

## Grenswaarde Analyse:

Game class:

Regel 73: <https://github.com/jasontonk/Sagrada/blob/master/Sagrada/src/model/Game.java>

	-1	0	1
id >= 0	0	1	1
id > 0	0	0	1
id <= 0	1	1	0
id < 0	1	0	0
id == 0	0	1	0
id != 0	1	0	1
Lichte Variant	0	1	
Normale Variant	0	1	1

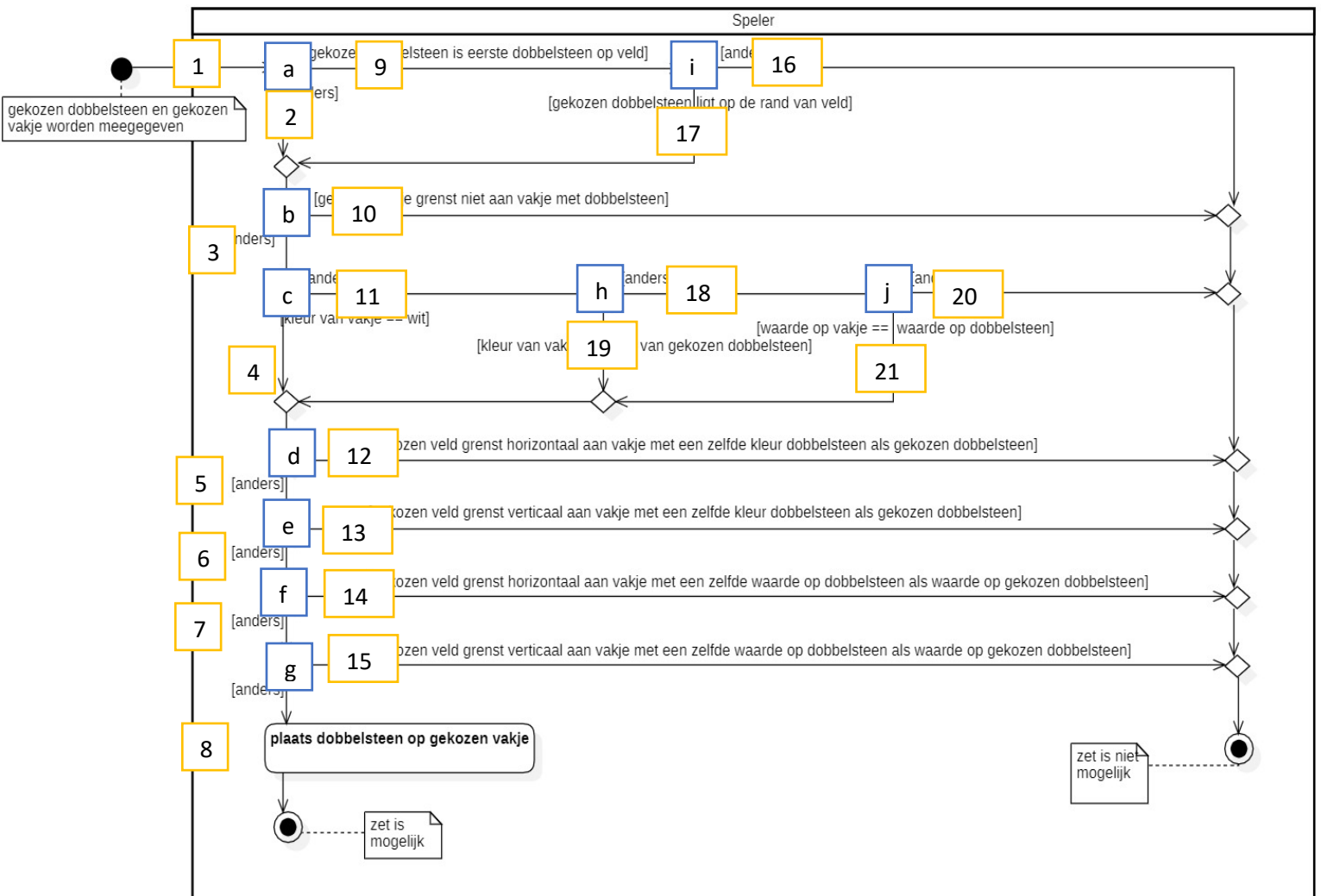
## Pairwise testing:

Board class:

Regel 177: <https://github.com/jasontonk/Sagrada/blob/master/Sagrada/src/model/Game.java>

	0,3	0,4	0,2	1,4	1,2	1,3	-1,3	-1,2	-1,4
getXpos() == 0    getYpos() == 3	1	1	1	0	0	1	1	0	0
getXpos() > 0    getYpos() == 3	1	0	0	1	1	1	1	0	0
getXpos() >= 0    getYpos() == 3	1	1	1	1	1	1	1	0	0
getXpos() <= 0    getYpos() == 3	1	1	1	0	0	1	1	1	1
getXpos() < 0    getYpos() == 3	1	0	0	0	0	1	1	1	1
getXpos() != 0    getYpos() == 3	1	0	0	1	1	1	1	1	1

Procescyclus testen:



knooppunt	inkomend	uitgaand	Combinaties
a	1	2,9	1-2,1-9
b	2,17	3,10	2-3,2-10,17-3,17-10
c	3	4,11	3-4,3-11
d	4,19,21	5,12	4-5,4-12,19-5,19-12,21-5,21-12
e	5	6,13	5-6,5-13
f	6	7,14	6-7,6-14
g	7	8,15	7-8,7-15
h	11	18,19	11-18,11-19
i	9	16,17	9-16,9-17
j	18	20,21	18-20,18-21

Testgevallen:

- 1: 1-9-16
- 2: 1-9-17-3-11-18-20
- 3: 1-2-10
- 4: 1-2-3-11-18-21-12
- 5: 1-2-3-11-19-5-13
- 6: 1-2-3-4-5-6-14
- 7: 1-2-3-4-5-6-7-15
- 8: 1-2-3-4-5-6-7-8