

TESTING DOCUMENT

This document contains all the testing done on java elevens game program to show the results.

- There is use of private classes to keep the data limited
- There is use of well-known trusted methods
- The code is written in a clear manner
- Helper method is used to repeat methods which is a safer way
- There are two classes to test Card and Deck
 1. Card tester
 2. Deck tester
- Card Tester is to test the class Card
- This class tests if the cards match with card 1 if yes it will return true otherwise false

```
run:
Card 1 toString method reports:
    ace of spades
The individual accessor method calls below should return the same values:
rank: ace
suit: spades
pointValue: 13

Card 1 and Card 2 should match.
ace of spades
ace of spades
Matches? true

Card 1 and Card 3 should not match.
ace of spades
jack of diamonds
Matches? false

BUILD SUCCESSFUL (total time: 0 seconds)
||
```

- Deck Tester shows all the cards present in the Deck and how many of them are undealt Cards present
- It helps to check if the Deck is empty or not if it is not empty it will return false

```
run:
Deck 1 toString method reports:
    , Ace of Clubs, 4 of Spades, 10 of Hearts, 7 of Clubs, 6 of Hearts, 5 of Clubs, 6 of Clubs
The individual accessor method calls below should return the same values:
isEmpty: false
numUndealtCards: 52
```

- Given below is testing of the main program

Output - A_Elevens (run) #5

```
run:
welcome to the games of ELEVEN
*****lets start the game*****
choose number against the options
1.Demo
2.Play game
3.Instruction
4.Exit
Type your Answer:
```

-
- Giving options to user and using scanner for input, all the options are connected to a class that runs when number against them is entered as an input, if else method is used

```
run:
welcome to the games of ELEVEN
*****lets start the game*****
choose number against the options
1.Demo
2.Play game
3.Instruction
4.Exit
Type your Answer:
2
*****
*****Starting Game *****
*****
*****GAMES OF 11*****
0: 4 of Diamond
1: 7 of Clubs
2: 7 of Spades
3: 2 of Hearts
4: 6 of Hearts
5: 6 of Spades
6: King of Spades
7: 9 of Clubs
8: 8 of Clubs
number of cards in desk are : 43
*****
Do you want hint type 'yes' or 'no':
no
no
Choose the number in front of the card to pick Card 1 :
7
Choose the number in front of the card to pick Card 2 :
3
9 of Clubs and 2 of Hearts
9
[4 of Diamond, 7 of Clubs, 7 of Spades, 6 of Hearts, 6 of Spades, King of Spades, 8 of Clubs, 3 of Hearts, 10 of Hearts]
```

On pressing 2 the program takes user to play game class present in main program. all the 9 cards are shown in such a way that they are represented by the number in front of them and the program also prints the number of cards left in the deck after that it also asks user for hint if required on typing no the class is programmed to ask for input for card 1 , at the end if the input is correct it prints the cards that are removed (9 of clubs and 2 of hearts) and prints the new number of faceup cards that would be visible on the next turn.

```

*****
Do you want hint type 'yes' or 'no':
yes
yes
Possible move is : 4 of Diamond + 7 of Clubs
Possible move is : 4 of Diamond + 7 of Spades
Possible move is : 8 of Clubs + 3 of Hearts
Choose the number in front of the card to pick Card 1 :

```

On pressing yes for hint, it provides all the possible combination of 11 present in the faceup class.

```

many of spades and 6 of spades
Invalid Selection,Please Try Again
9
[4 of Diamond, 7 of Clubs, 7 of Spades, 6 of Hearts, 6 of Spades, King of Spades, 8 of Clubs, 3 of Hearts, 10 of Hearts]
*****GAMES OF 11*****

```

On invalid selectin it asks you to try again without removing any cards

```

Choose the number in front of the card to pick Card 1 :
4
Choose the number in front of the card to pick Card 2 :
5
8 of Clubs and 3 of Hearts
9
[7 of Spades, 6 of Hearts, 6 of Spades, King of Spades, 10 of Hearts, 7 of Hearts, 3 of Diamond, 6 of Diamond, King of Hearts]
*****
*****OOPS TRY AGAIN!*****
*****
Want to replay please type yes or no

```

Game is lost if no possible combinations are left in faceup cards to make. At the end the while loop breaks, and user is asked if they want a replay. on pressing yes, it would replay all the steps again one by one and on pressing no, it would take the user to the main menu where the while loop starts again.