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I noticed there was some confusion regarding test cases and reflections for assignment #2. I believe I am on the right track, but would love some confirmation. I am happy to post these to Piazza as examples, if they are on the right track, but don't know if this is allowed. Posted below.  For #2 (even though we didn't need a test plan)   
Test Case Input Values Driver Functions Expected Outcomes Observed Outcomes Input too low Input < 0

main() do…while input < 0

Loop back to the question prompting user for input

Loop back to the question prompting user for input

Input at 0 Input = 0

main() try, throw, catch in main

Throws an exception from main

Throws an exception from main

Input in correct range

0 < input <= 10

main() calling recursive funTyler Forrester

Assignment 3: Test Cases

Calls the function recursively to that depth and throws an exception at that level

Calls the function recursively to that depth and throws an exception at that level

Input extreme low

Input = 1

main() calling recursive function

Calls the function recursively to that depth and throws an exception at that level

Calls the function recursively to that depth and throws an exception at that level

Input extreme high

Input = 10

main() calling recursive function

Calls the function recursively to that depth and throws an exception at that level

Calls the function recursively to that depth and throws an exception at that level

Input too high Input > 10

main() do…while input > 0

Loop back to the question prompting user for input

Loop back to the question prompting user for input

for #4 (where a test plan was required) Test Case Input Values Driver Functions Expected Outcomes Observed

Thanks for your time, Ethan

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| Test Cases | Input Values | Driver Functions | Expected Outcomes | Observed Outcomes |
| Creates Creature \* Pointing to Reptile | Input = 1 | getChoice() pick() | Creates Creature \* Pointing to Reptile | Creates Creature \* Pointing to Reptile |
| Reptile is initialized to 7 armor and 8 strength | Input = 1 | pick() Reptile() Creature() | Reptile is initialized to 7 armor and 8 strength | Reptile is initialized to 7 armor and 8 strength |
| Reptile Damage is appropriately calculated | 13 Attack 4 Defense | attack() def() damage() | 2 Damage | 2 Damage |
| Strength is appropriate | 13 Attack 4 Defense | attack()def() damage()getStrength()setStrength() | 6 Strength | 6 Strength |
| Roll Dice 10 Times | Dice1 | roll() | Numbers between 1 and 6 | Numbers between 1 and 6 |
| Roll 3 Dice together 10 times | 6 sides | 3x \* roll() | Numbers between 3 and 18 | Numbers between 3 and 18 |
| Play until one creature is dead then correctly delete | Valgrind Select two Reptiles | main()battle()attack()def() damage()getStrength()setStrength()main() | No Memory Leaks, program returns to main menu | No Memory Leaks, program returns to main menu |
| Medusa’s Stoney Glare | Medusa rolls a 12 attack | Battle()Medusa::attack() | Medusa has a rolled a 12 in Attack.  Medusa's Stony Glare Has Killed the Other Player!! | Medusa has a rolled a 12 in Attack.  Medusa's Stony Glare Has Killed the Other Player!! |
| Medusa Rolls 1 Defense Dice | Play(1,6) | Play(1,6) | Rolls 1 6-sided die for outputs between 1-6 | Rolls 1 6-sided die for outputs between 1-6 |
| Medusa Rolls 2 Attack Dice | Play(2,6) | Play(2,6) | Rolls 2 6-sided die for outputs between 2-12 | Rolls 2 6-sided die for outputs between 2-12 |
| Medusa Initialized 3 armor and 8 Strength | 13 Attack 4 Defense | attack() def() damage() | 6 Damage  2 Health | 6 Damage  2 Health |
| Gollum’s Ring | 5% chance of 3 die | Battle()Gollum::attack() | Gollum wears the RING and is INVISIBLE! Gollum rolls 3 attack die.  Gollum has rolled a 13 in a Special Attack. | Gollum wears the RING and is INVISIBLE! Gollum rolls 3 attack die.  Gollum has rolled a 15 in a Special Attack. |
| Gollum Rolls 1 Defense Dice | Play(1,6) | Play(1,6) | Rolls 1 6-sided die for outputs between 1-6 | Rolls 1 6-sided die for outputs between 1-6 |
| Gollum Rolls 2 Attack Dice | Play(2,6) | Play(2,6) | Rolls 2 6-sided die for outputs between 2-12 | Rolls 2 6-sided die for outputs between 2-12 |
| Gollum Initialized 3 armor and 8 Strength | 13 Attack 4 Defense | attack() def() damage() | 6 Damage  2 Health | 6 Damage  2 Health |
| BlueMen Defense | BlueMen vs BlueMen Battle | Battle() BlueMen::defense() | Bluemen has rolled 3 die(s) when health greater than 8; 2 die(s) when health greater than 4; 1 die when health less than 5. | Bluemen has rolled 3 die(s) when health greater than 8; 2 die(s) when health greater than 4; 1 die when health less than 5. |
| BlueMen Rolls 2 10 sided Attack Dice | Play(2,10) | Play(2,10) | Rolls 2 10-sided die for outputs between 2-20 | Rolls 2 10-sided die for outputs between 2-20 |
| Bluemen Initialized 3 armor and 12 Strength | 13 Attack 4 Defense | attack() def() damage() | 6 Damage  6 Health | 6 Damage  6 Health |
| Harry Potter Resurrected | Play through game until Harry dies twice. | Battle() HarryPotter::defense | Harry Potter resurrects to 10 health the first time and dies the second time. | Harry Potter resurrects to 10 health the first time and dies the second time. |
| Harry Potter Defense | Play(2, 6) | Battle() HarryPotter::defense() | Rolls 2 6-sided die for outputs between 2-12 | Rolls 2 6-sided die for outputs between 2-12 |
| Harry PotterRolls 2 10 sided Attack Dice | Play(2,6) | Play(2,6) | Rolls 2 6-sided die for outputs between 2-12 | Rolls 2 6-sided die for outputs between 2-12 |
| Harry Potter Initialized 0 armor and 10 Strength | 13 Attack 4 Defense | attack() def() damage() | 9 Damage  1 Health | 9 Damage  1 Health |
| Harry Potter vs Reptile (check polymorphism)\_ | Select Harry Potter vs Reptile | Pick() battle() | Successfully fought | Successfully fought |