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CS 626

Program 6: Player List + Polymorphic Dice

**CList Test Plan:**

-Create four dummy players (along with colors)

“Arf” Orange

“Meow” Yellow

“Moo” Green

“Oink” Blue

1. Testing Constructor and print function

Empty list created in Game’s ctor and print Correct: “Nothing to print” message

1. Testing insert( ) function

Insert all four players and print Correct: 4 player’s information printed

1. Testing next ( ), remove ( ), get count ( )

Call next ( ) function Correct: change current to Meow

Call remove ( ) and print Correct: Meow deleted from list, current to Arf

Print get\_count( ) Correct: 3

1. Testing next ( ) around full circle plus one and first ( ) function

Call next ( ) 4 times and print Correct: Moo, Oink, Arf, Moo printed

Call first( ) and print Correct: Arf printed

1. Remove all players, try to call first/next, then add players again

Remove Arf, Moo, Oink + print Correct: “Nothing to print” message

Call first/next Correct: “No players in game” message

Add all 4 players back Correct: 4 player’s information printed

**Poly Dice Class Test Plan:**

1. Testing CantStopDice

Instantiate CantStopDice and call roll Correct: Display dice values w/ labels

Ask user to pair up dice

Confirm his pairing

1. Testing FakeDice

1 1 6 6

2 2 4 4

2 2 4 4

6 6 5 5

Call roll( ) and display return values

Correct:

2 12

4 8

4 8

12 10