Queues:

Stage Configuration:

|  |  |  |
| --- | --- | --- |
| Name | Class | Stage |
| setupScenery1 | QueueTAD | null  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 | clientList  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 | clientList  QueueTAD |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test objective:** to check if the customers queue it’s empty | | | | |
| Class | Method | Stage | input | output |
| QueueTAD | IsEmpty | setupScenery2 | queue.isEmpty | false |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test objective:** to search the customer in the first position of the queue | | | | |
| Class | Method | Stage | input | output |
| QueueTAD | Front | setupScenery3 |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test objective:** to delete the first customer of the customers queue | | | | |
| Class | Method | Stage | input | output |
| QueueTAD | Dequeue | setupScenery3 |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test objective:** to get the customers queue size | | | | |
| Class | Method | Stage | input | output |
| QueueTAD | getSize | setupScenery3 |  |  |

Stacks:

Stage Configuration:

|  |  |  |
| --- | --- | --- |
| Name | Class | Stage |
| setupScenery1 | StackTAD | null  StackTAD |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test objective:** | | | | |
| Class | Method | Stage | input | output |
| StackTAD |  | setupScenery1 |  |  |

Stage Configuration:

|  |  |  |
| --- | --- | --- |
| Name | Class | Stage |
| setupScenery2 | StackTAD | gametList  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 | gametList  StackTAD |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test objective:** to check if the stack is empty | | | | |
| Class | Method | Stage | input | output |
| StackTAD | isEmpty | setupScenery2 |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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; |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 | HasTableTAD  null |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test objective:** to check if the hash table exists | | | | |
| Class | Method | Stage | input | output |
| HasTablesTAD | hasTable | setupScenery1 |  |  |

Stage Configuration:

|  |  |  |
| --- | --- | --- |
| Name | Class | Stage |
| setupScenery2 | hasTableTAD | HasTableTAD  node |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 |