Test cases 1a-1e will be created at any location and direction that would not cause a boat to a normal game board. 1f-1g will be done with any boat and at any location that would not cause the boat to leave a normal game board. 1h-1n will be done with any boat and direction that would not cause the boat to leave a normal game board

1. Test Boat Constructor:
   1. Create Aircraft Carrier
   2. Create Battleship
   3. Create Cruiser
   4. Create Submarine
   5. Create Destroyer
   6. Create boat with direction set as vertical
   7. Create boat with direction set as horizontal
   8. Create boat with initial position at first column
   9. Create boat with initial position at last column
   10. Create boat with initial position at a center column
   11. Create boat with initial position at top row
   12. Create boat with initial position at bottom row
   13. Create boat with initial position at a center row
   14. Create boat with initial position at the center of the board

Test cases 2a-2e will be performed on boats previously created in Test1.

1. Testing name():
   1. Call on an Aircraft Carrier
   2. Call on a Battleship
   3. Call on a Cruiser
   4. Call on a Submarine
   5. Call on a Destroyer

Test cases 3a-3e will be performed also on boats previously created.

1. Testing abbreviation()
   1. Call on an Aircraft Carrier
   2. Call on a Battleship
   3. Call on a Cruiser
   4. Call on a Submarine
   5. Call on a Destroyer

All tests 4a-4e will be performed on boats previously created.

1. Testing size()
   1. Call on an Aircraft Carrier
   2. Call on a Battleship
   3. Call on a Cruiser
   4. Call on a Submarine
   5. Call on a Destroyer

All tests in 5 will be performed on the boats previously created. 5a-5e should return true, 5f-6g should return false

1. Testing onBoat()
   1. Call on all occupied squares on a ship on the top row
   2. Call on all occupied squares on a ship on the bottom row
   3. Call on all occupied squares on a ship on the right column
   4. Call on all occupied squares on a ship on the left column
   5. Call on all occupied squares on a ship in the middle
   6. Call on 7 random unoccupied squares
   7. Call on a nonexistent square

All tests in 6a-6e will be performed on the boats previously created. All of them should return false, as the boats should not have been hit since placement. Before executing 6h, fire on all occupied squares on the boats

1. Testing isHit()
   1. Call on all occupied squares on a ship on the top row
   2. Call on all occupied squares on a ship on the bottom row
   3. Call on all occupied squares on a ship on the right column
   4. Call on all occupied squares on a ship on the left column
   5. Call on all occupied squares on a ship in the middle
   6. Call on 7 random unoccupied squares
   7. Call on a nonexistent square

\*F