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| --- | --- | --- | --- | --- | --- | --- |
| Class/Function | Expected | Actual | Pass/Fail | Purpose | Steps To Perform The Test | Additional Information |
| Manager/addCustomer() | 1 | 1 | pass | Add a new customer | Read in manager input for customer number or system generate a random number |  |
| Manager/addCustomer() | 2 | 1 | fail | Add a new customer | Ask manager to enter another number for the new customer or run the random generator again |  |
| Customer/laneRequest() | 8 | 8 | Pass | Assign a lane | Customer must check into the system to start a game | The number in “Expected” and “Actual” are random numbers |
| Customer/laneRequest() | 8 | Not Available | Fail | Assign a lane | The system must generate another lane because the chosen in use | The number in “Expected” and “Actual” are random numbers |
| CardPrinter/printCard() | Print Running! | Print Running! | Pass | Print customer card | Manager will press print and new card will print |  |
| Lane/landNumber | Integer | Integer | Pass | Lane provided is an integer for a reference to customer to start a game at that lane. | System will generate a lane when the customer finishes registering/signing in and setting up a game |  |
| Score/score | Integer | Integer | Pass | Allows customer to save score for future reference | Customer will be prompt to enter these scores in when saveScore() is executed |  |
| Bill/splitBillNumberOfWays | Integer | Interger | Pass | Customer must enter a number | System will prompt the user to enter a integer value |  |
| Bill/splitBillNumberOfWays | Integer | String/Boolean | Fail | To assure the customer is entering a valid number | System will redirect the user to enter a valid number |  |