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Test cases design

Race class

setPositions method

Due to the random nature of this method, we can't control the test cases, so in this method we'll only do a standard test.

In first place, we will create 10 random horses and add to the system, then, we call the setPositions method and after that we'll check if the position of each horse is different, if it's then the method is ok. We will do that 100 times for be sure.

consultBet method

First, we will create 10 bettors arbitrarily, then for the standard cases we will check if a bettor that we create wins or lose, that we don't know for the nature of the problem, then we will search for a bettor that doesn't exist. Second, For the limit cases, we will check for a bettor without create anyone. For last, the interesting case will be where we put first randomly 500 bettors, then we put a bettor that we will create and after that another 500 bettors and let's check if our bettor is there.

Rematch method

For the standard test case, we will set arbitrarily the positions of the horses, and after run the method, check if each one is in his correct position. For the limited case, we will create randomly 500 horses that can has the same position, and then lets check if each one is in his correct position, if two or more horses has the same number, they will have to be one after one. For the interest case, let's see what happens if there is zero, one or two horses.