

Req	Design Mapping	Code Mapping	UT Mapping	IT Mapping
BG_01	3.1.1	add_bowler()		IT_CASE1
BG_02	3.1.2	edit_information()		IT_CASE2
BG_03	3.1.3	delete_bowler()		IT_CASE3
BG_04	3.1.4	view_bowler_information()		IT_CASE4
BG_06	3.1.6	strike_condition()	Test_case 1	IT_CASE5
BG_07	3.1.7	extra_balls()	Test_case 3	IT_CASE5
BG_11	3.1.11	spare condition()	Test_case 2	IT_CASE5
BG_13	3.1.13	play_the_game_function()		IT_CASE5
BG_14	3.1.14	Bowler_data_sheet()		IT_CASE6
BG_15	3.1.15	Bowling_day_report()		IT_CASE7
BG_16	3.1.16	maintain_database()		IT_CASE1
BG_17	3.1.17	play_the_game()		IT_CASE5
BG_18	3.1.18	show_reports()		IT_CASE6