Demo- All results were compared with the given executables and all cases matched

Test 1: Consistent Results with all Computer Players, New round points/ and card discarded

Command Line Argument: any number (3 is the number I did it with), asks type of player, 7S first move

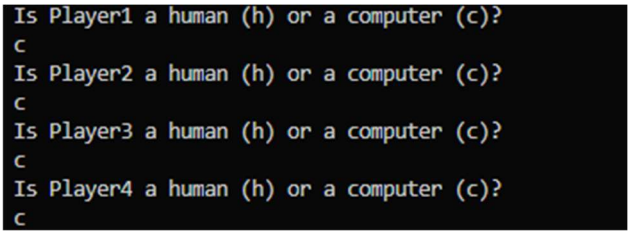
Input:

c

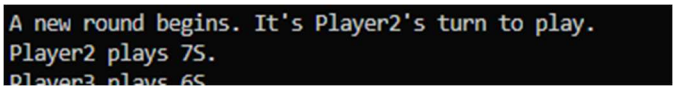
c

c

c

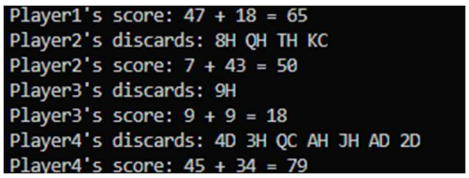


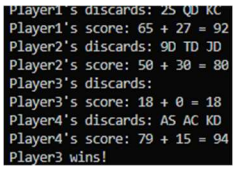
Player Type



Plays 7S at start

Score after each round





Player with lowest score one

First you will see that it gives choice for the type of player. Next you will notice that player with 7S starts. By writing the following you will have all the rounds completed and the program will terminate once a least 1 player has accumulated a score more than 80. At 79 points by player 4 game did not end. At the end of the round you will see all the players' score, the player that has won will also has the lowest score. After each round you will see points and cards discarded and then the player who started the round.

Test 2: Human only game works properly

Run command ./straights 3 <test2.in

All the same cards were played in by the computer in the example above, are played by the humans and you will notice that the results for the score is the exact same, the legal moves are the same, and etc. This consistent result assure that running the program with humans and computer works. Thus the screenshots above match but now it displays their hand and legal moves. This shows that both play and discard works correctly.

Test 3: Deck, ragequit, play, discard, deck works, Each player dealt 13 cards

Command-Line Argument- 1

Input:

h

h

h

h

play 7S

deck

ragequit

play 7D

play 6C

play 6D

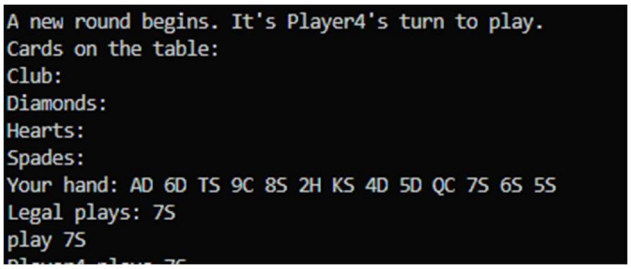
play 4D

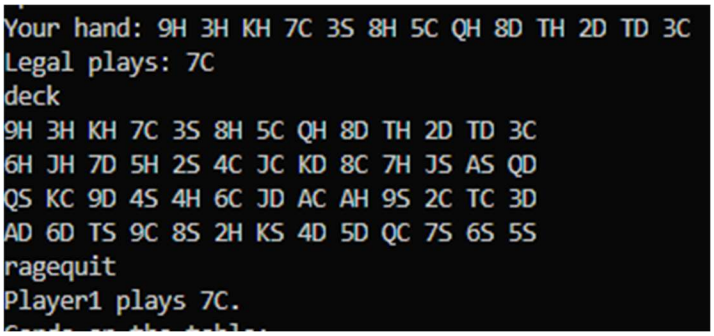
discard QS

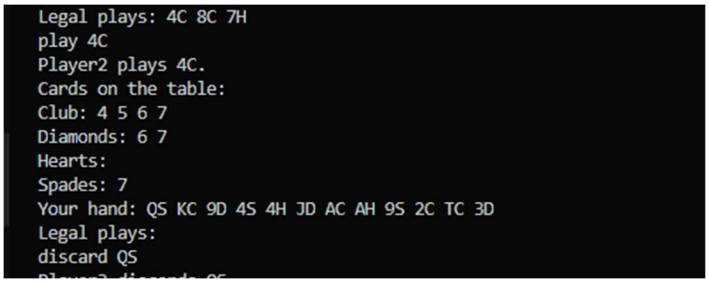
ragequit

ragequit

ragequit







1. You will notice all the cards on table are displayed and it is obvious at start. And the only card the player can choose is 7S, and the hand has 13 cards each start of round. Then you will notice 7S gets added to cards played. By writing deck all the cards can be seen. The ragequit command will stop asking for command for that player and the only card which is 7C. After a few turns there are no turns and the player 3 must discard. You will notice in the round summary it says QS for player 3. Finally by ragequit the computer will take over and a final score will be computed.

Test 4: quit works

Command-Line Argument- 1

Input:

h

h

h

h

quit

After the quit command the program terminates immediately no score or any result is displayed

Test 5: Does not let you discard when legal move, or play illegal card

Commandline argument: 1

Input:

h

h

h

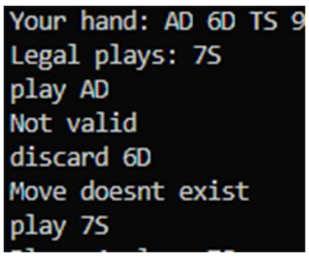
h

play AD

discard 6D

play 7S

quit



This example shows that the program does not allow you to play a card that is currently not valid, or discard if a valid move exist. You will get an error message ‘not valid’ and ‘move doesn’t exist’ respectively.

Test 6:

If you run

./straights twice with input:

h

h

h

h

quit

the hands will almost always be different almost impossible for them to be the same!