

gvprojects.chess.model.ChessPi

- complainIfFromLocIsNull (0.000 s)
- complainIfFromLocIsDiffere
- playerIsCorrect (0.000 s)
- namelsCorrect (0.000 s)
- complainIfStartingAndEndin
- canCapture (0.000 s)
- complainIfTargetOccupiedB

gvprojects.chess.model.KingTes

- cannotMoveDiagonalUnlessC
- oneCol (0.000 s)
- oneRow (0.000 s)
- cannotMoveInColumn (0.000
- cannotMoveOffBoard (0.000
- oneDiagonal (0.000 s)
- cannotMoveInRow (0.000 s)
- canMoveBackward (0.000 s)
- canMoveDiagonalWithOtherP
- complainIfFromLocIsNull (0.
- complainIfFromLocIsDiffere
- playerIsCorrect (0.000 s)
- namelsCorrect (0.000 s)
- complainIfStartingAndEndin

Runs: Errors: Failures:

gvprojects.chess.model.RookTe

- canMoveInColumn (0.000 s)
- cannotMoveOffBoard (0.000
- cannotMoveDiagonal (0.000
- canMoveInRow (0.001 s)
- rowMustBeClear1 (0.000 s)
- complainIfFromLocIsNull (0.
- complainIfFromLocIsDiffere
- playerIsCorrect (0.000 s)
- namelsCorrect (0.000 s)
- complainIfStartingAndEndin
- canCapture (0.000 s)
- complainIfTargetOccupiedB

gvprojects.chess.model.PawnTe

- cannotMoveDiagonalUnlessC
- cannotMoveBackward (0.000
- canMoveInColumn (0.000 s)
- cannotMoveOffBoard (0.000
- cannotMoveInRow (0.000 s)
- rowMustBeClear1 (0.000 s)
- canMoveDiagonalWithOtherP
- complainIfFromLocIsNull (0.
- complainIfFromLocIsDiffere
- playerIsCorrect (0.000 s)
- namelsCorrect (0.000 s)
- complainIfStartingAndEndin
- canCapture (0.001 s)
- complainIfTargetOccupiedB

gvprojects.chess.model.Mode

- startingPlayerIsWhite (0.10
- testCheck (0.003 s)
- testMoveInCheck (0.002 s)
- testMoveOutOfCheck (0.00
- switchTurns (0.000 s)
- cancelMove (0.002 s)
- isComplete (0.017 s)
- moveKings (0.003 s)
- selfCheck (0.004 s)

gvprojects.chess.model.Bisho

- cannotMoveDiagonalUnlessC
- cannotMoveInColumn (0.000
- cannotMoveOffBoard (0.000
- cannotMoveInRow (0.000 s)
- canMoveBackward (0.000 s)
- pathMustBeClear1 (0.000 s)
- canMoveDiagonalWithOtherP
- complainIfFromLocIsNull (0.
- complainIfFromLocIsDiffere
- playerIsCorrect (0.000 s)
- namelsCorrect (0.000 s)
- complainIfStartingAndEndin
- canCapture (0.000 s)
- complainIfTargetOccupiedB

Runs: Errors: Failures:

Runs: Errors: Failures:

gvprojects.chess.model.QueenT

- canMoveInColumn (0.000 s)
- canMoveDiagonal (0.000 s)
- cannotMoveOffBoard (0.000
- canMoveInRow (0.000 s)
- canMoveBackward (0.000 s)
- pathMustBeClear1 (0.000 s)
- pathMustBeClear2 (0.000 s)
- pathMustBeClear3 (0.000 s)
- canMoveDiagonalWithOtherP
- complainIfFromLocIsNull (0.
- complainIfFromLocIsDiffere
- playerIsCorrect (0.000 s)
- namelsCorrect (0.000 s)
- complainIfStartingAndEndin

gvprojects.chess.model.KnightT