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# TESTS FOR LAB 06

# 1: Invalid Inputs: Recognize if the user types something other than a
coordinate or the letter 'Q' to quit
# Choose 131.05.Easy.json and try to submit 'r' when prompted for a cell /
to quit
# (This is an Error State)

# 2: Reversed coordinates: Handle both "B2" and "2B" in the same way
# Using 131.05.Easy.json, use 2B as a cell. Put 11 as a number so we can
use this again later.
# (This is a Requirement)

# 3: Lowercase coordinates: Handle both "B2" and "b2" in the same way
# Using 131.05.Easy.json, use b2 as a cell. Put 11 as a number so we can
use this again later.
# (This is a Requirement)

# 4: Invalid number: Warn the user if an invalid number such as 0 or 11 is
entered into the board
# Using 131.05.Easy.json, use B2 as a cell. Put 0 as a number.
# (This is an Error State)

# 5: Square already filled: Warn the user if the selected square already
has a number
# Using 131.05.Easy.json, use A1 as a cell.
# (This is an Error State)

# 6: Unique Row: Recognize if the user's number is already present on the
selected row
# Using 131.05.Easy.json, use G2 as a cell and input 5.
# (This is a Boundary Condition)

# 7: Unique Column: Recognize if the user's number is already present on
the selected column
# Using 131.05.Easy.json, use B8 as a cell and input 3.
# (This is a Boundary Condition)

# 8: Unique Inside Square: Recognize if the user's number is already
present on the selected inside square
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# Using 131.05.Easy.json, use H2 as a cell and input 9.  
# (This is a Boundary Condition)
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