

## Assignment-2:

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

- 1- Create a new branch (similar to Assignment-1) for Assignment-2 and add your own copy of the base dominion code, including everything required to compile the code to your projects/<onid>
- 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 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)**