**Exercise 3 - A Terminal-based Tutto Game - Testing**

**Testingmethology**

For the Testing of the game, we followed the approach of chapter 5 and created for each Class in the Implementation a TestingCalss named with “Test” as ending. For example, for the class Player we created a PlayerTest class. Each Test Class contains various individual test which can be run as standalone or one can run the entire test class with all included test.

**Branchcoverage**

We were able to achieve a total branch coverage of 63% for our implementation of the Tuttogame and our Testing suite. The varied in between the implemented classes, especially

**Explanation**

which is below the required 70%. The lower Test coverage can be attributed to two main factors. These being while loops in combination with the random method of the DICE class