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Valid equivalence classes

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Testing

tested by: Ardi Jasari
date: 10.12.2021
test type: Unit Testing

Testcase Nr.	Test value	Covered equivalence class	Expected result	Actual result
valid equivalent classes				
1 diceThrowWithCity	Resource List Red – GR, 1 WL, 2 OR, 1 LU, 1	7	Resource List Red – GR, 1 WL, 2 OR, 1 LU, 1	As expected
2 thiefTestNullResourcen	Resource List Red – LU, 0 GR, 0 OR, 0 Resource List Blue – WL, 1 GR, 1 OR, 1	9	Resource List Red – LU, 0 GR, 0 OR, 0 Resource List Blue – WL, 1 GR, 1 OR, 1	As expected

3	thiefTestNullCorners	Resource List Red – GR, 1 LU, 1 OR, 1 Resource List Blue – WL, 1 GR, 1 OR, 1	10	Resource List Red – GR, 1 LU, 1 OR, 1 Resource List Blue – WL, 1 GR, 1 OR, 1	As expected
4	thiefTestOnNormalField	Point (8, 14)	8	Point (8, 14)	As expected
5	thiefTestOnWater	Point (7, 11)	11	Point (7, 11)	As expected
6	cityTestOnSettlement	buildCity(Point(8, 18))	1	true	As expected
7	cityTestOnNullCorner	buildCity(Point(9, 3))	2	false	As expected
8	cityTestOnEnemyCorner	buildCity(Point(8, 12))	3	false	As expected
9	cityTestWithoutResource	buildCity(Point(8, 12)) while player has not enough Resources	4	false	As expected
10	cityTestOnNonCorner	buildCity(Point(4, 7))	5	false	As expected

11 cityTestIfOverMax	buildCity(Point(11, 7)) while player has max. number of cities placed	6	false	As expected
12 winnerTest	buildSettlement(Point(9, 13)) while player with the faction RED is one point away from win points	12	Faction RED	As expected
13 bankNoStock	Resource List Red – GR, 1 LU, 1 OR, 1	13	Resource List Red – GR, 1 LU, 1 OR, 1	As expected
14 bankResourceForOnlyOnePlayer	Resource List Red – LU, 1 OR, 1 GR, 1 Resource List Blue – WL, 1 OR, 1 GR, 1	14	Resource List Red – LU, 1 OR, 1 GR, 1 Resource List Blue – WL, 1 OR, 1 GR, 1	Resource List Red – LU, 1 OR, 1 GR, 1 Resource List Blue – WL, 1 OR, 1 BR, 1 GR, 1