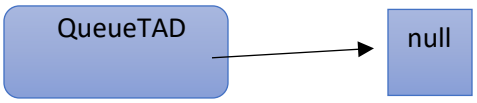
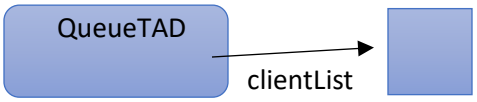
Queues:

Stage Configuration:

Name	Class	Stage
setupScenery1	QueueTAD	

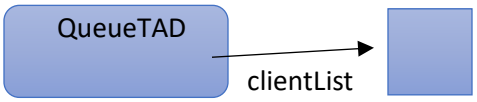
Test objective: to check if the customers queue exists				
Class	Method	Stage	input	output
QueueTAD		setupScenery1	Queue != null	true

Stage Configuration:

Name	Class	Stage
setupScenery2	QueueTAD	

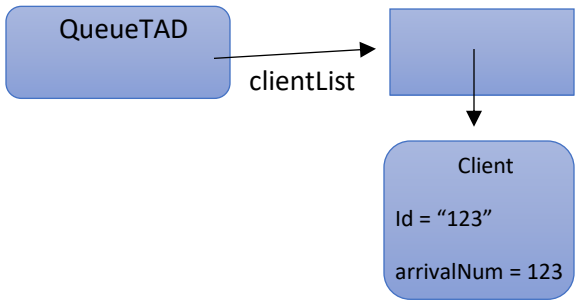
Test objective: to add a new customer to the queue				
Class	Method	Stage	input	output
QueueTAD	Add	setupScenery2	Id=”123” arrivalNum=123	customer added successfully Array size = 1

Stage Configuration:

Name	Class	Stage
setupScenery2	QueueTAD	

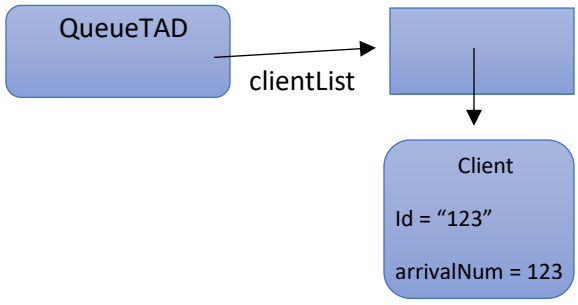
Test objective: to check if the customers queue it's empty				
Class	Method	Stage	input	output
QueueTAD	IsEmpty	setupScenery2	queue.isEmpty	True

Stage Configuration:

Name	Class	Stage
setupScenery3	QueueTAD	

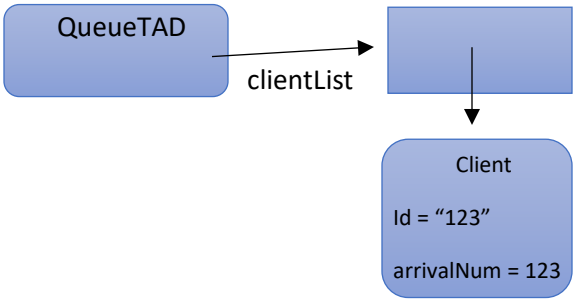
Test objective: to search the customer in the first position of the queue				
Class	Method	Stage	input	output
QueueTAD	Front	setupScenery3	First customer in the queue	Customer in the position 0

Stage Configuration:

Name	Class	Stage
setupScenery3	QueueTAD	

Test objective: to delete the first customer of the customers queue				
Class	Method	Stage	input	output
QueueTAD	Dequeue	setupScenery3	Id = 0 arrivalNum = 0 size = 9	Delete the customer in the first position of the queue

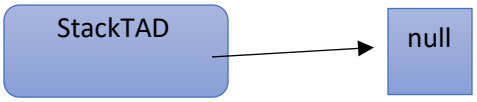
Stage Configuration:

Name	Class	Stage
setupScenery3	QueueTAD	

Test objective: to get the customers queue size				
Class	Method	Stage	input	output
QueueTAD	getSize	setupScenery3	Queue size = 10	Queue size = 10

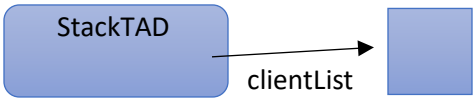
Stacks:

Stage Configuration:

Name	Class	Stage
setupScenery1	StackTAD	

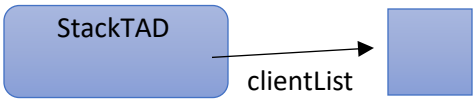
Test objective:				
Class	Method	Stage	input	output
StackTAD		setupScenery1	Stack != null	true

Stage Configuration:

Name	Class	Stage
setupScenery2	StackTAD	

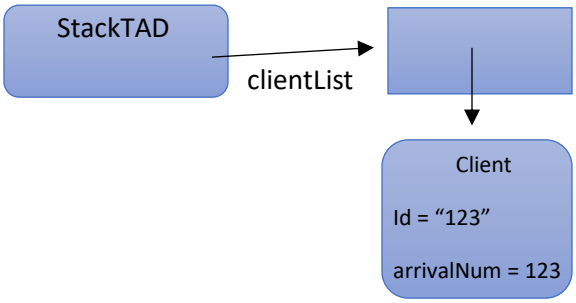
Test objective: to add a new element to the stack				
Class	Method	Stage	input	output
StackTAD	push	setupScenery2	Id=”123” arrivalNum=123	customer added successfully Array size = 1

Stage Configuration:

Name	Class	Stage
setupScenery2	StackTAD	

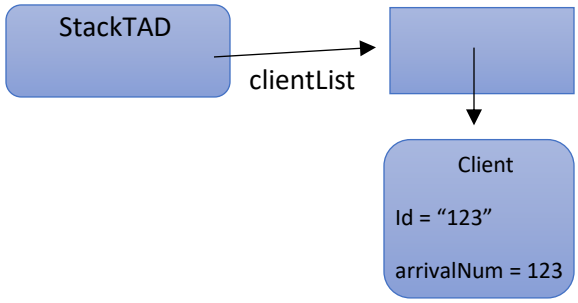
Test objective: to check if the stack is empty				
Class	Method	Stage	input	output
StackTAD	isEmpty	setupScenery2	Stack.isEmpty	True

Stage Configuration:

Name	Class	Stage
setupScenery3	StackTAD	

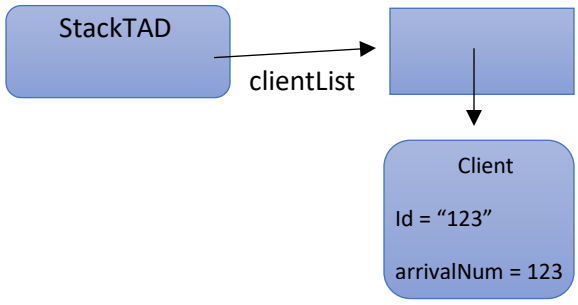
Test objective: to get the value that it's on top of the stack				
Class	Method	Stage	input	output
StackTAD	top	setupScenery3	Id = "9"	Gets the top game of the stack Return true;

Stage Configuration:

Name	Class	Stage
setupScenery3	StackTAD	

Test objective: to delete the top value of the stack				
Class	Method	Stage	input	output
StackTAD	pop	setupScenery3	Id = "9" arrivalNum = 9	Get the deleted value Return deleted game

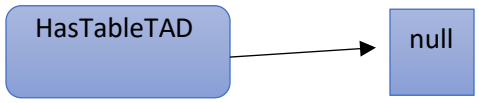
Stage Configuration:

Name	Class	Stage
setupScenery3	StackTAD	

Test objective: to get the size of the stack				
Class	Method	Stage	input	Output
StackTAD	getSize	setupScenery3	Size = 10	Get the size of the stack Return true

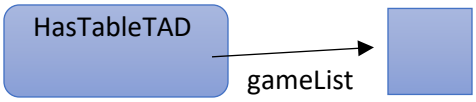
Hash tables:

Stage Configuration:

Name	Class	Stage
setupScenery1	HasTableTAD	

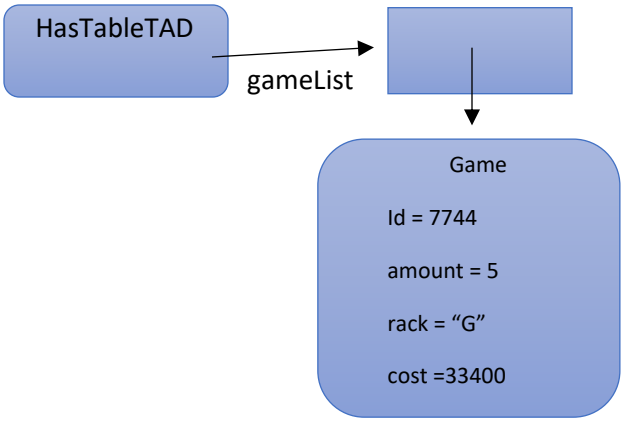
Test objective: to check if the hash table exists				
Class	Method	Stage	input	output
HasTablesTAD	hasTable	setupScenery1	HashTable != null	True

Stage Configuration:

Name	Class	Stage
setupScenery2	hasTableTAD	

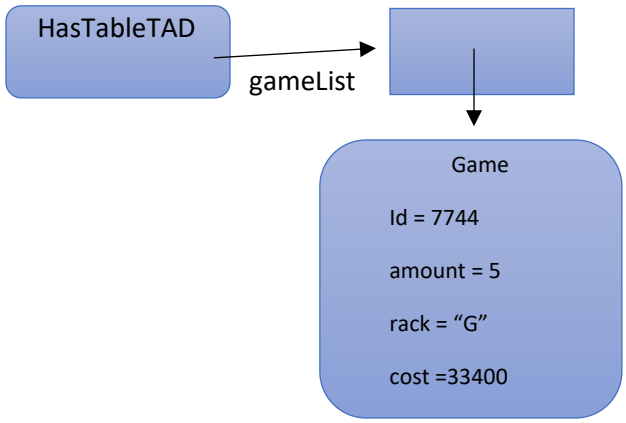
Test objective: to add a value to the hash table				
Class	Method	Stage	input	output
HAsTablesTAD	Insert	setupScenery2	Id = 123 Value = new Game(123, 123, "B", 54323)	Add the value to the hash table

Stage Configuration:

Name	Class	Stage
setupScenery3	HasTableTAD	

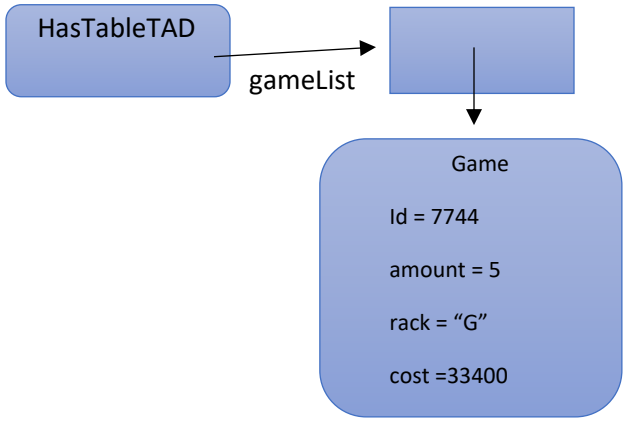
Test objective: to search for a value in the hash table				
Class	Method	Stage	input	output
HasTableTAD	search	setupScenery3	key= 7 Cost = 34322 amount = 1	Get the value searched in the hash code Return game

Stage Configuration:

setupScenery3	HasTableTAD	

Test objective: to set a value of a hash table node				
Class	Method	Stage	input	output
HasTableTAD	setValue	setupScenery3	Id = 7744 Amount = 5 Rack = “G” Cost = 33400	Set the new value in the hash table

Stage Configuration:

setupScenery3	HasTableTAD	

Test objective: to delete a node in the hash table				
Class	Method	Stage	input	output
HasTableTAD	delete	setupScenery3	key = 7	Deleted the value of the hash table