

Assignment-2: Due date is Sun, Apr 16 at 11:59pm

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

- 1- ~~Create your own copy of the base dominion code~~, including everything required to compile the code. Check it into your class github repository in a directory `projects/<onid-id>/dominion` (**Assignemnt-1**)
- 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*. Choose **3 cards** of your choice and ~~smithy and adventurer cards 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 COMPILE.**
- 5- Document your changes of the five cards in the **Assignment-2.pdf** file, under a section called “**Refactor**” (**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)**
 - Submit your complete dominion code under **projects/your-onid/dominion**.
 - The code must run on our engr server FLIP for verification.
 - Create a new **branch** of your repository called “**youronid-assignment-2**” contains your final submission. 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).**