

Assignment-2

CS562_Applied Software Engineering

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My dominion code: dominion.py

Classmate's dominion code: dominion_lesliew.py

Testing file: Unittest_other.py

Functions Tested:

- test_initializeGame()
- test_shuffle()
- test_drawCard()
- test_updateCoins()
- test_buyCard_gainCard()
- test_discardCard()
- test_getCost()
- test_playCard()
- test_scoreFor()
- test_getWinners()
- test_isGameOver()
- test_endTurn()

Issues Found:

In InitializeGame() function, If we are passing less than 10 kingdom cards, It should throw an error. But In his code, its not.

In buyCard() function, If we try buying a card which is not in supply then throwing error while running the code.

The reason behind this is, In initializeGame() while setting the supply, The supply count of not choosen kingdomCards is not set to -1.

All supplies from 7:20 are set to 10, which is not correct

i.e If Smithy is not in chosen kingdomCards, It's supply should be set to -1.

In buyCard(), If I try buying that card and checking the supply, It throws Compilation error.

Error:

in test_buyCard_gainCard

```
print a.supplyCount[d.cardlist[card]]
```

KeyError: 'Adventurer'

In Shuffle() function, It is not returning -1 for failure or 0 for success.

If I try shuffling an Empty deck, It should return -1 which is not included.

In discardCard() function, If the card you want to discard is not in your hand, It is not returning -1, It is returning compilation error saying Item not found in List.

In Playcard(), If I try playing Feast with choices set to 0,0,0 then it is not returning any value for feast cardeffect.It should return -1,which is not included

In Playcard(), If I try playing Mine with choices set to 0,0,0 then it is not returning any value for Mine cardeffect. It should return -1,which is not included.

In Playcard(), If I try playing Great Hall then the numActions is not incrementing by 1. When we play Great Hall from cardeffect, We should get +1 Actions.

In Playcard(), If I try playing Embargo from cardEffect(), The discard of embargo card is throwing an error because of error mentioned in discardCard() earlier.

In Playcard(), If I try playing Smithy from cardEffect(), We should draw only 3 cards.But here, We are drawing four cards. Change the values in for loop.

In Playcard(), If I try playing Council Room from cardEffect(), the numBuys should be incremented by 1, which is not happening.

Coverage:

Name	Stmts	Miss	Cover
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dominion_lesliew	334	139	58%
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unit_other	299	30	90%
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TOTAL 633 169 73%