

**Github : <https://github.com/vihangi/assignment12406.git>**  
**Testing**

**TESTING USING BLUEJ**

1. The user is asked to input the total number of players
2. It checks whether the number of players entered by the user is valid or not and then throws an exception

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```
Welcome to Mineral SuperTrumps
Enter the number of players between 3-5
1
The number of players must range from 3 to 5
Enter the number of players between 3-5
2
The number of players must range from 3 to 5
Enter the number of players between 3-5
9
The number of players must range from 3 to 5
Enter the number of players between 3-5
```

3. After the user has entered the valid input it displays the total number of players and the deck size
4. the round 1 begins . As it is the round 1 , player 1 sets the category

Total number of players : 3  
Deck size 60

Round 1

Player 1

Name	Hardness	Gravity	Cleavage	Crustal	EcoValue
Topaz	8	3.6	1 perfect	ultrafine	low
Gypsum	2	2.3	1 perfect/2 good	trace	high
Orthoclase	6.5	2.6	1 perfect/1 good	high	moderate
Rutile	6.5	4.3	2 good	low	high
Ilmenite	6	4.8	none	low	moderate
Epidote	6.5	3.5	1 perfect	moderate	trivial
Antigorite	4	2.6	1 perfect	low	low
Siderite	4.5	4.0	3 perfect	trace	moderate

Please enter the card number :

1

Setting the round

Please choose the category with the highest weight(enter number)

1. hardness
2. gravity
3. cleavage
4. crustal
5. EcoValue

- It checks if the category is valid or not , and keeps asking the user for the category until it enters a valid input

```

Round 1
Player 1
Name      Hardness  Gravity  Cleavage  Crystal  EcoValue
Topaz     8          3.6     1 perfect ultratrace low
Dysanite 2          2.3     1 perfect/2 good trace high
Orthoclase 6.5       2.6     1 perfect/1 good high moderate
Rutile    6.5       4.3     2 good low high
Ilmenite  6         4.8     none low moderate
Episilite 6.5       3.5     1 perfect moderate trivial
Antiperite 4         2.6     1 perfect low low
Siderite  4.5       4.8     3 perfect trace moderate
Please enter the card number ?
1
Setting the round
Please choose the category with the highest weight(enter number)
1. hardness
2. gravity
3. cleavage
4. crystal
5. EcoValue
0
Invalid option
Please choose the category with the highest weight(enter number)
1. hardness
2. gravity
3. cleavage
4. crystal
5. EcoValue

```

- The sequence continues from player 1 to the last player
- the player 2 is asked to enter the card number and it checks whether the given card is higher than the set category

Player 2					
Name	Hardness	Gravity	Cleavage	Crustal	EcoValue
Dolomite	4	2.9	3 perfect	low	low
Chromite	5.5	5.1	none	low	high
Sillimanite	7.5	3.25	1 perfect/1 good	low	low
Supertrump card	Mineralogist	Cleavage			
Galena	2.5	7.6	3 perfect	trace	high
Pyrrhotite	4.5	4.6	none	low	moderate
Titanite	5.5	3.6	3 good	low	low
Calcite	3	2.7	3 perfect	moderate	high

Please enter the card number ?

1

CLOSE

Enter a card number with a higher value or press 100 to pick a card from the deck(skip a turn)

2

high

Chromite , EcoValue , high

8. if the player doesn't have any card which is higher than the set category then its asked to enter 100 to pass.

9. Once the players enters pass a card is added to the players deck

please card which has a higher weight than 5.5

Player 3					
Name	Hardness	Gravity	Cleavage	Crustal	EcoValue
Galena	2.5	7.6	3 perfect	trace	high
Muscovite	3	2.9	1 perfect	moderate	
Supertrump card	Gemologist	Hardness			
Fluorite	4	3.2	4 perfect	trace	moderate
Supertrump card	Miner	EcoValue			
Actinolite	6	3.5	2 good	low	low
Uibite	3.5	2.4	1 perfect	low	high
Dolomite	4	2.9	3 perfect	low	low

Please enter the card number ?

1

CLOSE

Enter a card number with a higher value or press 100 to pick a card from the deck(skip a turn)

100

picking up a card, skipping a turn

please card which has a higher weight than 5.5

Round 2

Player 1					
Name	Hardness	Gravity	Cleavage	Crustal	EcoValue
Droghite	5	5.2	1 perfect	trace	moderate
Hornblende	6	3.5	2 good	moderate	crustal
Beryl	8	2.3	1 poor	trace	moderate
Tourmaline	7.5	5.2	3 poor	trace	moderate
Orthoclase	6.5	2.5	1 perfect/1 good	high	moderate
Olivine	7	4.4	2 poor	high	low
Supertrump card	Mineralogist	Cleavage			

Please enter the card number ?

10. the player cannot play until all the players have passed

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Name          Hardness    Gravity    Player 2    Cleavage    Crystal    EvalValue
Gothite       5.5             4.2       1 perfect/1 good  moderate    moderate
Eschschite    6.5             3.5       1 perfect        moderate    trivial
Gypsum        2               2.5       1 perfect/1 good  trace       high
Acanthite     5               0.2       2 poor          low         high
Kyanite       7               3.7       1 perfect/1 good  trace       moderate
Chromite      5.5             5.1       none            low         high

Please enter the card number ?
1
Enter a card number with a higher value or press 100 to pick a card from the deck(skip a turn)
100
picking up a card, skipping a turn
place card which has a higher weight than 5.8

Round 4

Name          Hardness    Gravity    Player 2    Cleavage    Crystal    EvalValue
Gothite       5.5             4.2       1 perfect/1 good  moderate    moderate
Eschschite    6.5             3.5       1 perfect        moderate    trivial
Gypsum        2               2.5       1 perfect/1 good  trace       high
Acanthite     5               0.2       2 poor          low         high
Kyanite       7               3.7       1 perfect/1 good  trace       moderate
Chromite      5.5             5.1       none            low         high
Plagioclase   6.5             2.8       1 perfect/1 good  very high   moderate

Please enter the card number ?
1

Setting the round

Please choose the category with the highest weight(enter number)
1. hardness
2. gravity

```

11. the player who wins the round , is the last player to pass , and he sets the category for the next round

12. the player can also enter a trump card to change the category

13. once the player enters a trump card , the category is reset , and he is asked to enter the card for the particular category

```

name          hardness    gravity    cleavage    crystal    ecoValue
Galeas        2.5          7.6       3 perfect   trace      high
Muscovite     3            2.9       1 perfect   moderate   moderate
Supertump card Gemologist    Hardness
Fluorite      4            3.2       4 perfect   trace      moderate
Supertump card Miner      Ecovalue
Actinolite    6            3.5       2 good      low        low
Gibbsite      3.5          2.4       1 perfect   low        high
Oxalomite     4            2.9       3 perfect   low        low
Stauridite    7            3.8       1 good      trace      low

Please enter the card number 1
3
Category set to Hardness

Name          Hardness    Gravity    Cleavage    Crystal    EcoValue
Galeas        2.5          7.6       3 perfect   trace      high
Muscovite     3            2.9       1 perfect   moderate   moderate
Fluorite      4            3.2       4 perfect   trace      moderate
Supertump card Miner      Ecovalue
Actinolite    6            3.5       2 good      low        low
Gibbsite      3.5          2.4       1 perfect   low        high
Oxalomite     4            2.9       3 perfect   low        low
Stauridite    7            3.8       1 good      trace      low

Please enter the card number 1
3
The chosen category weight is 4 , Hardness

Round 5
Player 1

Name          Hardness    Gravity    Cleavage    Crystal    EcoValue
Graphite       2            2.2       1 perfect   trace      moderate
Hornblende     6            3.6       2 good      moderate   trivial
Beryl          8            3.9       1 poor      trace      moderate
Turmaline      7.5          3.2       2 poor      trace      moderate
Supertump card 2.4          3.2       3 perfect   low        moderate

```

14. this continues till one of the players have lost all the card

15. the first player to loose all the cards wins the game

```

Name          Hardness  Gravity  Cleavage  Crystal  Ecovalue
Pyrophyllite  2.5         2.6      none      low      moderate
Andalusite    7           3.15     2 good    low      moderate
Bastnaesite   5.5         2.8      1 perfect 1 good    moderate
Isid         1           2.8      1 perfect low      moderate
Glaucophane   6           3.2      2 good    low      trivial
Orthopyroxene 6           3.9      2 good    high     trivial
Kieserite     2.5         2.7      1 perfect moderate high
Antigorite    4           3.6      1 perfect low      low
Actinolite    6           3.8      2 good    low      low
Corundum      9           4.0      none      trace    moderate
Oysson       5           3.8      1 perfect 2 good    trace    high

Please enter the card number ?
1
Enter a card number with a higher value or press 999 to pick a card from the deck(skip a turn)
999
picking up a card, skipping a turn

place card which has a higher weight than 2.6
Player 3

Name          Hardness  Gravity  Cleavage  Crystal  Ecovalue
Ulivite       2           4.4      2 poor    high     low
Aegirite      5           3.2      2 poor    low      high
Chalcopyrite  4           4.8      2 poor    low      very high

Please enter the card number ?
1
Enter a card number with a higher value or press 999 to pick a card from the deck(skip a turn)
999
picking up a card, skipping a turn

place card which has a higher weight than 2.6
Player 1 wins
Can only enter input while your programming is running
```

## UML DIAGRAM

