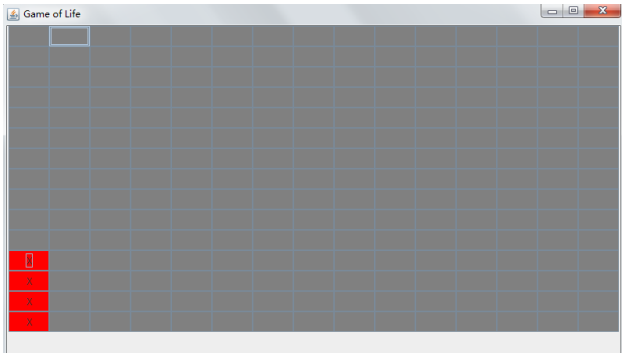
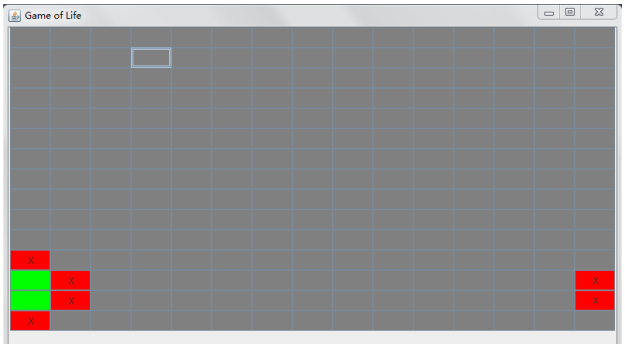
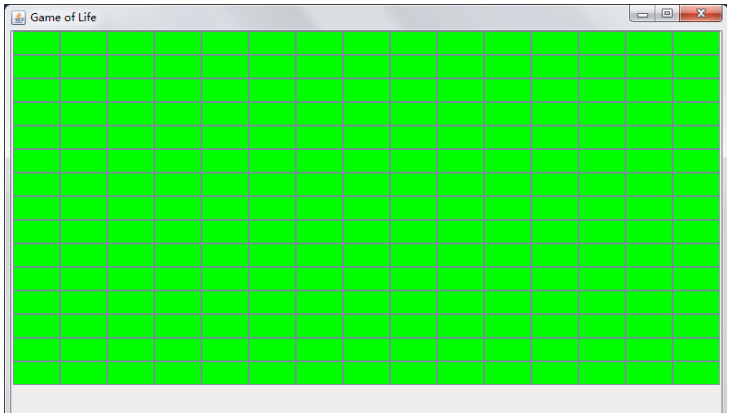
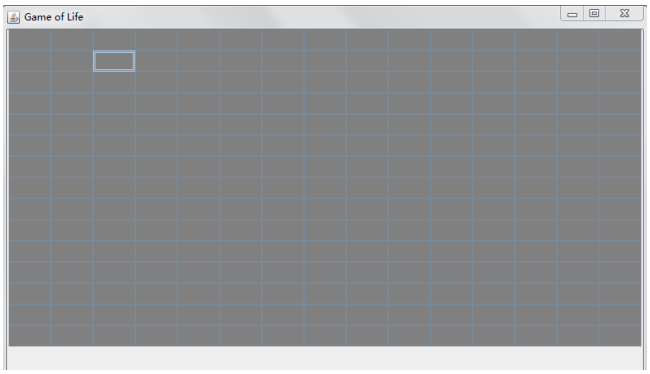
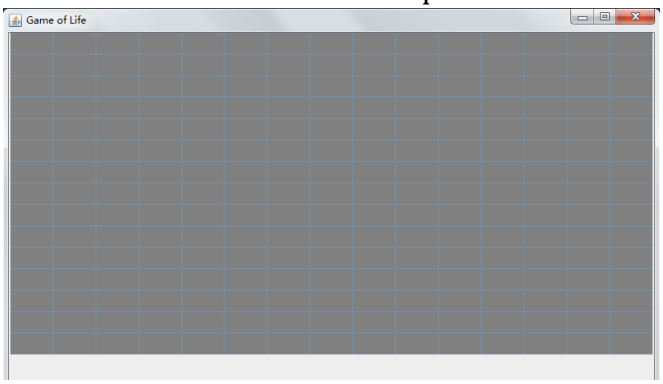
Game of Life

Manual Testing

This manual testing is aiming to test MainPanel.runContinuous() method can return the same result as before after modification. The test suit has three test cases, including two edge cases.

Case #1:	Verify the modified method runContinuous() shows the same pattern as the original method before modified.
Preconditions:	Create a panel of size 15*15, then start game with original runContinuous () method.
Execution Steps:	1. Click cells on [1,1], [1,2], [1,3], [1,4].  2. Click “Run Continuous” button. 3. Click on “Stop” button when the pattern does not change. 4. Take a screenshot of the current panel to check the pattern.  5. Exist Game of Life. 6. Create a panel of size 15*15, then start game again with modified method runContinuous(). 7. Click the same cells as before on [1,1], [1,2], [1,3], [1,4]. 8. Click “Run Continuous” button. 9. Click on “Stop” button when the pattern does not change.
Postconditions:	The second pattern is the same as the first one, and the status of each buttons keep same as well. The modified runContinuous() method can return the same result as the original method.

Case #2:	Verify the modified method runContinuous() shows the same pattern as the original method before modified.
Preconditions:	Create a panel of size 15*15, then start game with original runContinuous() method.
Execution Steps:	1. Click all the cells on the panel (set all cells alive).  2. Click “Run Continuous” button. 3. Click on “Stop” button when the pattern does not change. 4. Take a screenshot of the current panel to check the pattern.  5. Exist Game of Life. 6. Create a panel of size 15*15, then start game again with modified method runContinuous(). 7. Click the same cells as before on all the cells. 8. Click “Run Continuous” button. 9. Click on “Stop” button when the pattern does not change.
Postconditions:	The second pattern is the same as the first one, and the status of each buttons keep same as well. The modified runContinuous() method can return the same result as the original method.

Case #3:	Verify the modified method runContinuous() show the same pattern as the original method before modified.
Preconditions:	Create a panel of size 15*15, then start game with original runContinuous() method.
Execution Steps:	1. Do not click any cells (do not set any cells alive).  2. Click “Run Continuous” button. 3. Click on “Stop” button when the pattern does not change. 4. Take a screenshot of the current panel to check the pattern.  5. Exist Game of Life. 6. Create a panel of size 15*15, then start game again with modified method runContinuous(). 7. Do not click any cells as before. 8. Click “Run Continuous” button. 9. Click on “Stop” button when the pattern does not change.
Postconditions:	The second pattern is the same as the first one, and the status of each buttons keep same as well. The modified runContinuous() method can return the same result as the original method.