

Test Documentation

Madeleine Ekblom

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The logic in the game, eg. the class `Game`, are tested in three different JUnit tests. In the first one, `GameTest`, 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 JUnit test, `GamTest3`, 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 JUnit test, `GameTest3`, checks that the main method, `createGame`, generates random gameboards.

In the `GameMovesTest`, the logic for the game is tested. It checks that the methods `openButtons`, `markWithFlag` and `unMarkSquare` works properly. The test checks that the helpmatrices `flagMatrix` and `help` keeps update when a method is called.

In the `HighScoreTest`, the reading and writing of the highscore files works. First it checks that each level returns the correct file in the `getFile` method.