**Specification Tables for Testing**

Game Table(Completed by Krystal Weatherspoon)

|  |  |  |  |
| --- | --- | --- | --- |
| Partition ID | Input variable | Valid partition | Invalid partition |
| 1 | CheckScore | 0<=Checkscore=>infinite |  |
| 2 | CheckScore |  | Strings, negative numbers, non-alpha numeric characters |
| 3 | playerWin | 0<=playerWin=>infinite |  |
| 4 | playerWin |  | Strings, negative numbers, non-alpha numeric characters |
| 5 | gamePlayed | 0<=playerWin=>infinite |  |
| 6 | gamePlayed |  | Strings, negative numbers, non-alpha numeric characters |
| 7 | playerLose | 0<=playerWin=>infinite |  |
| 8 | playerLose |  | Strings, negative numbers, non-alpha numeric characters |

**Statistics Tables** (Completed by Nathanael Roskens)

|  |  |  |  |
| --- | --- | --- | --- |
| Partition ID | Input variable | Valid partition | Invalid partition |
| 1 | GamesPlayed |  | Strings, negative numbers |
| 2 | GamesPlayed | gamesPlayed>=0 |  |
| 3 | GamesWon | gamesWon>=0 |  |
| 4 | GamesWon |  | Strings, negative |
| 5 | GamesLost | gamesLost>=0 |  |
| 6 | GamesLost |  | Strings, negative numbers |
| 7 | winPercent | winPercent>=0.0 |  |
| 8 | winPercent |  | Strings, negative number |

**Statistics Tests** (Completed by Nathanael Roskens)

|  |  |  |  |
| --- | --- | --- | --- |
| Test ID | Test inputs | Expected output | Partition ID covered |
| 1 | gamesPlayed=0 | valid | 1,2 |
| 2 | gamesWon=0 | valid | 3,4 |
| 3 | gamesLost=0 | valid | 5,6 |
| 4 | winPercent=0.0 | valid | 7,8 |

**Bet Tables** (Completed by Andrew Harper)

|  |  |  |  |
| --- | --- | --- | --- |
| Partition ID | Input variable | Valid partition | Invalid partition |
| 1 | a | 0 < a < 100 |  |
| 2 | a |  | a < 0 |
| 3 | num | a = 2 or a = 3 |  |
| 4 | num |  | a < 0 |

**Bet Tests** (Completed by Andrew Harper)

|  |  |  |  |
| --- | --- | --- | --- |
| Test ID | Test inputs | Expected output | Partition ID covered |
| 1 | a = 25 | bet = 25 | 1 |
| 2 | a = -1 | bet = -1 | 2 |
| 3 | num = 2 | num\_players = 2 | 3 |
| 4 | num = -1 | num\_players = -1 | 4 |

ADDPlayer Table(Completed by Krystal Weatherspoon)

|  |  |  |  |
| --- | --- | --- | --- |
| Partition ID | Input variable | Valid partition | Invalid partition |
| 1 | CheckScore | 0<=Checkscore=>infinite |  |
| 2 | CheckScore |  | Strings, negative numbers, non-alpha numeric characters |
| 3 | playerWin | 0<=playerWin=>infinite |  |
| 4 | playerWin |  | Strings, negative numbers, non-alpha numeric characters |
| 5 | playerLose | 0<=playerWin=>infinite |  |
| 6 | playerLose |  | Strings, negative numbers, non-alpha numeric characters |

AddPlayer Test

|  |  |  |  |
| --- | --- | --- | --- |
| Test ID | Test inputs | Expected output | Partition ID covered |
| 1 | CheckScore=0 | valid | 1,2 |
| 2 | playerWin=0 | valid | 3,4 |
| 3 | playerLose=0 | valid | 5,6 |