

I did a unit test for the method that checks if a move is valid. I had to install the unittest.mock python package. This is a mockup package that runs the tests as mock objects of your original objects. The bugs found in my Chess game project can be seen in the picture below. I am unable to fix them now because I have to finish developing those methods in the Chess Main file. Also, my board still will not show but I am working on fixing it.

The screenshot shows an IDE with three tabs: ChessMain.py, ChessEngine.py, and ChessUnitTests.py. The left sidebar shows the Project, Run, and Structure views. The main editor displays the ChessUnitTests.py file, which contains a unit test for the isMoveValid method in ChessMain. The test is failing, and the error message is visible in the Run console on the left.

```
Run: ChessUnitTests
https://www.pygame.org/contribute.html
=====
ERROR: test_MoveValid (__main__
.CheckMoveValidity)
Unit Test for isMoveValid method in
ChessMain
-----
Traceback (most recent call last):
  File "/Users/vanessaoru
/ChessVanessa0rw/lib/python3
.7/site-packages/mock/mock.py", line
1346, in patched
    return func(*newargs, **newkeywargs)
  File "/Users/vanessaoru
/PycharmProjects/ChessVanessa0rw/Chess
/ChessUnitTests.py", line 8, in
test_MoveValid
    gs = Game_Board(0)
TypeError: __init__() takes 1 positional
argument but 2 were given
-----
Ran 1 test in 0.003s

FAILED (errors=1)

Process finished with exit code 1
```

```
1 from Chess.ChessEngine import Game_Board
2 import ChessMain
3 import unittest, mock
4 class CheckMoveValidity(unittest.TestCase):
5     @mock.patch('ChessMain.isMoveValid')
6     def test_MoveValid(self, mockisMoveValid):
7         """Unit Test for isMoveValid method in ChessMain"""
8         gs = Game_Board(0)
9         chess_game_obj = ChessMain()
10        chess_game_obj.isMoveValid(gs.drawStateOfGame(), "black")
11
12        expected_arg_calls = []
13        for rows in range(0,2):
14            for cols in range(0,8):
15                expected_arg_calls.append(mock.call(gs.drawStateOfGame(), 'black', (rows, cols)))
16        self.assertEqual(mockisMoveValid.call_args_list, expected_arg_calls)
17
18        if __name__ == "__main__":
19            unittest.main()
20
21        """
22        This method will tell if the game is done or not.
23        """
24
25        #def isGameDone():
26            #pass
27
28        """
29        This method will show if a king is in check or not.
30        """
31
```

CheckMoveValidity - test_MoveValid() - for rows in range(0,2) - for cols in range(0,8)

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Packages installed successfully: Installed packages: 'mock' (37 minutes ago)

22:1 LF UTF-8 4 spaces Python 3.7 (ChessVanessa0rw)