1. Research and explain the purpose of a “Software Test Plan”.

- Programming Test Plan is an archive depicting the testing degree and exercises

- It is the reason for formally testing any product/item in an undertaking.

1. Research and explain the purpose of a “Software Test Case”.

-Experiment is an arrangement of conditions or factors under which an analyzer will decide if a framework under test fulfills prerequisites or works effectively

- The way toward creating experiments can likewise help discover issues in the prerequisites or plan of an application.

1. Complete the following test cases as you work on your TicTacToe Program.

|  |  |  |
| --- | --- | --- |
| **ID** | **User Input** | **Result** |
| 1.1 | Player “X” enters a number move | Places the x on that spot |
| 1.1 | Player “X” enters a number move | Places the x on that spot |
| 1.1 | Player “O” enters a number move | Places the o on that spot |
| 1.1 | Player “O” enters a number move | Places the o on that spot |
|  |  |  |
| 2.1 | Player enters a row number move less than 0 | That's not on the board. Try again |
| 2.2 | Player enters a row number move greater than 2 | Places on that spot if it’s under 10 |
| 2.3 | Player enters a row number move greater that is not a number (i.e. includes letters or special characters) | That's not a number. Try again |
| 2.4 | Player enters a column number move less than 0 | That's not on the board. Try again |
| 2.5 | Player enters a column number move greater than 2 | Places on that spot if it’s under 10 |
| 2.6 | Player enters a column number move greater that is not a number (i.e. includes letters or special characters) | That's not on the board. Try again |
| 2.7 | Player “X” makes a move that is already occupied by player “O” | You can't go there. Try again |
| 2.8 | Player “O” makes a move that is already occupied by player “X” | You can't go there. Try again |
|  |  |  |
| 3.1 | Player “X” wins the game | Player 1 Wins! |
| 3.2 | Player “O” wins the game | Player 2 Wins! |
|  |  |  |