

MANUAL TEST PLAN:

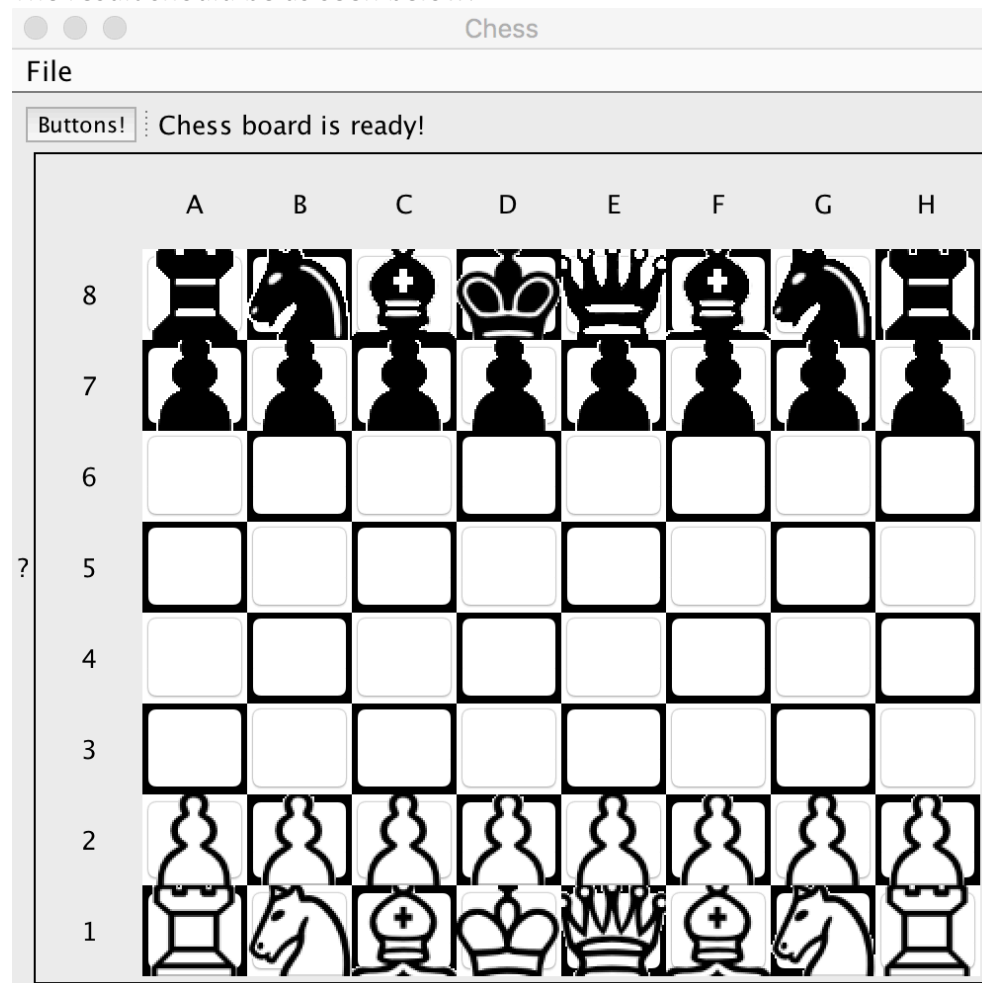
For all the tests below, copy the code from the test function, place in main function at the end of ChessBoardGUI.java. Currently it will test case 1.

1. The Basic Chess board:

```
@Test
public void FullChessboardGUITest() throws Exception {
    ChessBoard chessData = new ChessBoard();
    chessData.setUpStartBoard(chessData);
    new ChessboardGUI(chessData);
}
```

The above code in main, sets up a chess board with all expected pawns where they should be.

The result should be as seen below:

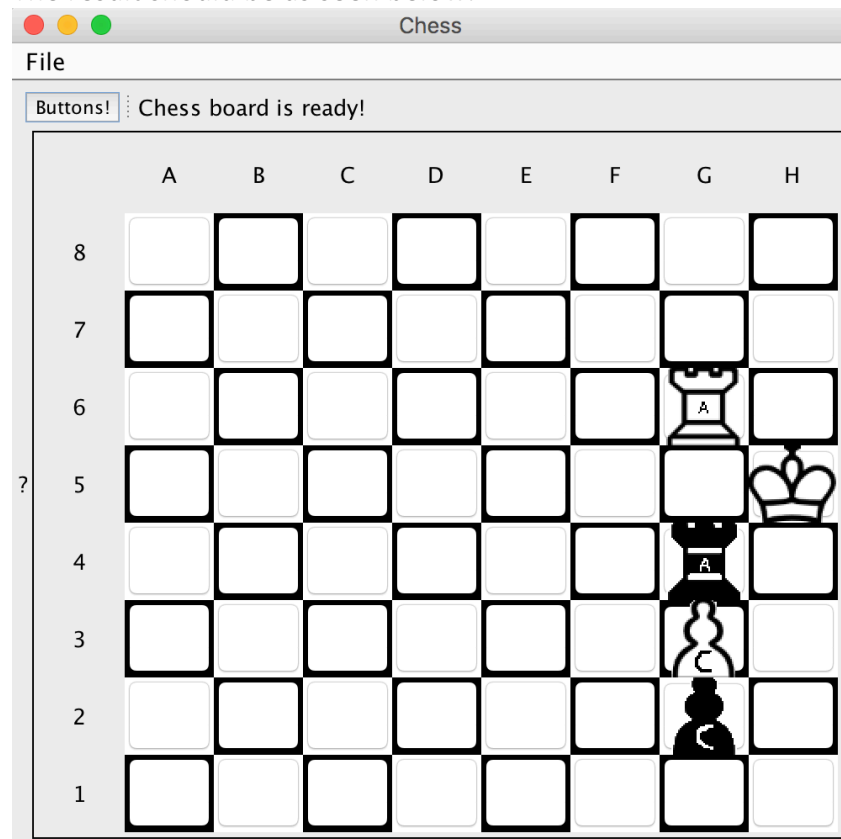


```
@Test
public void CustomPieceChessboardGUI() throws Exception {
    ChessBoard chessBoard = new ChessBoard();
    King king = new King(4,0,1, chessBoard.getPlayerWhite());
    AKnightBishop knightbishop_w = new AKnightBishop(5,1,1,
chessBoard.getPlayerWhite());
    AKnightBishop knightbishop_b = new AKnightBishop(3,1,-1,
chessBoard.getPlayerBlack());
    CKnightRook knightrook_w = new CKnightRook(2,1,1, chessBoard.getPlayerWhite());
    CKnightRook knightrook_b = new CKnightRook(1,1,-1, chessBoard.getPlayerBlack());

    chessBoard.placePiece(king);
    chessBoard.placePiece(knightbishop_w);
    chessBoard.placePiece(knightbishop_b);
    chessBoard.placePiece(knightrook_w);
    chessBoard.placePiece(knightrook_b);

    new ChessboardGUI(chessBoard);
}
```

The result should be as seen below:



3. Chess Board configuration 2: With a checkmate situation.

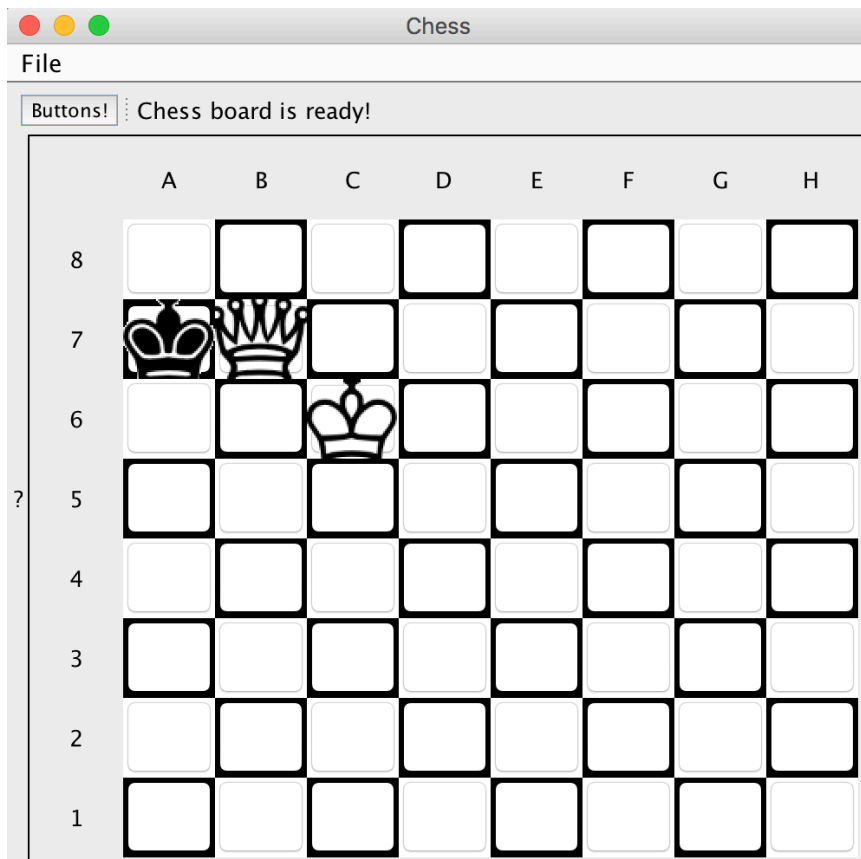
```
@Test
public void CheckmateSituationChessboardGUITest() throws Exception {

    ChessBoard chessBoard = new ChessBoard();
    chessBoard.setBoardAfresh();
    King king_w = new King(5, 5, 1, chessBoard.getPlayerWhite());
    Queen queen = new Queen(6, 6, 1, chessBoard.getPlayerWhite());
    King king_b = new King(6, 7, -1, chessBoard.getPlayerBlack());
    chessBoard.placePiece(king_w);
    chessBoard.placePiece(queen);
    chessBoard.placePiece(king_b);

    new ChessboardGUI(chessBoard);
}
```

The above code in main, sets up a chess board with all the configuration tried above.

The result should be as seen below:



1. Chess Board configuration 2: With one piece in board, and other out of board.

```
@Test
public void PieceOutsideChessboardGUITest() throws Exception {

    ChessBoard chessBoard = new ChessBoard();
    chessBoard.setBoardAfresh();           Queen queen_w = new Queen(6,6,1,
chessBoard.getPlayerWhite());
    Queen queen_b = new Queen(9,6,-1, chessBoard.getPlayerBlack()); // This piece is
out of board
    chessBoard.placePiece(queen_b);
    chessBoard.placePiece(queen_w);

    new ChessboardGUI(chessBoard);
}
```

The above code in main, sets up a chess board with all the configuration tried above.

The result should be as seen below:

