**Testing and Debugging**

Use the testing table on the next pages to test your program works as expected.

Here are some examples of what you should test for. To get into the higer grades you must *thoroughly* test your program, and in a logical way.

* Inputs that you would expect the user to insert
* Inputs that you wouldn’t expect the user to insert
* Alternatives for the same input, eg 2, two, TWO

Play your game and think of all the ways it could be checked, then test for valid, invalid and boundary checks.

**Testing Table**

Complete this testing table, showing your expected, boundary and invalid results.

To get into the higher grades you must fully test and debug it and do so in an organised way, ie testing and debugging one section at a time.

Use one section for each part that you test and test it in as many ways as you can. Clearly state what you are testing for.

(Delete the parts of the table that you didn’t use. You are welcome to add extra sections)

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| What are you testing for: | | | |
| What did you input/look for? | What do you expect the output to be? | Did it work as expected? | Notes – how did you fix it if you needed to, any other information you want to note? |
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