Test Case Design

Class TestRaceCourse

Objective 1 : Prove that you can add Horse Rider to the
queue

Class	Method	Stage	Input values	Result
TestRaceCourse	+game():void	-setStage():void	Seven Horsemen	True, has been added to the object

Objective 2: Prove that it performs the search in the hash
table

Class	Method	Stage	Input values	Result
TestRaceCourse	+consultBet():void	-setStage():void	One Bet	true if you find the bet

Class TestQueue

Objective 1 : Prove that Returns he first item in the queue
and without removing it

Test 1:

Class	Method	Stage	Input values	Result
TestQueue	+testPeek():void	-setstage2():void	One String name	True , take the first out of the queue

Test 2:

Class	Method	Stage	Input values	Result
TestQueue	+testPeek2():void	-setstage1():void	none	True take the first out of the queue

Objective 2 : Prove that returns the first item in the queue
and removes it.

Test 1:

Class	Method	Stage	Input values	Result
TestQueue	+testPoll():void	-setstage2():void	One String name	True, take the first out of the queue and remove

Test 2:

Class	Method	Stage	Input values	Result
TestQueue	+testPoll2():void	-setstage1():void	none	True I prove that the queue is empty

Class TestStack

Objective 1 : that you can add items to the stack and this
will be the first item

Test 1:

Class	Method	Stage	Input values	Result
TestStack	+testPush():void	-setstage1():void	One String name	True, has been added to the stack and has been the first

Test 2:

Class	Method	Stage	Input values	Result
TestQueue	+testPush2():void	-setstage2():void	One String name	True, has been added to the stack and has been the first

Objective 2: that returns he first item in the queue and
without removing it

Test 1:

Class	Method	Stage	Input values	Result
TestStack	+testPop1():void	-setstage1():void	One String name	True, returns he first item in the queue and without removing it

Test 2:

Class	Method	Stage	Input values	Result
TestQueue	+testPush2():void	-setstage2():void	none	True, I prove that the stack is empty

Objective 3: that informs correctly if the stack has at least
one item

Test 1:

Class	Method	Stage	Input values	Result
TestQueue	+testPeek1():void	-setstage1():void	none	True, I prove that the stack is empty

Test 2:

Class	Method	Stage	Input values	Result
TestQueue	+testPeek2():void	-setstage2():void	One String name	True, show the first one in the stack