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Assignment 3a

cs362 winter 2020

1/24/2020

For the action card class tests that were set up, I started with by setting up a test example called Randy and initiated some random variables by calling the Action_card function with those parameters. I then ran an assert on all those parameters comparing the parameters to each other. All the assert test passed

Then I tested the use function in the Action_card function, I set the user to a player variable and added a card to the player hand. I set up an empty trash array and then called the use function with player.hand as the object, with the player and trash as the parameters. Then used assertEquals to compare the length of player.hand to zero and another assertEquals to compare the length of the player.played to 1. The test passed on both asserts.

The last function tested in Action_card is augment, I set up a player then created a random action card with the name of randy then set up the values for this card. I then assigned values to the player object and then used assertEquals to compare that the values assigned equaled the newly created Randy card after the augment function was called. After little data manipulation, assert passed.

The Player class had four function that needed tested the first is action balance. I started by creating the player object then added the moat card to the players hand. I called the action_balance and set it to balance. I ran assertEquals to check if the length of the stack was equal and checked if the balance was equal.

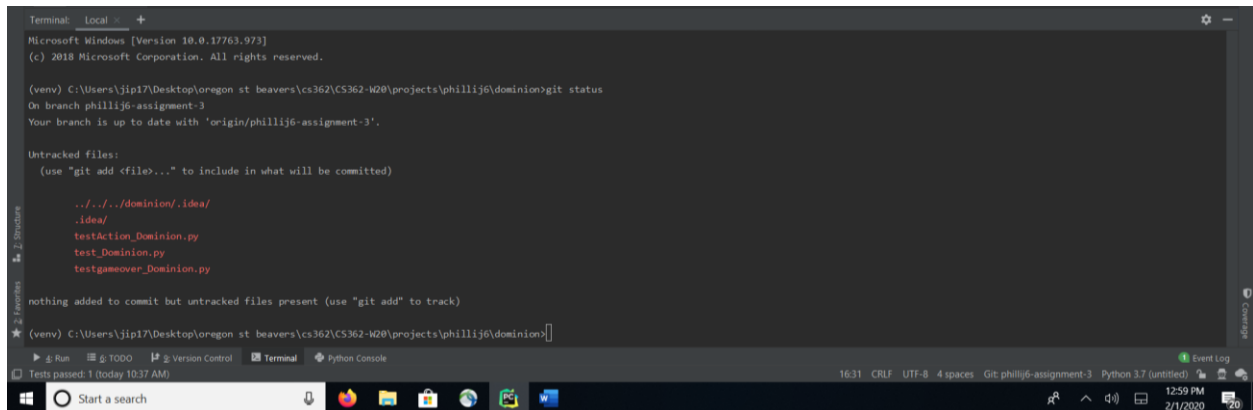
The test for the calcPoints function was set up the same by creating a player object then I added two cards to their deck. The cards I added were the Duchy and Gardens. I then called the calcpoints function and had that result now equal to points. Based on the total points from the to cards that were appended earlier, I ran another assertEquals to that total and the new value to was set in the calcpoints function that was just called.

The test that I created for the function in player called test_draw, created a player object that picked a card to be added to the players deck the card is Moat. Then created an empty list for the players hand and added the gold card to the players discard list. After the basic setup was complete. The next thing I called was the draw function, then I verified if it was added to the players hand. Then checked if the correct card was added to the hand and taken from the deck. I then did the same thing with the gold, by using the draw function and calling it by name. Then asserted if the deck and discards values were correct.

The last function I tested in the player class was test_summary. In this test I again created the player object and then added a card to their deck. Then I called the cardsummary function and assigned its value to a variable, then ran some asserts to see if the values that were supposed to be their equaled the appropriate values.

The last function test I created was for the gameover function for this test I created a dictionary called supply. In here I put a few keys and values that are cards in Dominion. I popped Province then popped

the other cards out of supply. After I got through the supply, I ran gameover again to see if the game would end correctly.



A screenshot of a Windows terminal window. The title bar says "Terminal: Local". The output shows the result of a `git status` command. It indicates the current branch is `phillij6-assignment-3` and that the branch is up to date with the origin. It lists untracked files: `../..../dominion/.idea/`, `.idea/`, `testAction_Dominion.py`, `test_Dominion.py`, and `testgameover_Dominion.py`. A message states "nothing added to commit but untracked files present (use 'git add' to track)". The terminal path is `C:\Users\jip17\Desktop\oregon st beavers\cs362\W20\projects\phillij6\dominion`. The Windows taskbar at the bottom shows the time as 12:59 PM on 2/1/2020.

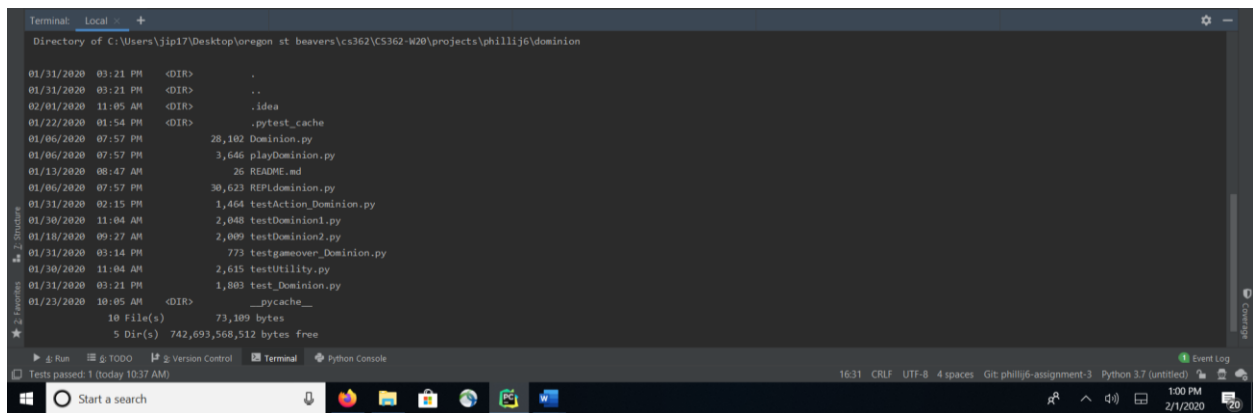
```
Terminal: Local
Microsoft Windows [Version 10.0.17763.973]
(c) 2018 Microsoft Corporation. All rights reserved.

(venv) C:\Users\jip17\Desktop\oregon st beavers\cs362\W20\projects\phillij6\dominion>git status
On branch phillij6-assignment-3
Your branch is up to date with 'origin/phillij6-assignment-3'.

Untracked files:
  (use "git add <file>..." to include in what will be committed)

    ../..../dominion/.idea/
    .idea/
    testAction_Dominion.py
    test_Dominion.py
    testgameover_Dominion.py

nothing added to commit but untracked files present (use "git add" to track)
(venv) C:\Users\jip17\Desktop\oregon st beavers\cs362\W20\projects\phillij6\dominion
```



A screenshot of a Windows terminal window showing the output of the `dir` command in the same directory as the first screenshot. It lists files and directories with their dates, times, sizes, and names. Files include `Dominion.py` (28,102 bytes), `playDominion.py` (3,646 bytes), `README.md` (26 bytes), `REPLDominion.py` (30,623 bytes), `testAction_Dominion.py` (1,464 bytes), `testDominion1.py` (2,048 bytes), `testDominion2.py` (2,009 bytes), `testgameover_Dominion.py` (773 bytes), `testUtility.py` (2,615 bytes), and `test_Dominion.py` (1,803 bytes). There is also a `__pycache__` directory. The total free space is 742,693,568,512 bytes. The Windows taskbar at the bottom shows the time as 1:00 PM on 2/1/2020.

```
Terminal: Local
Directory of C:\Users\jip17\Desktop\oregon st beavers\cs362\W20\projects\phillij6\dominion

01/31/2020 03:21 PM <DIR>      .
01/31/2020 03:21 PM <DIR>      ..
02/01/2020 11:05 AM <DIR>      .idea
01/22/2020 01:54 PM <DIR>      .pytest_cache
01/06/2020 07:57 PM          28,102 Dominion.py
01/06/2020 07:57 PM          3,646 playDominion.py
01/13/2020 06:47 AM           26 README.md
01/06/2020 07:57 PM          30,623 REPLDominion.py
01/31/2020 02:15 PM          1,464 testAction_Dominion.py
01/30/2020 11:04 AM          2,048 testDominion1.py
01/18/2020 09:27 AM          2,009 testDominion2.py
01/31/2020 03:14 PM           773 testgameover_Dominion.py
01/30/2020 11:04 AM          2,615 testUtility.py
01/31/2020 03:21 PM          1,803 test_Dominion.py
01/23/2020 10:05 AM <DIR>      __pycache__
10 File(s)              73,109 bytes
5 Dir(s)                742,693,568,512 bytes free
```