

## System Test Plan: Guessing Game program

You will provide an integer value to be used as a seed for the random generator when testing. Below are the secret code digits for several different seeds that you can use in your tests.

Seed: 1    Secret Code: 5 8 7 3  
Seed: 5    Secret Code: 7 2 4 4  
Seed: 22   Secret Code: 2 0 2 1  
Seed: 55   Secret Code: 5 9 9 9

NOTE: You can stop program execution by pressing Ctrl+C.

Test ID	Description	Expected Results	Actual Results
testTooManyCommandLineArguments  Author: Dr. Balik	\$ java -cp bin GuessingGame abc 123	Usage: java -cp bin GuessingGame <seed>  <Program exits>	
testNonintegerCommandLineArgument  Author: Dr. Balik	\$ java -cp bin GuessingGame abc	Usage: java -cp bin GuessingGame <seed>  <Program exits>	
testNonintegerGuess  Author: Dr. Balik	\$ java -cp bin GuessingGame 1  <<Header>>  Guess 4 digits (e.g., 2 8 5 8): <b>7 8 xy9</b>	Invalid guess  Guess 4 digits (e.g., 2 8 5 8):	
testInvalidIntegerGuess  Author: Dr. Balik	\$ java -cp bin GuessingGame 1  <<Header>>  Guess 4 digits (e.g., 2 8 5 8): <b>9 12 08</b>	Invalid guess  Guess 4 digits (e.g., 2 8 5 8):	
testOneCorrectDigitIncorrectPlace	\$ java -cp bin GuessingGame 1  <<Header>>	Guess   CD CP 8 6 4 1   1 0	

Author: Dr. Balik	Guess 4 digits (e.g., 2 8 5 8): <b>8 6 4 1</b>	Guess 4 digits (e.g., 2 8 5 8):	
Test ID	Description	Expected Results	Actual Results
testOneCorrectDigitCorrectPlace  Author: Dr. Balik	<pre>\$ java -cp bin GuessingGame 1  &lt;&lt;Header&gt;&gt;  Guess 4 digits (e.g., 2 8 5 8): <b>0 1 7 2</b></pre>	<pre>Guess   CD CP 0 1 7 2   1 1  Guess 4 digits (e.g., 2 8 5 8):</pre>	
testWinAfter3Guesses  Author: Dr. Balik	<pre>\$ java -cp bin GuessingGame 1  &lt;&lt;Header&gt;&gt;  Guess 4 digits (e.g., 2 8 5 8): <b>8 5 3 7</b>      Guess   CD CP     8 5 3 7   4 0  Guess 4 digits (e.g., 2 8 5 8): <b>5 7 3 8</b>      Guess   CD CP     8 5 3 7   4 0     5 7 3 8   4 1  Guess 4 digits (e.g., 2 8 5 8): <b>5 8 7 3</b></pre>	<pre>Guess   CD CP 8 5 3 7   4 0 5 7 3 8   4 1 5 8 7 3   4 4  You guessed correctly after 3 guess(es)!</pre>	

