**Networked Checkers: Testing Documentation**

1. Unit Testing
   1. CheckersData - Passes all tests
      1. Correctly sets up the board for a new game ✔
      2. Verifies setter and getter methods are functional ✔
      3. Removes pieces that are jumped over ✔
      4. Correctly classify pieces that reach the opponent’s side as kchaings ✔
      5. Correctly identifies the set of legal moves possible for a given player ✔
      6. Correctly identifies the set of legal jumps possible for a given player ✔
      7. Correctly identifies whether a player can legally jump ✔
      8. Correctly identifies whether a player can legally move ✔
   2. CheckersMove - Passes all tests
      1. Correctly assigns the starting and ending positions for the move ✔
      2. Correctly classifies moves as legal jumps or not ✔
      3. equals() method functions correctly ✔
      4. toString() method functions correctly ✔
   3. Checkers
      1. Correctly verifies that GUI elements are set up properly ✔
      2. Verifies setter and getter methods are functional ✔
   4. Checkers.Board
      1. Correctly verifies that GUI elements are set up properly ✔
      2. New Game Button and Resign Button only functions when appropriate ✔
      3. Verifies that the selection of moveable pieces by the user is registered ✔
      4. Verifies that the use of chat messages to send coordinates functions ✔
      5. Verifies that chat messages can be used to do a new game and/or resign ✔
      6. Correctly identifies when a user must make multiple consecutive jumps ✔
      7. Correctly identifies when an opponent has no more possible moves ✔
      8. Correctly identifies when an opponent must make a jumps ✔
      9. Correctly identifies when an opponent has multiple move options ✔
      10. Correctly identifies when an opponent has only one move option ✔
          1. Correctly verifies that that move option is automatically selected as a courtesy to the user ✔
      11. Correctly registers mouse events ✔
      12. Correctly verifies networking ✔
2. Code
   1. submitted in the folder in the file JUtestCheckers.java
3. User Acceptance Testing
   * 1. Correctly verifies that only the active player’s screen can move pieces ✔
     2. Correctly verifies that when an opponent resigns the victory automatically goes to the other opponent ✔
     3. Chat in the window is functional ✔