Tests

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Input testing

We tested multiple versions of how the code would respond to getting input and errors.
We tested:

a) when inputting something other than an integer for the number of players, the program reprompts the user
b) when no inputting a location, the program reprompts the user
c) when entering an incorrect extension for the file the program fixes it
d) when the user points to a file that does not exist, the program notifies the user and then exits
e) when the file contains incorrect data, the program notifies the user and then exits

Thread testing

We decided against using JUnit 4 or 5 as the instructions never say we had to, just what to do if we did, and due to time constraints we decided to use the debugger and print function the traditional way.
We came across a number of errors, for instance:

1. a mismatch between the deck number printed and the deck index used
2. negative values for cards due to the placeholders for methods
3. notify() thread functions not working
4. players using the wrong preferred denominations

These issues were a great challenge in some cases as our program referenced most methods we called multiple times and it was unclear which was often responsible.

Our method for solving some of these problems involved setting the placeholder values to recognisably different values and seeing which ones were being used wrongly in the output by printing them at various stages in the while loops.
This allowed us to solve discarding to incorrect decks and picking up non-existent denominations.
We also addressed a mismatch in the actual dealing and printed out what was in the players hand by identifying bad referencing whereas the players were referencing the decks, thinking they were the hands.