Integration Testing Plan/Results for setting a value in a puzzle cell

Test description	Setup	Expected result	Actual Result
Set an illegal value to a legal location	 Create Puzzle, GameEngine Print out puzzle Set (illegal) value to be added Select (legal) location to be changed Run gameEngine.SetValue(row, col) Print out puzzle 	No crashNo change to puzzle	
Set a legal value to an illegal (out of range) location	 Create Puzzle, GameEngine Print out puzzle Set (legal) value to be added Select (illegal) location to be changed Run gameEngine.SetValue(row, col) Print out puzzle 	No crashNo change to puzzle	
Set a legal value to a legal location	 Create Puzzle, GameEngine Print out puzzle Set (legal) value to be added Select (legal) location to be changed Run gameEngine.SetValue(row, col) Print out puzzle 	 Value added will be shown in the selected location on puzzle 	
Set a legal value to a hard-wired location	 Create Puzzle, GameEngine Print out puzzle Set (legal) value to be added Select (hard-wired) location to be changed Run gameEngine.SetValue(row, col) Print out puzzle 	No crashNo change to puzzle	

Integration Testing Plan/Results for setting a note in a puzzle cell

Test description	Setup	Expected result	Actual Result
Set an illegal note to a legal location	 Create Puzzle, GameEngine Select (legal) location to be changed Print out cell note Set (illegal) note to be added 	No crashNo change to puzzle	
	 Run gameEngine.SetNote(row, col) Print out cell note 		
Set a legal note to a legal location	 Create Puzzle, GameEngine Select (legal) location to be changed Print out cell note Set (legal) note to be added Run gameEngine.SetNote(row, col) Print out cell note 	 Note added to the selected cell 	
Set a legal note to a hard-wired location	 Create Puzzle, GameEngine Select (hard-wired) location to be changed Print cell note Set (legal) note to be added Run gameEngine.SetNote(row, col) Print cell note 	No crashNo change to puzzle	
Add a note to a cell with existing note	 Create Puzzle, GameEngine Select cell to be changed Print out cell note Set note to be added Run gameEngine.SetNote(row, col) Print out cell note Set note to be added Run gameEngine.SetNote(row, col) Print out cell note 	Note added to the selected cell	

Integration Testing Plan/Results for undoing moves

Test description	Setup	Expected result	Actual Result
Undo when no move	Create Puzzle, GameEngine	No crash	
has been made	Print out puzzle	No change	
	Run gameEngine.Undo(row, col)	to puzzle	
	Print out puzzle		
Undo setting a value	Create Puzzle, GameEngine	No change	
in a puzzle cell	Print out puzzle	to puzzle	
	Set value in a cell		
	Print out puzzle		
	 Run gameEngine.Undo(row, col) 		
	Print out puzzle		
Undo setting a note	Create Puzzle, GameEngine	No change	
in a puzzle cell	Select cell location to be changed	to puzzle/	
	Print out cell note	selected	
	Set note to a selected cell	cell	
	Print out cell note		
	 Run gameEngine.Undo(row, col) 		
	Print out cell note		
Undo until correct	 Create Puzzle, GameEngine 	2 values	
with only correct	Print out puzzle	added will	
moves	 Set correct values in 2 cells 	be shown	
	Print out puzzle	on puzzle	
	• Run		
	gameEngine.UndoUntilCorrect(row,		
	col)		
	Print out puzzle		
Undo until correct	Create Puzzle, GameEngine	No change	
with only false	Print out puzzle	to puzzle	
moves	Set false values in 2 cells		
	Print out puzzle		
	• Run		
	gameEngine.UndoUntilCorrect(row,		
	col)		
Hada metil	Print out puzzle Create Puzzle	_ A1 1	
Undo until correct with false moves	Create Puzzle, GameEngine Drint out puzzle	No change to puzzla/	
and setting notes	Print out puzzle Set folco valves in 2 cells	to puzzle/ selected	
מווע זכננוווצ ווטנפז	Set false values in 2 cells Print out purels	cells	
	Print out puzzle Set a note	Cells	
	Set a note Print out call note		
	Print out cell note		

Undo until correct with correct and	 Run gameEngine.UndoUntilCorrect(row, col) Print out puzzle Print out cell note Create Puzzle, GameEngine Print out puzzle 	2 correct values will
false moves	 Set correct values in 2 cells Set false values in 2 cells Print out puzzle Run gameEngine.UndoUntilCorrect(row, col) Print out puzzle 	be shown on puzzle
Undo until correct with false and correct moves	 Create Puzzle, GameEngine Print out puzzle Set false values in 2 cells Set correct values in 2 cells Print out puzzle Run gameEngine.UndoUntilCorrect(row, col) Print out puzzle 	No change to puzzle