

## Some basic checks of the Othello module

1.) Execute the module (hit F5 key). This should initiate the game. Check inputs:

- \* some name for player 1 and
- \* 'C' for player 2 (computer opponent)
- \* initial board should look like this:

```
|a|b|c|d|e|f|g|h|
-----
1| | | | | | | |
2| | | | | | | |
3| | | | | | | |
4| | | |O|X| | |
5| | | |X|O| | |
6| | | | | | | |
7| | | | | | | |
8| | | | | | | |
```

\* perform moves 'C3' (should be rejected) and ' 4 c ' (should be valid) and result in

```
|a|b|c|d|e|f|g|h|
-----
1| | | | | | | |
2| | | | | | | |
3| | | | | | | |
4| | |X|X|X| | |
5| | | |X|O| | |
6| | | | | | | |
7| | | | | | | |
8| | | | | | | |
```

2.) Quit the running game. Create a new script `test.py` in the same folder of the `othello.py` file (or whatever it's called) and put in

```
from othello import *
```

**Check: This should not produce any outputs or ask for input!**

This import should merely make all module functions available for testing within `test.py`.

3.) In the IPython console type `game=newGame('a','b')`

**Check: This should return a dictionary `game` with values**

```
{'board': [[0, 0, 0, 0, 0, 0, 0, 0],
            [0, 0, 0, 0, 0, 0, 0, 0],
            [0, 0, 0, 0, 0, 0, 0, 0],
            [0, 0, 0, 2, 1, 0, 0, 0],
            [0, 0, 0, 1, 2, 0, 0, 0],
            [0, 0, 0, 0, 0, 0, 0, 0],
            [0, 0, 0, 0, 0, 0, 0, 0],
            [0, 0, 0, 0, 0, 0, 0, 0]],
 'player1': 'a',
 'player2': 'b',
 'who': 1}
```

4.) **Check: The types of `who` and all elements in `board` should be integers.** For example,

```
type(game['board'][0][0]) # should return int
type(game['who'])         # should return int
```

From here on, students can execute all the other tests given as examples in each of the tasks in the coursework description.