

# SWEA Iteration 7: Blackbox Testing and Pattern Hunting

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## 1 EC of RhoStone 'attack()'

### 1.1 Conditions

Regarding subquestion 1, the following conditions influence function `attack()` in RhoStone:

- is the attacking player owner of the card (boolean condition)
- is card active (boolean condition)
- (*Your group's further analysis here*)

### 1.2 EC tables

These leads to a first version of the *equivalence class table*:

Condition	Invalid ECs	Valid ECs
is owner of card	false [a1]	true [a2]
(more analysis)...	...	...

The found ECs have the *representation* and *coverage* properties because [argument here].

### 1.3 Extended test case table

We use Myers heuristics for valid and invalid ECs to generate test cases as outlined in the extended test case table:

ECs covered	Test case	Expected output
[a2][...]	Fin (in turn): Ts (active, Fin) → Hero (Ped)	STATUS_OK
(more)	...	...

Legend: The symbol  $\rightarrow$  means "attack"; Fin and Ped are Findus and Pedersen respectively. Cards are from DeltaStone and abbreviations are: "Ts" for card Tomato Salad (attack 3, health 2), ...

## 2 Facade

[Argue whether the Game interface is a FACADE pattern or not.]

## 3 Observer

[Include the source code of the usePower() method in your HotStone, highlighting the code lines that trigger observer calls; shortly argue for what is going on]

[Include a JUnit test case for a scenario in which the Danish Chef uses his power to successfully field a Sovs minion; and shortly argue for the assertThats which verifies that all proper observer events are notified from the Game]

## 4 Transcript

### 4.1 Pattern identified

[Argue for a pattern that allows transcription to be made using a purely “Change by addition” technique]

### 4.2 Implementation notes

[Include and explain code fragments that demonstrate how A) transcription is made B) how transcription is turned on and off at run-time]

## 5 Personalized Decks

### 5.1 Pattern identified

[Argue for a pattern that allows the personalized decks library to be used in HotStone using a purely “Change by addition” technique]

### 5.2 Implementation notes

[Include and explain code fragments that demonstrate how the external deck library is used by your HotStone]

[Include your integration test that tests that your HotStone is using the external deck]

## 6 Role diagram

[Include your role diagram and a short explanation]

## 7 Backlog

The following features and requirements are still not implemented in our Hot-Stone software:

- ...
- ...