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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))**  **when 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))**  **when player has max. number of cities placed** | 6 | false | As expected |
| 12  winnerTest | **buildSettlement(Point(9, 13))**  **when 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 |