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Assignment 3a

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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 assertEqual to compare the length of player.hand to zero and another assertEqual to compare the length of the player.played to 1. The test passed on both asserts.

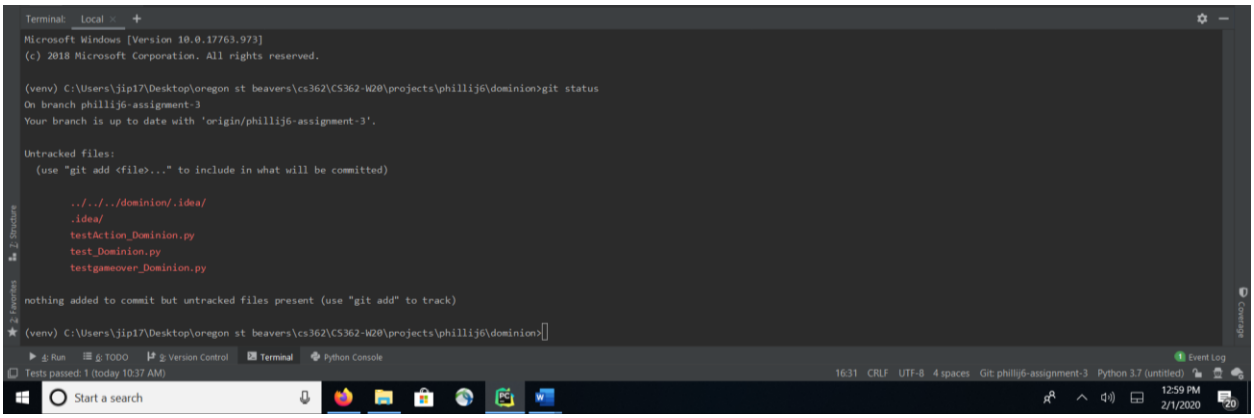
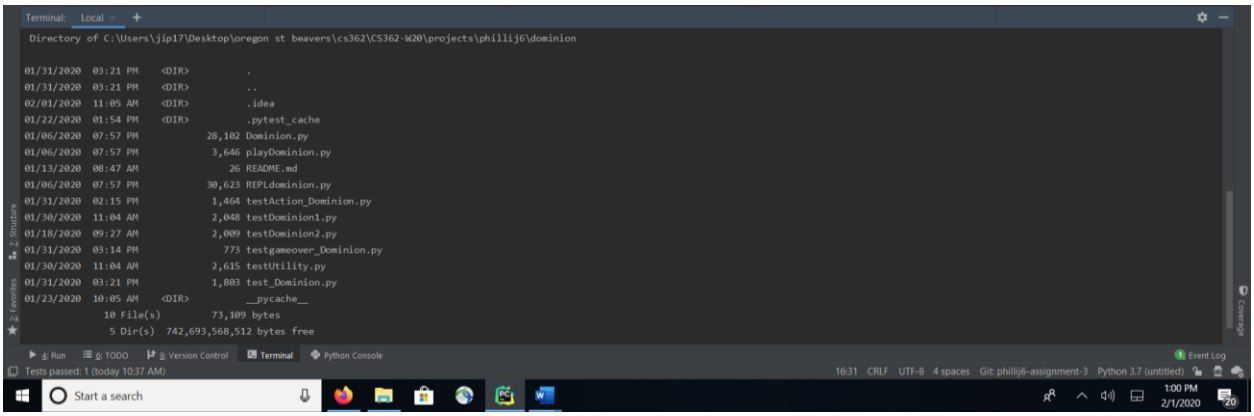
The last function tested in Action_card is augment, I set up a player then created a random action card with the name of randy then set up the values for this card. I then assigned values to the player object and then used assertEqual to compare that the values assigned equaled the newly created Randy 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 assertEqual 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 assertEqual 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.