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CS 626

Program 3: Player/Color Class

**Test Plan:**

**Color Class**

1. Testing Constructor (Picking Non-Valid Color)

Pick non valid option for color

Correct: “Error! Invalid Input. Try Again”, re-prompt the menu

1. Testing Constructor (Valid Input), getColor function, print function using <<

Pick a valid color and return the color using getColor(), print the color picked

Correct: “You picked: Orange”

**Player Class**

1. Testing Constructor, print function using <<

Read in Player’s name, call Color unit test to get color, and construct object

Print player’s information

Correct: “Name, Color, Score (0), Scoreboard (0 0 0) displayed

1. Testing wonColumn, getScore() functions, getColor(), print function

Loop (column 2-4):

Call wonColumn, then see if score updated by calling getScore()

Correct: Scoreboard updated, score incremented, return true or false