

PlayingCard Test Documentation

Test No	Test Data	Expected Output	Actual Output
1	New PlayingCard 6 of Clubs. <pre>PlayingCard card1 = new PlayingCard(6, PlayingCard.SUIT_CLUBS);</pre>	Rank: 6 Suit: 0 Using get methods. <pre>card1.getRank(); card1.getSuit();</pre>	As expected
2	New PlayingCard Jack of Clubs. <pre>PlayingCard card2 = new PlayingCard(PlayingCard.RANK_JACK, PlayingCard.SUIT_CLUBS);</pre>	toString: <pre>PlayingCard[rank=Jack, suit=Clubs]</pre> format: J ♣	As expected
3	New PlayingCard Queen of Spades. <pre>PlayingCard card3 = new PlayingCard(PlayingCard.RANK_QUEEN, PlayingCard.SUIT_SPADES);</pre>	toString: <pre>PlayingCard[rank=Queen, suit=Spades]</pre> format: Q ♠	As expected
...
4	New PlayingCard 6 of Clubs. <pre>PlayingCard card4 = new PlayingCard(6, PlayingCard.SUIT_CLUBS);</pre>	<pre>card1.equals(card2); //should by // false card1.equals(card6); // should by // true card1.equals(card1); // should by // true</pre>	As expected
...

Pack Test Documentation

Test No	Test Data	Expected Output	Actual Output
1	New Pack <pre>Pack pack = new Pack();</pre>	Ascending sorted pack by value and suit using <pre>toString().</pre>	As expected
2	Shuffle pack. <pre>pack.shuffle();</pre>	Randomly sorted pack using <pre>toString().</pre>	As expected
3	Shuffle pack again. <pre>pack.shuffle();</pre>	Randomly sorted pack using <pre>toString().</pre>	As expected