Tasking1:测试每个玩家各有1张牌的情形

pokerPlay1:’3H’

pokerPlay2:’4D’

result: pokerPlay2 winner

Tasking2:判断玩家的牌的类型是否是ONE\_PAIR

Poker:”3C 3S 5H 6S TD”;

Result:ONE\_PAIR(等价于1)

Tasking3:判断玩家的牌的类型是否是TWO\_PAIR

Poker:”3C 3S 6H 6S TD”;

Result:TWO\_PAIR(等价于2)

Tasking4:判断玩家的牌的类型是否是THREE\_OF\_A\_KIND

Poker:”3C 3S 3H 6S TD”;

Result: THREE\_OF\_A\_KIND (等价于3)

Tasking5:判断玩家的牌的类型是否是STRAIGHT

Poker:”3C 4S 5H 6S 7D”;

Result: STRAIGHT (等价于4)

Tasking6:判断玩家的牌的类型是否是FLUSH

Poker:”2C 4C 7C 8C TC”;

Result: FLUSH (等价于5)

Tasking7:判断玩家的牌的类型是否是FULL\_HOUSE

Poker:”3C 3S 3H 6S 6D”;

Result: FULL\_HOUSE (等价于6)

Tasking8:判断玩家的牌的类型是否是FOUR\_OF\_A\_KIND

Poker:”3C 3S 3H 3S 6D”;

Result: FOUR\_OF\_A\_KIND (等价于7)

Tasking9:判断玩家的牌的类型是否是STRAIGHT\_FLUSH

Poker:”6C 7C 8C 9C TC”;

Result: STRAIGHT\_FLUSH (等价于8)

Tasking10:判断构建卡牌的类型是否是正确的

Card:”10S”;

Throws: NullPointerException(“传入参数不正确”)

Tasking11:判断构建当前卡牌的类型是否是正确的

Poker: “2C 3C 4C 5C 6C”. isFullHouse()

Result: NOT\_THIS\_POKER\_TYPE

Tasking12: 判断玩家的牌的类型是否是HIGH\_CARD

Poker: “3C 7S 5H 6S TD”.

Result: HIGH\_CARD

Tasking13: 通过判断两个玩家的牌的类型来分胜负

Poker1: mock(Higher Level)

Poker2: mock(Lower Level)

Result: poker1 WIN

Tasking14: 通过判断两个玩家的牌的分数来分胜负

Poker1: mock(Higher grade)

Poker2: mock(Lower grade)

Result: poker1 WIN

Tasking15: 通过判断两个玩家的牌的完全相等时是否是平局

Poker1: mock

Poker2: mock

Result: TIE

Tasking16: 验证随机生成数对象是否起作用

Poker: Poker(randomCards)

Result: NOTNULL

Tasking17: 使用随机生成的Poker对象验证Poker中的compareTo方法的正确性

Poker1: Poker(randomCards)(假设Poker1更大)

Poker2: Poker(randomCards)

Result: POKER\_1\_WINNER