1. Research and explain the purpose of a “Software Test Plan”.

* Formal document describing testing activities
* Identifies factors to the tested to verify the correct operation of the program being constructed

1. Research and explain the purpose of a “Software Test Case”.

* Description of the testing activity of a single specific feature
* Specifies the user input and expected response
* Test codes are written to cover both

1. Complete the following test cases as you work on your TicTacToe Program.

|  |  |  |
| --- | --- | --- |
| **ID** | **User Input** | **Result** |
| 1.1 | Player “X” enters a row number move | Selects the row the player inputs for “x” |
| 1.1 | Player “X” enters a column number move | Selects column the player inputs for “x” |
| 1.1 | Player “O” enters a row number move | Selects row player inputs for “o” |
| 1.1 | Player “O” enters a column number move | Selects column player inputs for “o” |
|  |  |  |
| 2.1 | Player enters a row number move less than 0 | Index error |
| 2.2 | Player enters a row number move greater than 2 | Index error |
| 2.3 | Player enters a row number move greater that is not a number (i.e. includes letters or special characters) | Value error |
| 2.4 | Player enters a column number move less than 0 | Symbols are put in a spot, which is not supposed to occur |
| 2.5 | Player enters a column number move greater than 2 | Index error |
| 2.6 | Player enters a column number move greater that is not a number (i.e. includes letters or special characters) | Value error |
| 2.7 | Player “X” makes a move that is already occupied by player “O” | Move spot is already taken try again//  Player has to make a new move |
| 2.8 | Player “O” makes a move that is already occupied by player “X” | Move spot is already taken try again//  Player has to make a new move |
|  |  |  |
| 3.1 | Player “X” wins the game | Did not get to it. N/A |
| 3.2 | Player “O” wins the game | Did not get to it. N/A |
|  |  |  |