# Méthodes de tests (Humain Vs Humain):

```
testCreerPlateau();
```

### testPositionX();

### testPositionY();

## testMaxGauche();

```
*** testMaxGauche()
maxGauche(\{\{,,,\},\{,,,\},\{,,,\},\{,,o,\}\},2) = 2:
3 | | | 0 | |
2 | | | | |
1 | | | |
0 | | | |
  0 1 2 3
OK
maxGauche(\{\{,,,,o\},\{,,,\},\{,,,\}\},3) = 3:
3 | | | | |
2 | | | | |
1 | | | |
0 | | | | 0 |
  0 1 2 3
OK
maxGauche(\{\{,,,\},\{,,,\},\{,,,\},\{o,,,\}\},0) = 0:
3 | 0 | | | |
2 | | | | |
1 | | | | |
0 | | | |
  0 1 2 3
OK
(program exited with code: 0)
```

### testMaxBas();

```
*** testMaxBas()
\max Bas(\{\{,,,\},\{o,,\},\{,,,\},\{,,,\}\},1) = 1:
3 | | | | |
2 | | | |
1 | 0 | | | |
0 | | | |
  0 1 2 3
\max Bas(\{\{,,,,o\},\{,,,\},\{,,,\},\{,,,\}\},0) = 0:
3 | | | |
2 | | | | |
|1| | | | | |
0 | | | | 0 |
  0 1 2 3
\max Bas(\{\{,,,\},\{,,,\},\{,,,\},\{o,,,\}\},3) = 3:
3 | 0 | | | |
2 | | | | |
```

```
0 | | | | | | | 0 1 2 3 OK
-------(program exited with code: 0)
```

## testMaxDiagonal();

```
*** testMaxDiag()
maxDiagonal(\{\{,,,\},\{o,,,\},\{,,,\},\{,,,\}\},0,1) = 0:
1 | 0 | | | |
0 | | | |
  0 1 2 3
OK
maxDiagonal(\{\{,,,\},\{,,,\},\{,,,\},\{,,,o\}\},3,3) = 3:
3 | | | | | 0 |
2 | | | | |
1 | | | | |
0 | | | |
  0 1 2 3
OK
maxDiagonal(\{\{,,,\},\{,,,\},\{,,,\},\{,o,,\}\},1,3) = 1:
3 | | 0 | | |
2 | | | | |
1 | | | |
0 | | | |
  0 1 2 3
OK
(program exited with code: 0)
```

### testIdentique();

```
testMouvementBas();
```

#### testMouvementGauche();

### testMouvementDiag();

### testPositionDepart();