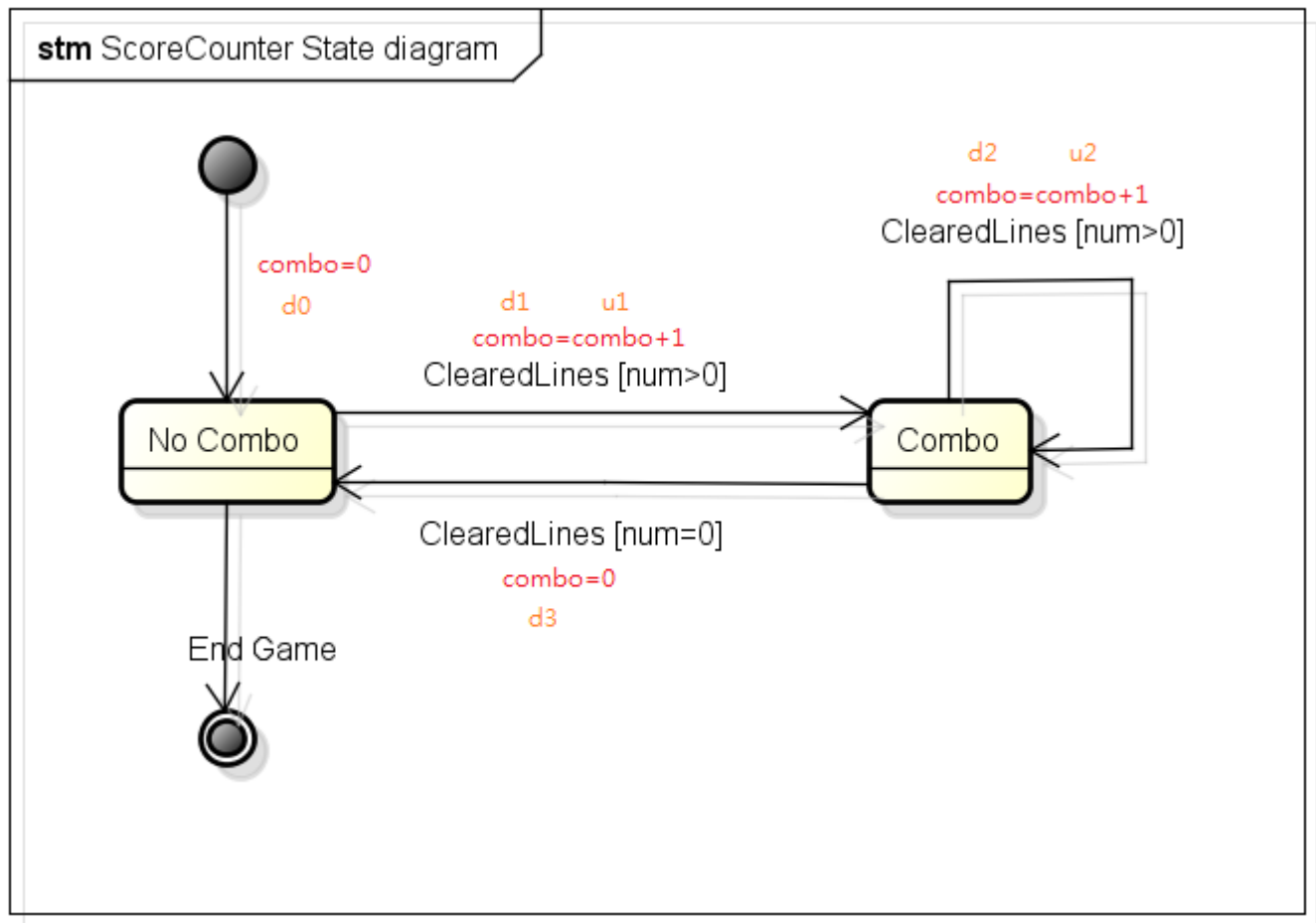


Class Level Unit Testing

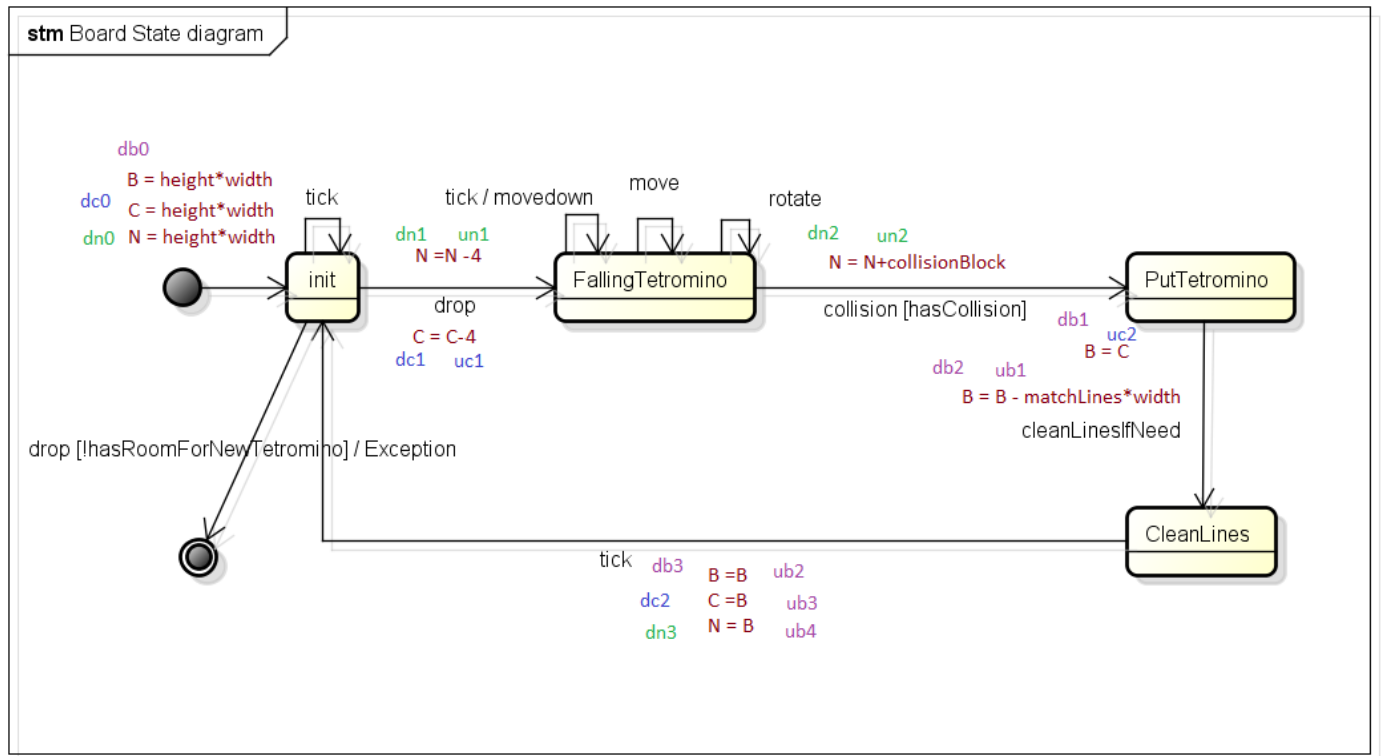
<ScoreCounter>



Pair	Path
(d0,u1)	v
(d1,u2)	v
(d2,u2)	v
(d3,u1)	v

Path : No-combo→Combo→Combo→Combo→No-Combo

<Board>



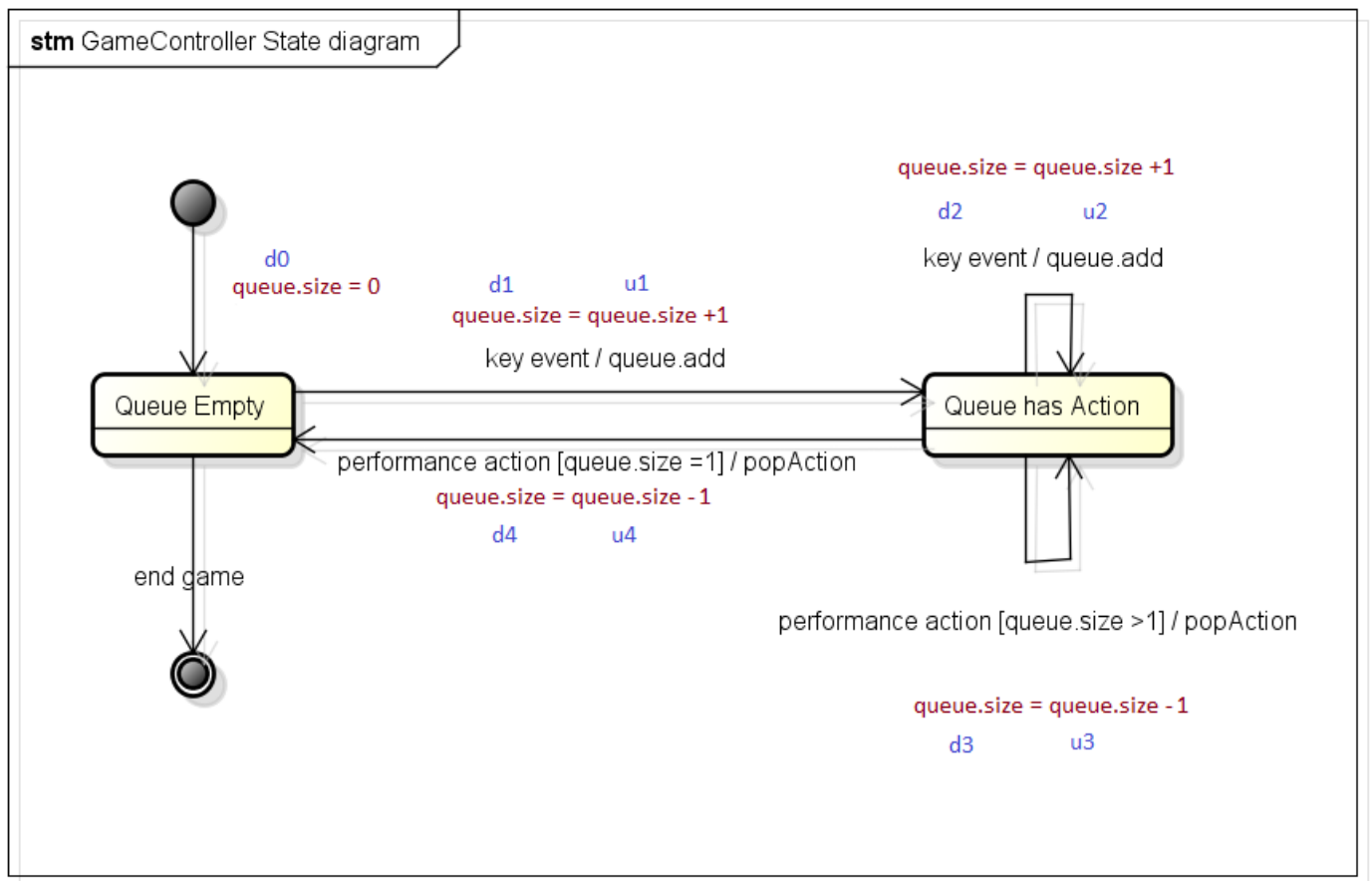
Pair	Path
(db1,ub1)	v
(db2,ub2)	v
(db3,ub3)	v
(db3,ub4)	v
(dc0,uc1)	v
(dc1,uc2)	v
(dn0,un1)	v
(dn1,un2)	v

B: Path : init→FallingTetromino→PutTetromino→CleanLines→init

C: Path : init→FallingTetromino→PutTetromino→CleanLines→init

N: Path : init→FallingTetromino→PutTetromino→CleanLines→init

<GameController>



Pair

Path

(d0,u1)

v

(d1,u2)

v

(d1,u4)

v

(d2,u3)

v

(d3,u2)

v

(d3,u4)

v

(d4,u1)

v

Path : Empty →a has Action →a has Action →d has Action →a has Action →d has Action
 →d Empty →a has Action →d Empty