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# Valid equivalence classes

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# Testing

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**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 |