

Test Documentation

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November 13, 2012

The logic in the game, eg. the class `Game`, are tested in three different JUnit tests. In the first one, `GameConstructorTest`, the constructor is tested. There are three different kinds of wrong inputs: the mines are more than the number of squares, negative input values and an empty constructor. In the second test, `GameHelpMethodsTest`, the help methods that are used to create a text version of the gameboard are tested. The things that are tested are: the number of mines are correct and if the numbers are correctly placed. The third test, `GameMainMethodTest`, checks that the main method, `createGame`, generates random gameboards.