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CIS 162

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Rolling The Dice with Farkle



I pledge that this work is entirely mine, and mine alone (except for any code provided by my instructor).

BlueJ Options

BlueJ: Test Results

- ✓ MyFarkleTestPhase3.testFiveAndFiveOfAKind()
- ✓ MyFarkleTestPhase3.testThreePairs()
- ✓ MyFarkleTestPhase3.testStraight()
- ✓ MyFarkleTestPhase3.testPlayerNotFarkledStraight()
- ✓ MyFarkleTestPhase3.testResetGame()
- ✓ MyFarkleTestPhase3.testPlayerNotFarkledFourAndAPair()
- ✓ MyFarkleTestPhase3.testFiveOfAKind()
- ✓ MyFarkleTestPhase3.testFives()
- ✓ MyFarkleTestPhase3.testOnes()
- ✓ MyFarkleTestPhase3.testGameBooleans()
- ✓ MyFarkleTestPhase3.testGameOver()
- ✓ MyFarkleTestPhase3.testSelectDie()
- ✓ MyFarkleTestPhase3.testPlayerFarkled()
- ✓ MyFarkleTestPhase3.testPlayerNotFarkledOnes()
- ✓ MyFarkleTestPhase3.testSetActivePlayer()

Tests: 28 Errors:0 Failures:0 Total Time: 36ms

Show Source Close

BlueJ: Terminal Window - CIS 162 Project 2 - Roll The Dice

```
Testing begins...
FAIL: Straight not scored correctly
FAIL: THREE PAIRS not scored correctly
FAIL: FOUR OF A KIND not scored correctly
Player Farkled
Testing completed.

Testing begins...
FAIL: THREE PAIRS not scored correctly
FAIL: FOUR OF A KIND not scored correctly
Testing completed.

Testing begins...
FAIL: Straight not scored correctly
FAIL: FOUR OF A KIND not scored correctly
Testing completed.

Testing begins...
FAIL: Three Pairs not scored correctly
FAIL: FOUR OF A KIND not scored correctly
Testing completed.

Testing begins...
FAIL: FOUR OF A KIND not scored correctly
Player Farkled
Testing completed.

Testing begins...
Testing completed.

Can only enter input while your programming is running
```

