Test

Enter number of players.

|  |  |
| --- | --- |
| -10 | Invalid number of players. |
| -1 | Invalid number of players. |
| 0 | Invalid number of players. |
| 2 | OK |
| 10 | OK |
| 40 | OK |
| 60 | Invalid number of players. |
| 100 | Invalid number of players. |

Enter number of penguins.

|  |  |
| --- | --- |
| -10 | Invalid number of penguins. |
| -1 | Invalid number of penguins. |
| 0 | Invalid number of penguins. |
| 1 | OK |
| 5 | OK |
| 20 | OK |
| 40 | OK |
| 60 | Invalid number of penguins. |
| 100 | Invalid number of penguins. |

Enter size of the map.

|  |  |
| --- | --- |
| -10 -10 | Invalid size of the map. |
| 0 -1 | Invalid size of the map. |
| 1 1 | Invalid size of the map. |
| 2 2 | OK, but in some situation(Map is small.) |
| 5 5 | OK, but in some situation(Map is small.) |
| 10 1 | OK, but in some situation(Map is small.) |
| 10 10 | OK, but in some situation(Map is small.) |
| 50 50 | OK, but in some situation(Map is small.) |
| 100 100 | OK |
| 100 1 | OK, but in some situation(Map is small.) |
| 150 150 | Invalid size of the map. |
| 150 1 | Invalid size of the map. |

Do you want to change the map(Y/N).

|  |  |
| --- | --- |
| Y | OK |
| N | OK |
| y | Invalid answer. |
| Yes | Invalid answer. |
| B | Invalid answer. |

Choose turn order - randomly or manually (R/M).

|  |  |
| --- | --- |
| R | OK |
| M | OK |
| r | Invalid answer. |
| Random | Invalid answer. |
| U | Invalid answer. |

Player number (number), enter the nickname of Player.

|  |  |
| --- | --- |
| BHIc dyu | OK, but game save nickname BHIc |
| 48dj | OK |
| Rfkvfv | OK |
| ^&%#^\* | Ok |

If player enter name, which same with another program write (Invalid name. Your name can't be the same as another players'.).

Enter the name of the penguins (You can choose any one character).

|  |  |
| --- | --- |
| B | OK |
| & | OK |
| uD | OK, but game save only u |
| 7 | Invalid character. You can use any one character and the character can't be the same as another players. |

If player enter name, which same with another program write (Invalid character. You can use any one character and the character can't be the same as another players.)

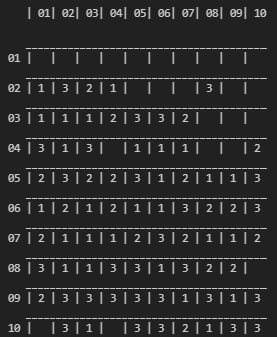
Choose turn from 1 to (number).

|  |  |
| --- | --- |
| 1 | OK |
| 3 | OK, but if 3 is smaller or equal (number). |
| 0 | Invalid turn. You can use numbers from 1 to (number) and turn can't be the same as another players' |
| -1 | Invalid turn. You can use numbers from 1 to (number) and turn can't be the same as another players. |
| 20 | OK, but if 20 is smaller or equal (number). |

If player enter number, which same with another program write (Invalid turn. You can use numbers from 1 to (number) and turn can't be the same as another players.

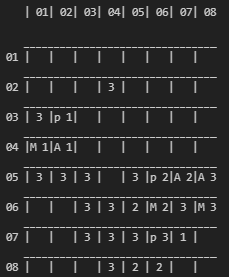
Enter number of players.

Map



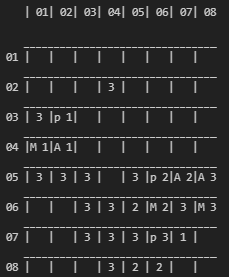
|  |  |
| --- | --- |
| -10 -10 | Invalid coordinates. Use coordinate X from 1 to (number) and Y from 1 to (number): |
| -5 5 | Invalid coordinates. Use coordinate X from 1 to (number) and Y from 1 to (number): |
| 1 1 | Invalid coordinates. The coordinate should be free and with exactly 1 fish. |
| 1 5 | Invalid coordinates. The coordinate should be free and with exactly 1 fish. |
| 3 3 | OK |
| 4 4 | Invalid coordinates. The coordinate should be free and with exactly 1 fish. |
| 9 14 | Invalid coordinates. Use coordinate X from 1 to (number) and Y from 1 to (number): |
| 13 13 | Invalid coordinates. Use coordinate X from 1 to (number) and Y from 1 to (number): |
| 110 10 | Invalid coordinates. Use coordinate X from 1 to (number) and Y from 1 to (number): |

Player (name) enter the number of your penguin to choose him(1 to (number)).

 For the player A.

|  |  |
| --- | --- |
| -1 | Invalid number. |
| 0 | Invalid number. |
| 1 | OK |
| 2 | OK |
| 3 | Invalid number. (Because he can't walk) |
| 4 | Invalid number. |
| 10 | Invalid number. |

Player (Name) choose coordinates in which your penguin go.

 For the penguin M 3.

|  |  |
| --- | --- |
| 6 2 | Invalid coordinates. You need to choose coordinates in which your penguin can go. |
| 6 3 | Invalid coordinates. You need to choose coordinates in which your penguin can go. |
| 6 9 | Invalid coordinates. Use coordinate X from 1 to %d and Y from 1 to %d: |
| 5 8 | Invalid coordinates. You need to choose coordinates in which your penguin can go. |
| 4 8 | Invalid coordinates. You need to choose coordinates in which your penguin can go. |
| 7 8 | Invalid coordinates. You need to choose coordinates in which your penguin can go. |
| 6 7 | OK |
| 10 2 | Invalid coordinates. Use coordinate X from 1 to %d and Y from 1 to %d: |
| 6 1 | Invalid coordinates. You need to choose coordinates in which your penguin can go. |
| 7 3 | Invalid coordinates. You need to choose coordinates in which your penguin can go. |
| 5 1 | Invalid coordinates. You need to choose coordinates in which your penguin can go. |
| 7 1 | Invalid coordinates. You need to choose coordinates in which your penguin can go. |
| 10 10 | Invalid coordinates. Use coordinate X from 1 to %d and Y from 1 to %d: |
| 30 -5 | Invalid coordinates. Use coordinate X from 1 to %d and Y from 1 to %d: |
| -15 -7 | Invalid coordinates. Use coordinate X from 1 to %d and Y from 1 to %d: |