

# Testing Manual

## **BattleshipApp.java**

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# Testing Manual

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# 1.0 Testing Overview

This section outlines the testing plan for BattleshipApp.java.

## 1.1 Testing Plan

The testing plan for BattleshipApp.java consists of one part:

1. Manual testing for the GUI (src/main/java/hw3/BattleshipApp.java).

## 1.2 Requirements

Battleship folder, JDK, JavaFX

# 2.0 Manual Testing

This section lists the manual tests performed on BattleshipApp.java.

## 2.1 List of Manual Tests

The GameOfLife.java has passed all manual tests.

Description	Configurations	Actions	Expected Result
Host using default settings	localhost -1 Gray	Run BattleshipApp  Click "Host"	Waiting screen
Host using invalid port	localhost -2 Gray	Run BattleshipApp  Click "Configurations" → "Edit configs"  Change port to "-1"  Click "Save"	Alert Error: <code>Server socket could not be created on port [port].</code>

		Click "Host"	
Host using invalid port	localhost 99999999  Gray	Run BattleshipApp  Click "Configurations" → "Edit configs"  Change port to "99999999"  Click "Save"  Click "Host"	Alert Error: <b>Server socket could not be created on port [port].</b>
Join using default settings	localhost -1  Gray	Complete Host using default settings test  Run BattleshipApp  Click "Join"	Setup screen
Join with no host server waiting	localhost -1  Gray	Run BattleshipApp  Click "Join"	Alert Error: <b>Network is unreachable: connect</b>
Join an invalid server	localhost1234 -1  Gray	Complete Host using default settings test  Run BattleshipApp  Click "Configurations" → "Edit configs"  Change server address to	Alert Error: <b>Network is unreachable: connect</b>

		"localhost1234"  Click "Save"  Click "Join"	
Join on an invalid port	localhost  -2  Gray	Complete Host using default settings test  Run BattleshipApp  Click "Configurations" → "Edit configs"  Change port to "-2"  Click "Save"  Click "Join"	Alert Error: Could not find server on port [port].
Join on an invalid port	localhost  99999999  Gray	Complete Host using default settings test  Run BattleshipApp  Click "Configurations" → "Edit configs"  Change port to "99999999"  Click "Save"  Click "Join"	Alert Error: Could not find server on port [port].
Return home while	localhost	Run BattleshipApp	Home screen (main menu)

waiting for player to join	-1  Gray	Click “Host”  Click “Return Home”	
Move ship	Default	Complete Join using default settings test  Click tile (0,0)  Click tile (0,1)  (x,y) from the top left.	Ship in the top left moved down one tile.
Rotate ship	Default	Complete Join using default settings test  Click tile (0,8)  Click tile (5,6)  Click tile (5,6)  Click “Rotate”	A ship 3 tiles long occupying tiles {(5,6), (5,7), (5,8)}.
Move ship to invalid location	Default	Complete Join using default settings test  Click tile (0,0)  Click tile (9,9)	Nothing changes.
Rotate ship to invalid location	Default	Complete Join using default settings test  Click tile (0,0)  Click “Rotate”	Nothing changes.
Click “Ready to Play”	Default	Complete Join using default settings test	Waiting screen and then game starts when

		Click “Ready to Play”	opponent does the same.
Fire missile	Default	Complete Click “Ready to Play” test  Click tile (0,0) on your opponent’s board	Waiting screen and then tile (0,0) on your board and the opponent’s board turns red when the opponent does the same.
Win game	Default	Complete Click “Ready to Play” test  Click tiles on the opponent’s board until you win.	Player 1 Wins. Score: ?-5
Lose game	Default	Complete Click “Ready to Play” test  Click tiles on the opponent’s board until you lose.	Player 2 Wins. Score: 5-?
End game in a draw	Default	Complete Click “Ready to Play” test  Click tiles on the opponent’s board until there is one green tile left on both boards.  Both hit the last green tile on the same turn.	Draw. Score: 0-0