Neptun-kód	Összegzés (	Tiltott elemek	Teszthibák	Hibás teszt	Összes tesztes	Exception dobódott
CJJ71E	Siker	Trigger can not be empty! (source vertex name: Ready to play) | Trigger can not be empty! (source vertex name: Ready to play) | Trigger can not be empty! (source vertex name: Initial time) | Trigger can not be empty! (source vertex name: Initial time) | Trigger can not be empty! (source vertex name: Initial time) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Maximal Time) | Trigger can not be empty! (source vertex name: Maximal Time) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: Black moves)	-	0	14	-
DE8DFE	Siker	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!		0	15	
EEHL7A	Siker	Trigger can not be empty! (source vertex name: Ready to Play) | Trigger can not be empty! (source vertex name: Ready to Play) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: Black moves) | Trigger can not be empty! (source vertex name: White Initial Time) | Trigger can not be empty! (source vertex name: White Initial Time) | Trigger can not be empty! (source vertex name: White Initial Time) | Trigger can not be empty! (source vertex name: White Initial Time) | Trigger can not be empty! (source vertex name: Black Initial Time) | Trigger can not be empty! (source vertex name: Black Initial Time) | Trigger can not be empty! (source vertex name: Black Initial Time) | Trigger can not be empty! (source vertex name: Black Initial Time) | Trigger can not be empty! (source vertex name: Default Increment Time) | Trigger can not be empty! (source vertex name: Default Increment Time) | Trigger can not be empty! (source vertex name: Default Increment Time) | Trigger can not be empty! (source vertex name: Default Increment Time) | Trigger can not be empty! (source vertex name: BlackIncrementTime) | Trigger can not be empty! (source vertex name: BlackIncrementTime) | Trigger can not be empty! (source vertex name: BlackIncrementTime) | Trigger can not be empty! (source vertex name: BlackIncrementTime) | Trigger can not be empty! (source vertex name: WhiteIncrementTime) | Trigger can not be empty! (source vertex name: WhiteIncrementTime) | Trigger can not be empty! (source vertex name: WhiteIncrementTime) | Trigger can not be empty! (source vertex name: WhiteIncrementTime) | Trigger can not be empty! (source vertex name: Ready to play)	-	0	15	-
FUJ9S3	Siker	Trigger can not be empty! (source vertex name: White initial time) | Trigger can not be empty! (source vertex name: White initial time) | Trigger can not be empty! (source vertex name: Black initial time) | Trigger can not be empty! (source vertex name: Black initial time) | Trigger can not be empty! (source vertex name: White increment time) | Trigger can not be empty! (source vertex name: White increment time) | Trigger can not be empty! (source vertex name: Black increment time) | Trigger can not be empty! (source vertex name: Black increment time) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: Black moves) | Trigger can not be empty! (source vertex name: Black moves) | Trigger can not be empty! (source vertex name: Black moves)	-	0	17	-
GFWCG4	Hiba			0	0	A build error occurred in the project called 'hu.bme.mit.inf.symod.GFWCG4.homework' (at 'file:/D:/Eclipse/Workspace/runtime-EclipseApplication/hu.bme.mit.inf.symod.GFWCG4.homework')!
GOQFDW	Siker	Trigger can not be empty! (source vertex name: White Initial time) | Trigger can not be empty! (source vertex name: White Initial time) | Trigger can not be empty! (source vertex name: White Initial time) | Trigger can not be empty! (source vertex name: White Initial time) | Trigger can not be empty! (source vertex name: Black initial time) | Trigger can not be empty! (source vertex name: Black initial time) | Trigger can not be empty! (source vertex name: Black initial time) | Trigger can not be empty! (source vertex name: Black initial time) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Ready to play) | Trigger can not be empty! (source vertex name: Ready to play) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: Black moves) | Trigger can not be empty! (source vertex name: Black moves)		0	15	-
I5XW3M	Siker	Trigger can not be empty! (source vertex name: White initial state) | Trigger can not be empty! (source vertex name: White initial state) | Trigger can not be empty! (source vertex name: Black moves) | Trigger can not be empty! (source vertex name: Black moves) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: White moves) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Increment time) | Trigger can not be empty! (source vertex name: Maximal time) | Trigger can not be empty! (source vertex name: Maximal time) | Trigger can not be empty! (source vertex name: Black initial time) | Trigger can not be empty! (source vertex name: Black initial time) | Trigger can not be empty! (source vertex name: Black adjourned)	-	0	14	-

ID	Name	Messages 1	Messages 2			Notes
I7XIOJ	Hiba	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	checkLastSeconds failed by main display check #2: expected "White moves" but found "Whites turn"checkSetStartTimeForBlack failed by Black player display check #2: expected "190" but found "180"checkSetStartTimeForWhite failed by White player display check #2: expected "190" but found "180"checkModInGame failed by main display check #2: expected "White moves" but found "Whites turn"optionCycle failed by main display check #3: expected "White initial time" but found "Ready to play"checkEffectSetStartTimeForBlack failed by main display check #1: expected "Black initial time" but found "Ready to play"checkEffectSetStartTimeForWhite failed by main display check #1: expected "White initial time" but found "Ready to play"checkSetBonusTime failed by White player display check #1: expected "10" but found "180"checkSetMaxTime failed by White player display check #1: expected "1200" but found "180"checkStartInGame failed by main display check #3: expected "White moves" but found "Whites turn"checkResetInOptions failed by main display check #1: expected "White initial time" but found "Ready to play"checkEffectSetBonusTime failed by main display check #1: expected "Increment time" but found "Ready to play"	12	14	-
MIG2RL	Siker	Trigger can not be empty! (source vertex name: Increment time)	Trigger can not be empty! (source vertex name: Increment time)	Trigger can not be empty! (source vertex name: Maximal time)	Trigger can not be empty! (source vertex name: Maximal time)	Trigger can not be empty! (source vertex name: Ready to play)	Trigger can not be empty! (source vertex name: Ready to play)	Trigger can not be empty! (source vertex name: White moves)	Trigger can not be empty! (source vertex name: Black moves)	-	0	16	-
NI0L5Q	Hiba			0	0	A build error occurred in the project called 'hu.bme.mit.inf.symod.NI0L5Q.homework' (at 'file:/D:/Eclipse/Workspace/runtime-EclipseApplication/hu.bme.mit.inf.symod.NI0L5Q.homework')!
NQTMGJ	Siker	Trigger can not be empty! (source vertex name: White Moves)	Trigger can not be empty! (source vertex name: Black Moves)		0	15	-
OHFEYR	Hiba		checkLastSeconds failed by beep check #19: expected "true" but found "false"checkSetStartTimeForBlack failed by beep check #7: expected "true" but found "false"checkSetStartTimeForWhite failed by beep check #7: expected "true" but found "false"checkSetStartPlayer failed by main display check #2: expected "Black begins" but found "White begins"optionCycle failed by beep check #14: expected "true" but found "false"checkEffectSetStartTimeForBlack failed by beep check #5: expected "true" but found "false"checkEffectSetStartTimeForWhite failed by main display check #5: expected "White moves" but found "White initial time"checkSetBonusTimeForBlack failed by Black player display check #2: expected "15" but found "11"checkSetBonusTimeForWhite failed by White player display check #2: expected "15" but found "11"checkEffectSetStartPlayer failed by main display check #1: expected "Black moves" but found "White moves"checkResetInOptions failed by main display check #5: expected "White moves" but found "White initial time"checkEffectSetBonusTimeForBlack failed by Black player display check #4: expected "15" but found "11"checkEffectSetBonusTimeForWhite failed by White player display check #4: expected "15" but found "11"	13	17	-
PO9XKD	Siker	Trigger can not be empty! (source vertex name: white initial time)	Trigger can not be empty! (source vertex name: white initial time)	Trigger can not be empty! (source vertex name: white increment time)	Trigger can not be empty! (source vertex name: white increment time)	Trigger can not be empty! (source vertex name: black initial time)	Trigger can not be empty! (source vertex name: black initial time)	Trigger can not be empty! (source vertex name: black increment time)	Trigger can not be empty! (source vertex name: black increment time)	Trigger can not be empty! (source vertex name: white moves)	Trigger can not be empty! (source vertex name: white moves)	Trigger can not be empty! (source vertex name: black moves)	Trigger can not be empty! (source vertex name: black moves)	Trigger can not be empty! (source vertex name: black moves)	-	0	15	-
RN7FH8	Siker	Trigger can not be empty! (source vertex name: White Moves)	Trigger can not be empty! (source vertex name: Black Moves)	-	0	16	-
RO7C7Y	Siker	Trigger can not be empty! (source vertex name: White initial time)	Trigger can not be empty! (source vertex name: White initial time)	Trigger can not be empty! (source vertex name: Black initial time)	Trigger can not be empty! (source vertex name: Black initial time)	Trigger can not be empty! (source vertex name: Increment time)	Trigger can not be empty! (source vertex name: Increment time)	Trigger can not be empty! (source vertex name: White moves)	Trigger can not be empty! (source vertex name: Black moves)	Trigger can not be empty! (source vertex name: Black moves)	Trigger can not be empty! (source vertex name: Black moves)	Trigger can not be empty! (source vertex name: Postpone white)	Trigger can not be empty! (source vertex name: Postpone white)	Trigger can not be empty! (source vertex name: Postpone Black)	Trigger can not be empty! (source vertex name: Postpone Black)	0	13	-
TPMSKR	Siker	Trigger can not be empty! (source vertex name: White Moves)	Trigger can not be empty! (source vertex name: Black Moves)	-	0	16	-