

```
21 public void test_initialScreenIsEmpty()  
22 {  
23     checkOnlyOneWindowIsOpen();  
24  
25     assertEquals ("-reset-play+strike" , logForEnabledButtons    (__topUI) );  
26     assertEquals ("Player:Alain - Total:0 - Game:0" , logOfGameAndTotalNew    (__topUI) );  
27     assertEquals ("no more pins" , logOfMorePins    (__topUI) );  
28  
29     assertEquals( "pin 1 score: +x 0 1 2 3 4 5 6 7 8 9" , logForPin1scoreAll(__topUI) );  
30     assertEquals( "pin 2 score: +x -0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10" , logForPin2scoreAll(__topUI) );  
31  
32     assertEquals ("Total:0 - Game:0" , logOfGameAndTotal    (__topUI) );  
33     assertEquals ("Total:0 - Game:0" , logOfGameAndTotal(__topUI) );  
34 }  
35  
36 }  
37
```

Replace in Project

Text to find:

Replace with:

Options

- Case sensitive
- Preserve case
- Whole words only
- Regular expressions

Scope

- Whole project
- Module:
- Directory: ...

Recursively

File name filter

File mask