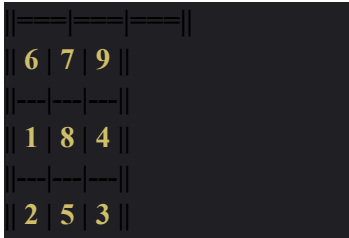
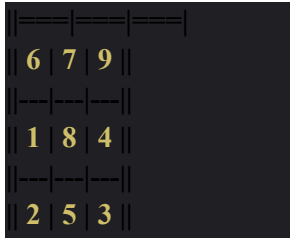


Algorithms Unit Testing

Test Description	Setup	Expected Result	Actual Result
CheckVal	1.) Loop through every row and column to check if valid. 2.) Get the starting row and column of a 3x3 square 3.) Check against the solution 4.) Use EasyPuzzle to test		
Solve BruteForce	1.) Remove select numbers from an already (correctly) solved sudoku puzzle 2.) Load and solve puzzle recursively using backtracking 3.) Print completed Puzzle 4.) Check the function completed result against the previously solved one.	Correctly solved sudoku Puzzle	Correctly solved sudoku Puzzle (Can't paste the result here :/)
Check Puzzle	1.) Loop through every row and column of the puzzle and check against the solution. 2.) Choose load two puzzles, one incorrect and one correct. 3.) Check each puzzle against solution	1.)Puzzle 1 should be correct against the solution. Should return true to the console 2.)Puzzle 2 is purposely incorrect compared to the puzzle and should return false to the console.	True False