

Black Box Test Plan: Match Game program

Introduction: Each test case below assumes that the cards directory contains the card image files. The text in bold in the **Description** column represents the test inputs to the program. You can stop program execution by pressing Ctrl+C.

Test ID	Description	Expected Results	Actual Results
testInitialGUI Author: Dr. Balik	csc\$ java -cp bin MatchGameGUI -t (Ctrl+C to stop execution)	GUI entitled "Match Game" is displayed with 4 rows and 13 cols of greyed-out cards, EASY GAME, HARD GAME, and QUIT buttons. Status: Welcome to the Match Game -- choose an Easy or Hard Game! Correct Guesses: 0 Total Guesses: 0 Average: <blank>	GUI entitled "Match Game" is displayed with 4 rows and 13 cols of greyed-out cards, EASY GAME, HARD GAME, and QUIT buttons. Status: Welcome to the Match Game -- choose an Easy or Hard Game! Correct Guesses: 0 Total Guesses: 0 Average: <blank>
testEasyGame Author: Dr. Balik	csc\$ java -cp bin MatchGameGUI -t Click on EASY GAME button (Ctrl+C to stop execution)	GUI displays 4 rows and 13 cols of white cards. Status: Easy Game -- match cards with same value!	GUI displays 4 rows and 13 cols of white cards. Status: Easy Game -- match cards with same value!

testHardGame Author: Dr. Balik	csc\$ java -cp bin MatchGameGUI -t Click on HARD GAME button (Ctrl+C to stop execution)	GUI displays 4 rows and 13 cols of white card buttons. Status: Hard Game -- match cards with same value and color!	GUI displays 4 rows and 13 cols of white card buttons. Status: Hard Game -- match cards with same value and color!
testQuit Author: Dr. Balik	csc\$ java -cp bin MatchGameGUI -t Click on QUIT button	GUI closes	GUI closes
testEasyGameMatch Author: Dr. Balik	csc\$ java -cp bin MatchGameGUI -t Click on EASY GAME button Click on card in row 0, col 0 Click on card in row 1, col 0	GUI displays 2 of clubs at row 0, col 0 2 of diamonds at row 1, col 0 Correct Guesses: 1 Total Guesses: 1 Average: 1.00	GUI displays 2 of clubs at row 0, col 0 2 of diamonds at row 1, col 0 Correct Guesses: 1 Total Guesses: 1 Average: 1.00
testHardGameNotMatch Author: Dr. Balik	csc\$ java -cp bin MatchGameGUI -t Click on HARD GAME button Click on card in row 0, col 0 Click on card in row 1, col 0	GUI <i>briefly</i> displays 2 of clubs at row 0, col 0 2 of diamonds at row 1, col 0 and then <i>redisplay</i> s white cards at the same positions Correct Guesses: 0 Total Guesses: 1 Average: 0.00	GUI <i>briefly</i> displays 2 of clubs at row 0, col 0 2 of diamonds at row 1, col 0 and then <i>redisplay</i> s white cards at the same positions Correct Guesses: 0 Total Guesses: 1 Average: 0.00

testEasyGameNotMatch Author: Jamea Speight	csc\$ java -cp bin MatchGameGUI -t Click on EASY GAME button Click on card in row 0, col 0 Click on card in row 0, col 2	GUI briefly displays 2 of clubs at row 0, col 0 3 of clubs at row 0, col 1 and then <i>redisplay</i> s white cards at the same positions Correct Guesses: 0 Total Guesses: 1 Average: 0.00	GUI briefly displays 2 of clubs at row 0, col 0 3 of clubs at row 0, col 1 and then <i>redisplay</i> s white cards at the same positions Correct Guesses: 0 Total Guesses: 1 Average: 0.00
testHardGameMatch Author: Jamea Speight	csc\$ java -cp bin MatchGameGUI -t Click on HARD GAME button Click on card in row 0, col 0 Click on card in row 3, col 0	GUI displays 2 of clubs at row 0, col 0 2 of spades at row 3, col 0 Correct Guesses: 1 Total Guesses: 1 Average: 1.00	GUI displays 2 of clubs at row 0, col 0 2 of spades at row 3, col 0 Correct Guesses: 1 Total Guesses: 1 Average: 1.00
testEasyGameMatchAndNoMatch Author: Jamea Speight	csc\$ java -cp bin MatchGameGUI -t Click on EASY GAME button Click on card in row 0, col 11 Click on card in row 1, col 11 Click on card in row 2, col 11 Click on card in row 3, col 12	GUI briefly displays King of hearts at row 2, col 11 Ace of spades at row 3, col 12 and then <i>redisplay</i> s white cards at the same positions Correct Guesses: 1 Total Guesses: 2 Average: 0.50	GUI briefly displays King of hearts at row 2, col 11 Ace of spades at row 3, col 12 and then <i>redisplay</i> s white cards at the same positions Correct Guesses: 1 Total Guesses: 2 Average: 0.50

testHardGameMatchAndNoMatch Author: Jamea Speight	csc\$ java -cp bin MatchGameGUI -t Click on HARD GAME button Click on card in row 0, col 4 Click on card in row 3, col 4 Click on card in row 0, col 5 Click on card in row 2, col 5	GUI briefly displays 5 of clubs at row 0, col 4 5 of hearts at row 3, col 12 and then <i>redisplay</i> s white cards at the same positions Correct Guesses: 1 Total Guesses: 2 Average: 0.50	GUI briefly displays 5 of clubs at row 0, col 4 5 of hearts at row 3, col 12 and then <i>redisplay</i> s white cards at the same positions Correct Guesses: 1 Total Guesses: 2 Average: 0.50
testStartANewGame Author: Jamea Speight	csc\$ java -cp bin MatchGameGUI -t Click on EASY GAME button Play game until all matches are found. Click on HARD GAME button	GUI displays 4 rows and 13 cols of white card buttons. Status: Hard Game -- match cards with same value and color! Correct Guesses: 0 Total Guesses: 0 Average:	GUI displays 4 rows and 13 cols of white card buttons. Status: Hard Game -- match cards with same value and color! Correct Guesses: 0 Total Guesses: 0 Average: