


# Test

## 1. User input validation


### 1. out of range

```
1 2 3 4 5 6 7 8 9
-----
| * | * | * | * | * | * | * | * | * | 1
| * | * | * | * | * | * | * | * | * | 2
| * | * | * | * | * | * | * | * | * | 3
| * | * | * | * | * | * | * | * | * | 4
| * | * | * | * | * | * | * | * | * | 5
| * | * | * | * | * | * | * | * | * | 6
| * | * | * | * | * | * | * | * | * | 7
| * | * | * | * | * | * | * | * | * | 8
| * | * | * | * | * | * | * | * | * | 9
-----
Enter the location you want to mine: (row col) : 11 12
invalid input, your input is 11 12
Please you enter a space between row and col (e.g. 1 2)
Please make sure entered number in range of [1 9]
Press any key to continue!
Awaiting your response ...
```



## 2. wrong format

```
1 2 3 4 5 6 7 8 9
-----
| * | * | * | * | * | * | * | * | * | 1
-----
| * | * | * | * | * | * | * | * | * | 2
-----
| * | * | * | * | * | * | * | * | * | 3
-----
| * | * | * | * | * | * | * | * | * | 4
-----
| * | * | * | * | * | * | * | * | * | 5
-----
| * | * | * | * | * | * | * | * | * | 6
-----
| * | * | * | * | * | * | * | * | * | 7
-----
| * | * | * | * | * | * | * | * | * | 8
-----
| * | * | * | * | * | * | * | * | * | 9
-----
Enter the location you want to mine: (row col) : 12
Please you enter a space between row and col e.g. 1 2)
Press any key to continue!
Awaiting your response ...
```



## 3. digital number

```
1 2 3 4 5 6 7 8 9
-----
| * | * | * | * | * | * | * | * | * | 1
| * | * | * | * | * | * | * | * | * | 2
| * | * | * | * | * | * | * | * | * | 3
| * | * | * | * | * | * | * | * | * | 4
| * | * | * | * | * | * | * | * | * | 5
| * | * | * | * | * | * | * | * | * | 6
| * | * | * | * | * | * | * | * | * | 7
| * | * | * | * | * | * | * | * | * | 8
| * | * | * | * | * | * | * | * | * | 9
-----
Enter the location you want to mine: (row col) : 5.6 6
invalid input, your input is 5.6 6
Please you enter a space between row and col (e.g. 1 2)
Please make sure entered number in range of [1 9]
Press any key to continue!
Awaiting your response ...
```



## 2. win or lose

1. lose

1	2	3	4	5	6	7	8	9	
					M				1
	M		M				M		2
						M			3
									4
				1			M		5
			M						6
				M					7
					M				8
	M								9

The location you selected row (6) col(5) is a Mine  
game Over ..., you lose

2. win

1	2	3	4	5	6	7	8	9	
*	*	*	*	1					1
*	*	*	*	1					2
*	*	*	*	2	1	1			3
*	*	*	*	*	*	1			4
*	*	*	*	2	1	1			5
*	*	*	*	2					6
1	2	3	*	2			1	1	7
		1	1	1		1	2	*	8
						1	*	*	9

Enter the location you want to mine: (row col) : 9 1



1	2	3	4	5	6	7	8	9
		1	1	1				1
	1	2	*	1				2
	1	*	2	2	1	1		3
1	2	*	*	*	*	1		4
*	*	*	*	2	1	1		5
*	*	*	*	2				6
1	2	3	*	2			1	1
		1	1	1		1	2	*
						1	*	*

Enter the location you want to mine: (row col) : 3 4

1	2	3	4	5	6	7	8	9
		1	1	1				1
	1	2	*	1				2
	1	*	2	2	1	1		3
1	2	2	*	*	*	1		4
*	*	*	*	2	1	1		5
*	*	*	*	2				6
1	2	3	*	2			1	1
		1	1	1		1	2	*
						1	*	*

Enter the location you want to mine: (row col) : 4 3

1	2	3	4	5	6	7	8	9
		1	1	1				1
	1	2	*	1				2
	1	*	2	2	1	1		3
1	2	2	1	*	*	1		4
*	*	*	*	2	1	1		5
*	*	*	*	2				6
1	2	3	*	2			1	1
		1	1	1		1	2	*
						1	*	*

Enter the location you want to mine: (row col) : 4 4

1	2	3	4	5	6	7	8	9
		1	1	1				1
	1	2	*	1				2
	1	*	2	2	1	1		3
1	2	2	1	1	*	1		4
*	*	*	*	2	1	1		5
*	*	*	*	2				6
1	2	3	*	2			1	1
		1	1	1		1	2	*
						1	*	*

Enter the location you want to mine: (row col) : 4 5





1	2	3	4	5	6	7	8	9	
		1	1	1					1
	1	2	*	1					2
	1	*	2	2	1	1			3
1	2	2	1	1	*	1			4
2	*	3	2	2	1	1			5
*	*	*	*	2					6
1	2	3	*	2			1	1	7
		1	1	1		1	2	*	8
						1	*	*	9

Enter the location you want to mine: (row col) : 5 4

1	2	3	4	5	6	7	8	9	
		1	1	1					1
	1	2	M	1					2
	1	M	2	2	1	1			3
1	2	2	1	1	M	1			4
2	M	3	2	2	1	1			5
M	3	M	M	2					6
1	2	3	M	2			1	1	7
		1	1	1		1	2	M	8
						1	M		9

game Over ..., you win

>> |

