**TESTING TOOLS**

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| **Unit Testing Tools** | | | |
| S. No | Conditions | Output | Pass/Failed |
| 1. | User entered username and password | (TestLogin) The result will be true | Pass |
| 2. | User entered the data to register | (Testinsertplayer) The result will integer 1 | Failed |
| 3. | User entered username | (Testdataplayer) The result will return string[] data | Pass |
| 4. | The system will have entered username, point, and score | (Testupdateskor) The result will integer 1 | Pass |
| 5. | User want to view list of character | (TestbindingNamaChar) The result will return Arraylist data and binding to combobox | Pass |
| 6. | User want to view detailed of character | (TestsearchCharByName) The result will return string [] data and binding to textbox and picture box | Pass |
| 7. | The system update user point, after user buy the character | (TestUpdateSisaPoin) The result will integer 1 | Pass |
| 8. | User buy a character | (TestinsertPembelian) The result will integer 1 | Failed |
| 9. | User buy the same character | (TestcekPembelianygSama) The result will integer 1 | Pass |
| 10. | User get the ID from database | (TestautoCharacterID) The result will a string like = “C0001” | Pass |
| 11. | User get the ID from database | (TestautoBeliCharacterID) The result will a string like = “T0001” | Pass |
| 12. | User get the ID from database | (TestautoReportID) The result will a string like = “P0001” | Failed |
| 13. | User get the ID from database | (TestautoAktifKarakterID) The result will a string like = “A0001” | Pass |
| 14. | User select the character | (TestInsertDataAktifKarakter) The result will integer 1 | Pass |
| 15. | User play the game with the character what they select before | (TestsearchDataGambarCharacter) The result will a string like = “C0001” | Pass |
| 16. | User select the character | (TestinsertdataPlayerAktif) The result will integer 1 | Failed |
| 17, | User want to register a new account | (TestcekUsernameygSama) The result will integer 1 | Pass |

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| **Manual Tools** | | | |
| S. No | Conditions | Pass | Failed |
| 1. | The data will be saved if user doing register | Pass | - |
| 2. | The data will be saved if user buy character | Pass | - |
| 3. | The data will be saved if user play the game | Pass | - |
| 4. | The data of character will be shown in the Buy Character Form if user go to Buy Character Form. | Pass | - |
| 5. | The method AutoIdLogin () will be worked in the Login Form if user go to Login Form. | Pass | - |
| 6. | The method Login\_btn\_click () will be worked in the Login User Form if user go to Login User Form. | Pass | - |
| 7. | The method Register\_btn\_click () will be worked in the Register User Form if user go to Register User Form and click btn register. | Pass | - |
| 8. | The method Play () will be worked in the Play Form if user go to Play Form. | Pass | - |
| 9. | The method UpdateSisaPoin () will be worked in the Buy Character Form if user go to Buy Character Form. | Pass | - |
| 10. | The method tmrMoving\_Tick () will be worked in the Easy Game Form if user go to Easy Game Form. | Pass | - |
| 11. | The method GenerateFood () will be worked in the Easy Game Form if user go to Easy GameForm and user can get the food. | Pass | - |