td><td></td></tr><tr><td>x</td><td>o</td><td>x</td><td></td><td></td></tr></table>																	x	o			x	o	x			<p>Reason:</p> <p>This test case is unique because I am placing my marker in a column that was not empty, and also was not close to be being full.</p> <p>Function:</p> <p>testPlaceToken_col_not_empty</p>
		o																																																		
x	o	x																																																		
	x	o																																																		
x	o	x																																																		

Note: In this case I do need to include the state of the board in my output as the method changes the state of the board