**Casos de Prueba**

**Configuración de los Escenarios:**

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| **Nombre** | **Clase** | **Escenario** |
| setupScenary1 | SpaceWarTest |  |

**Diseño de los Casos de Prueba**

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| **Objetivo de la prueba:** Verificar la creación de la matriz aleatoria | | | | |
| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| SpaceWarTest | randomMatrix | setupScenary1 | numRow=2 | True. Crea la Matriz |
| numCol=2 |
| rep=false |
|  |
| SpaceWarTest | randomMatrix | setupScenary1 | numRow=2 | True. Crea la matriz |
| numCol=2 |
| rep=true |
|  |
| SpaceWarTest | randomMatrix | setupScenary1 | numRow=0 | Error. Number of Rows 0  Is not a valid entry |
| numCol=2 |
| rep=true |
|  |
| SpaceWarTest | randomMatrix | setupScenary1 | numRow=0 | Error. Number of Rows 0  Is not a valid entry |
| numCol=2 |
| rep=false |
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| **Objetivo de la prueba:** Verificar la operación de multiplicación de matrices | | | | |
| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| SpaceWarTest | strassen | setupScenary1 | int[][] mat1= |  |
| int[][] coef = |
|  |
|  |
| SpaceWarTest | strassen | setupScenary1 | int[][] mat1= | Error |
| int[][] coef= |
|  |
|  |
| SpaceWarTest | divideAndConquerMultiply | setupScenary1 | int[][] mat1= |  |
| int[][] coef = |
|  |
|  |
| SpaceWarTest | divideAndConquerMultiply | setupScenary1 | int[][] mat1= | Error |
| int[][] coef= |
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| **Objetivo de la prueba:** Verificar el búsqueda de números primos | | | | |
| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| SpaceWarTest | findShips | setupScenary1 | int[][] warfield |  |
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| SpaceWarTest | findShips | setupScenary1 | int[][] warfield |  |
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| SpaceWarTest | findPrimes | setupScenary1 | int[][] warfield |  |
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| SpaceWarTest | findPrimes | setupScenary1 | int[][] warfield |  |
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| SpaceWarTest | findInPrimes | setupScenary1 | int[][] warfield |  |
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| SpaceWarTest | findInPrimes | setupScenary1 | int[][] warfield |  |
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| **Objetivo de la prueba:** Verificar el búsqueda del número más grande en una matriz | | | | |
| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| SpaceWarTest | searchBiggestNumberInMatrix | setupScenary1 | int[][] matrix |  |
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