

- BUGS
 - isGameOver()
 - doesn't account for accidental negative provinces
 - doesn't account for accidental negative supply counts
 - updateCoins()
 - doesn't check for unknown players
 - doesn't check that hand count is correct
 - smithy()
 - hand count not correct
- UNIT TESTING
 - test1
 - Lines executed:77.17% of 92
 - Branches executed:100.00% of 18
 - test2
 - Lines executed:79.49% of 39
 - Branches executed:100.00% of 6
 - test3
 - Lines executed:79.75% of 79
 - Branches executed:100.00% of 18
 - test4
 - Lines executed:82.43% of 74
 - Branches executed:100.00% of 18
 - card1
 - Lines executed:86.27% of 51
 - Branches executed:100.00% of 6
 - card2
 - Lines executed:83.33% of 30
 - Branches executed:100.00% of 4
 - card3
 - Lines executed:83.33% of 30
 - Branches executed:100.00% of 4
 - card4
 - Lines executed:83.33% of 30
 - Branches executed:100.00% of 4
 - Dominion
 - Lines executed:48.83% of 639
 - Branches executed:56.35% of 417
 - The overall score was 48.83% for line execution and 56.35% for branch execution. This shows that my overall testing was less than the desired 100%. Though my main goal to test functionality, which I believe that I have done, but for a more thorough

testing, there is much to be added. I have been working on being more familiar with this game and each of its parts, but I have not fully grasped the concepts yet. I believe that with time and being more comfortable with Dominion, I would be able to provide a more thorough unit testing and card testing.

- UNIT TESTING EFFORTS
 - Dominion gcov results provided:
 - Functions without 100% execution
 - function getWinners called 0 returned 0% blocks executed 0%
 - function scoreFor called 8 returned 100% blocks executed 78%
 - function fullDeckCount called 0 returned 0% blocks executed 0%
 - function kingdomCards called 0 returned 0% blocks executed 0%
 - function initializeGame called 341 returned 100% blocks executed 90%
 - function cardEffect called 100 returned 100% blocks executed 20%
 - function playCard called 176 returned 100% blocks executed 83%
 - function buyCard called 134 returned 100% blocks executed 75%
 - Using the coverage results from the dominion file, I was able to locate functions that went unused or without 100% execution. This helps to show me where I could expand on and what more I could incorporate when building my tests. You cannot get 100% coverage and test everything if you haven't included all possibilities. On top of the unused functions, I am able to see the usage of each line. This would help to ensure that lines have all been "exhausted" enough to get a good and thorough testing.