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CS31

Project 7

Challenges:

One challenge I faced was the syntax. While we worked on classes on project 5, I still had some problems. For example, I tried to do mDie1 > mDie2 but it didnt work until I realized it should be mDie1.getValue > mDie2.getValue because we are comparing the values not the die itself.

Testing:

First of all, my code passed all codeboard problems and the asserts found in the spec. Some more asserts I used to check that my code works:

I first used this code to test that my player.cpp works:

**Player x;**

**assert( x.getRoundsWon( ) == 0 );**

**x.wonARound( );**

**x.wonARound( );**

**assert( x.getRoundsWon( ) == 2 );**

**x.roll( );**

**Die one;**

**one.setValue( 3);**

**Die two;**

**two.setValue( 2);**

**x.roll(one, two);**

**assert( x.largestDie( ).getValue( ) == 3 );**

**assert( x.smallestDie( ).getValue( ) == 2 );**

I first used this code to test that my board.cpp works:

Board YAY;

assert( YAY.getHumanRoundsWon( ) == 0 );

assert( YAY.getComputerRoundsWon( ) == 0 );

assert( YAY.getTurnsLeft( ) == 0 );

assert( ! YAY.didHumanWin( ) );

assert( ! YAY.didComputerWin( ) );

assert( ! YAY.isGameOver() );//ERROR

YAY.setHumanRoundsWon( 4);

YAY.setComputerRoundsWon( 1 );

YAY.setTurnsLeft( 0 );

assert( YAY.getHumanRoundsWon( ) == 4 );

assert( YAY.getComputerRoundsWon( ) == 1 );

assert( YAY.getTurnsLeft( ) == 0 );

I used the code from the spec but changed it to make my own and it worked on my code too.

BeatThat finalgame;

**for** (**int** i = 0; i < 5; i++)

{

finalgame.humanPlay( );

finalgame.computerPlay( );

finalgame.endTurn( );

}

**switch**( finalgame.determineGameOutcome( ) )

{

**case** BeatThat::GAMEOUTCOME::HUMANWONGAME:

cout << "You won!" << endl;

**break**;

**case** BeatThat::GAMEOUTCOME::COMPUTERWONGAME:

cout << "You lost!" << endl;

**break**;

**case** BeatThat::GAMEOUTCOME::TIEDGAME:

cout << "Tied!" << endl;

**break**;

**default**:

cout<< "game not over" <<endl;

}