# Assignment 2 Test Plans

**Common Test Cases for Sudo Game Command Line Use Case**

| **Scenario** | **Input** | **Result** |
| --- | --- | --- |
| 1. Load default sudo file |  | Load file ‘sudoku.txt’, display 9\*9 board on the command console. |
| 1. Load other sudo file | ‘sudoku2.txt’ | Load file ‘sudoku2.txt’, display 9\*9 board on the command console. |
| 1. Load an invalid file | ‘sudoku2.txt’ | Load a invalid file ‘sudoku2.txt’,display sudoku2.txt does not have the correct file format. |
| 1. Quit the game | Q | Exit the sudo game and display welcome play again. |
| 1. Undo the game | U | 1. if user didn’t undo previous step, undo to previous step. 2. Is user did a undo previous step, don’t allow undo. |
| 1. Enter square number | 10,1 | Show ‘invalid row and col number’, and allow user re-enter. |
| 1. Enter square number | 7,0 | Show ‘invalid row and col number’, and allow user re-enter. |
| 1. Enter value | 10 | Show `illegal value’, and allow user re-enter. |
| 1. Enter value | 3 | Show ‘this is a 3 in the row/col/squre’, and allow user re-enter. |
| 1. Enter value | 9 | Show ‘successful move’, and show the new puzzle. |
| 1. Enter square number | 7,1 | Pass the validate, and show ‘enter the value’. |
| 1. Save the game | S | Save the sudo game and display save successfully. The new puzzle be saved to the sudoku.txt. the value of row7,col1 of sudoku.tx is 9. |

**Valid file format:**

5~3~\*~6~7~4~8~9~2~

6~\*~\*~1~9~5~3~\*~\*~

\*~9~8~3~\*~\*~\*~6~4~

8~\*~1~\*~6~\*~\*~\*~3~

4~\*~\*~8~\*~3~\*~\*~1~

7~\*~\*~\*~2~\*~4~\*~6~

1~6~9~\*~\*~\*~2~8~\*~

\*~\*~\*~4~1~9~\*~\*~5~

3~\*~5~\*~8~\*~\*~7~9~

**Invalid file format:**

5~3~\*~6~7~4~8~9~2~

6~\*~\*~1~9~5~3~\*~\*~

\*~9~8~3~\*~\*~\*~6~4~

8~\*~1~\*~6~\*~\*~\*~3~

4~\*~\*~8~\*~3~\*~\*~1~

7~\*~\*~\*~2~\*~4~\*~6~

1~6~9~\*~\*~\*~2~8~\*~

\*~\*~\*~4~1~9~\*~\*~5~

~\*~5~\*~8~\*~\*~7~9~

**Common Test Cases for Sudo Game Frame Use Case**

| **Scenario** | **Input** | **Result** |
| --- | --- | --- |
| 1. Load default sudo file | Click menu ‘File’ ->’load default’ | Load file ‘sudoku.txt’, display 9\*9 board buttons on the frame. |
| 1. Load other sudo file | Click menu ‘File’ ->’other files’  Browser the local files, and select ‘sudoku2.txt’ | Load file ‘sudoku2.txt’, display 9\*9 board on the frame. |
| 1. Load an invalid file | ‘sudoku2.txt’ | Load a invalid file ‘sudoku2.txt’,display a popup that sudoku2.txt does not have the correct file format. |
| 1. Quit the game | Click menu ‘actions’ ->’Exit’ | Exit the sudo game frame, and save the moves to the file. |
| 1. Undo the game | Click menu ‘actions’ ->’Undo’ | 1. if user didn’t undo previous step, undo to previous step, show the board to previous. 2. Is user did a undo previous step, popup a message, don’t allow undo. |
| 1. Click the number buttons | Click a button that have value already. | No input popup |
| 1. Click the value buttons | Click row7 and col1, then click value of 4. | Show a small dialog which show ‘invalid number’, and allow user re-enter. |
| 1. Click the value buttons | Click row7 and col1, then click value of 4. | Show ‘invalid row and col number’, and allow user re-enter. |
| 1. Click the value buttons | Click row7 and col1, then click value of 1. | Close the input number dialog, and update the puzzle’s row7 col1 to 1. |
| 1. Save the game | Click menu ‘actions’ ->’Save’ | Save the sudo game and popup message save successfully. The new puzzle save to the sudoku.txt. the row7, col1 is 1. |
| 1. Help menu | Click menu ‘actions’ ->’Help’ | Show popup dialog that said some rules of sudoku game. |
| 1. About menu | Click menu ‘actions’ ->’About’ | Show popup dialog that said author, company and year. |