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CS 626

Program 5: Board Class

**Test Plan:**

1. Testing Default Constructor and print function

Create Board and display. Correct: Text GUI of empty board

1. Testing startTower(Player\*) function

Store player, set counter and array to 0 Correct: Display Player’s info, tow used, tow locations

1. Testing move( ) and stop ( ) functions

Move in Col 2 until end of square Correct: T in col 2, pending

Error: Try to move at end of square Correct: print ‘Illegal Move’

Move once in Col 12 Correct: T in col 12, available

Move once in Col 5 Correct : T in col 5, available

Error: Try to use more than 3 towers Correct: print ‘Illegal Move’

Call stop( ) Correct: O (tiles) in 2 , 12 , 5 (Cap, Avail, Avail)

1. Testing move ( ) and bust ( ) functions

startTurn Correct: Player info, tow = 0 , tow locs = 0 0 0

Move in Col 5 Correct: advance T in col 5

Bust ( ) Correct: lose T in col 5