Test Plan for Puzzle.cpp and Cell.cpp

Test Description	Setup	Expected Result	Actual Result
Test creates a cell object for every entry and places it in the puzzle	Create an int matrix the same size as the puzzle size. Loop through the matrix's rows and columns For every entry, create a cell object. Set the row, column, value, and solution. If the entry is a 0, then it can be changed. This sets "SetHardWired()" to false Call printPuzzle on the puzzle	Create a cell object for every entry in the int matrix After the puzzle has populated all cell objects, we should see the puzzle printed in the same order as the original matrix. showRandomCells() will print the cell data for 3 random cells. The row, col, value, and hard wired parameters should be the same as the original matrix	Creates a cell object for every entry in the int matrix Puzzle is printed and is identical to the original matrix showRandomCells() prints the cell data for 3 random cells. The row, col, value, and hard wired parameters are the same as the original matrix