



AbstractGear Class Testing Plan

- testConstructors
 - o Construct Footwear, HandGear, and HeadGear objects
- testConstructorException
 - o Throw IllegalArgumentException when calling constructor with a negative attack or defense stat
- *Getters*
 - o testGetPrefix
 - o testGetBaseName
 - o testGetAttackStat
 - o testGetDefenseStat
- *Setters*
 - o testSetPrefix
 - o testSetBaseName
 - o testSetAttackStat
 - o testSetDefenseStat
 - o testSetAttackStatException
 - Throw IllegalStateException when calling setAttackStat on HeadGear
 - o testSetDefenseStatException
 - Throw IllegalStateException when calling setDefenseStat on HandGear
- testCombine
 - o Combine three HandGear objects to see if name and stat combination works
 - o Combine three HeadGear objects to see if name and stat combination works
 - o Combine three Footwear objects to see if name and stat combination works
- testCombineException
 - o Combining two Gears of different subclasses should raise IllegalArgumentException
- testCompareTo
 - o Gear compared to another Gear of lesser attack should return 1
 - o Gear compared to another Gear of greater attack should return -1
 - o Gear compared to another Gear of equal attack and lesser attack should return 1
 - o Gear compared to another Gear of equal attack and greater attack should return -1
 - o Gear compared to another Gear of lesser attack and greater defense should return 1
 - o Gear compared to another Gear of equal attack and defense should return 0
 - o Duplicate Gear pieces should return 0
- testEquals
 - o Comparing two duplicate Gear objects should return 1
 - o Comparing two different Gear objects should return 0
- testToString
 - o Printing objects of all three sub-classes should result in correct name and stat string