

Test Plan for Puzzle.cpp

Test Description	Setup	Expected Result	Actual Result
Test the Getter and Setter functions for the "size" variable	Pass a number through puzzle.SetSize() and retrieve that value using puzzle.GetSize()	The number that is passed into SetSize() should be printed in the terminal after both commands are executed. No Crashes	The number that is passed into SetSize is printed in the terminal after both commands are executed. No Crashes
Test the Getter and Setter functions for the "difficulty" variable	Pass a number through puzzle.SetDifficulty() and retrieve that value using puzzle.GetDifficulty()	The number that is passed into SetDifficulty() should be printed in the terminal after both commands are executed. No Crashes	The number that is passed into SetDifficulty() is printed in the terminal after both commands are executed. No Crashes
Test the SetCell() function	Set the size of the puzzle to 2 to create a 2x2 puzzle Create 4 cell objects with coordinates {(0,0),(0,1),(1,0),(1,1)} and the value and solution should represent the cell number. Call puzzle.SetCell() on every cell object Call printPuzzle to print the puzzle	Should print a 2x2 matrix with {1,2} in the first row and {3,4} in the second row. Column 1 should be odd, Column 2 should be even. No Crashes or Compiler Issues	Prints a 2x2 matrix with {1,2} in the first row and {3,4} in the second row. Column 1 is odd, Column 2 is even. No Crashes or Compiler Issues
Test the IsValid() function	Set the size of the puzzle to 2 to create a 2x2 puzzle Create 4 cell objects with coordinates	printCellData will print all the data of a given cell. We are only concerned about the	printCellData will print all the data of a given cell.

	<p>{(0,0),(0,1),(1,0),(1,1)}. The value should represent the cell number. Change the solution of cells 2 and 4 to "13" and "12" respectively. Set the solution of cells 1 and 3 to the value of cell 1 and 3 (cells 1 and 3 should have the same value and solution).</p> <p>Call printCellData</p>	<p>"Is valid?" statement.</p> <p>It should print "true" for cells 1 and 3 and print "false" for cells 2 and 4.</p> <p>No crashes</p>	<p>It prints "1" for cells 1 and 3 and printss "0" for cells 2 and 4.</p> <p>No crashes</p> <p>(It is a bit different than the expected but the values are still consistent and expected, just represented differently)</p>
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