Test Cases

1. **Empty Board**

Board state:

A yellow background with black numbers

Description automatically generated

Expected/Original output: game should continue.

1. **Wrong Symbol Selection**

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Description automatically generated

Expected/Original output: User is asked for the symbol again.

1. **Symbol Selected As The Previous Player**

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Description automatically generated

Expected/Original output: User is asked for the symbol again.

1. **Box Number Out Of Range**

A yellow box with black text

Description automatically generated

Expected/Original output: User is asked for the box number again.

1. **Already Occupied Box Selected**

A yellow box with black text

Description automatically generated

Expected/Original output: User is asked for the box number again.

1. **Winning Scenarios:**

Horizontal:

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Description automatically generated

Expected/Original output: Player with symbol “o” wins.

Vertical:

A yellow background with black text

Description automatically generated

Expected/Original output: Player with symbol “o” wins.

Diagnol:

A yellow background with black text

Description automatically generated

Expected/Original output: Player with symbol “x” wins.

1. **Wrong Input For Gift Selection**

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Description automatically generated

Expected/Original output: User is asked for gift options again.