Testing

Informal Testing

Formal Testing

Black-box testing

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Unit | Input | Expected Output | Output | Errors that were fixed |
| UBoard. InitDraughts | Empty TArray |  |  |  |
| UBoard. AddCounter | Empty TArray |  |  |  |
| UBoard. RemoveCounter | Populated TArray |  |  |  |
| UBoard. ClearBoard | Populated TArray |  |  |  |
| UBoard.WhatPlayer | TArray populated with all counter types |  |  |  |
| UMove.MakeMove |  |  |  |  |
| UMove.CheckLegalMove |  |  |  |  |
| UMove.PossibleLegalMoves |  |  |  |  |
| UMove.AllPossibleLegalMoves |  |  |  |  |
| UAI.ManualDepth |  |  |  |  |
| UAI.BoardVal |  |  |  |  |
| UAI.Min |  |  |  |  |
| UAI.Max |  |  |  |  |
| UAI.Minmax |  |  |  |  |
| USaveLoad.Save |  |  |  |  |
| USaveLoad.Load |  |  |  |  |