**Testing Document - structure and validation testing**

Type of Test (N = Normal, R = Erroneous, X = Extreme)

Test numbers 1 – 3 relate to the testing of team and player names.

Test numbers 4 – 6 relate to the testing of score collection

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| **Test**  **No** | **Type of test**  **(N, R, X)** | **Test data** | **Expected results** | **Add screenprint(s) of the results of this test (and any retests) Ensure you show the test data used in the screenprint(s)** | **Only complete this column if the results are not as expected**  **Explain the error**  **If you correct the error explain how you have done it including screenprint(s)** |
| **1** | **R** | Team name: Harry’s God Team  Player name 1: **null**  Player name 2: Ivan  Player name 3: Liam  Player name 4: Ethan  Player name 5: Bradley | The inputted data for player name 1 should be rejected. The user should be requested to re-input the data until it is not null. |  |  |
| **2** | **N** | Team name: Harry’s God Team  Player name 1: Lucas  Player name 2: Ivan  Player name 3: Liam  Player name 4: Ethan  Player name 5: Bradley | The inputted data should be accepted as it satisfies the results of the validation. | These were all accepted on entry, and the program continued to move through to the second team. |  |
| **3** | **R** | Team name: **null**  Player name 1: Lucas  Player name 2: Ivan  Player name 3: Liam  Player name 4: Ethan  Player name 5: Bradley | The inputted data for the team name should be rejected. The user should be requested to re-input the data until it is not null. |  | A **null** answer was accepted by the program. This is not the expected results. In order to correct this error, I have implemented a validation routine to ensure null answers cannot be inputted. |
| **4** | **X** | Score: 10 | The data should be accepted; however, it is on the boundary of the accepted score values. | It was accepted on entry, and the program continued to move through to the second team. |  |
| **5** | **R** | Score: 55 | The data should be rejected. It is over the allowed amount. |  |  |
| **6** | **N** | Score: 5 | The data should be accepted. | It was accepted on entry, and the program continued to move through to the second team. |  |
| **7** | **R** | Score: Hi | The data should be rejected, and an error message should be produced stating that a score between 1-10 is required. |  |  |
| **8** | **R** | Score: **null** | The data should be rejected, and an error message should be produced stating that a score between 1-10 is required. |  |  |
| **9** | **R**  **(**RETEST OF NO. 3**)** | Team name: **null**  Player name 1: Lucas  Player name 2: Ivan  Player name 3: Liam  Player name 4: Ethan  Player name 5: Bradley | The inputted data for the team name should be rejected. The user should be requested to re-input the data until it is not null. |  | **Note:** This is a retest of log number 3. This is now working successfully. |
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