UnitCasesTest

Stages:

Name	Class	Scenery
gameShopTestScenary1	GameShop	Create a gameshop and add it a shelf
gameShopTestScenary2	GameShop	Create a gameshop and add it shelfs
gameShopTestScenary3	GameShop	Create a gameshop
gameShopTestScenary4	GameShop	Create a gameshop and add it shelfs and clients
gameShopTestScenary5	GameShop	Create a gameshop and add it shelfs, clients and create a queue
ClientTestScenery1	Client	Create a client
CashierTestScenery1	Cashier	Create a client and use it to create a cashier
stackScenery1	Stack	Create a stack and add it a client
stackScenery2	Stack	Create a stack and add it the max value predefined
shelfTestScene1	Shelf	Create a key and a value
queuetestScene1	Queue	Create a queue and add it a client
queueTestScene2	Queue	Create a queue and add to it a predefined max value of clients

GameShop

Goal to achieve: Add a shelf to the shelf arrayList				
Class	Method	Scenery	Input	Output
GameShop	CheckAddShelf	gameShopScenery1	newshelf	The shelf was added

Goal to achieve: Verify which shelf contain the videogames				
Class	Method	Scenery	Input	Output

GameShop	CheckhichShelf	gameShopScenery2	String code	The shelf which contains the game

Goal to achieve: Create a videogame sorted list, using insertion sort				
Class	Method	Scenery	Input	Output
GameShop	CheckInsertionSortGames	gameShopScenery3	String code	The videogame sorted list

Goal to achieve: Create a videogame sorted list, using bubble sort				
Class	Method	Scenery	Input	Output
GameShop	CheckBubbleSortGames	gameShopScenery3	String code	The videogame sorted list

Goal to achieve: Sort the clients using their times				
Class	Method	Scenery	Input	Output
GameShop	CheckSortClientsByMinute	gameShopScenery4	none	The arraylist with the sorted clients

Goal to achieve: Verify and create a queue				
Class	Method	Scenery	Input	Output
GameShop	CheckCreateQueue	gameShopScenery4	none	The queue is created

Client

Goal to achieve: Put the games inside the client basket				
Class	Method	Scenery	Input	Output

Client	CheckPutGames	ClientScenery1	Game	The game was added to the basket

Cashier

Goal to achieve: Register a game				
Class	Method	Scenery	Input	Output
Cashier	CheckRegisterGame	cashierScenery1	none	The game was registered

Stack

Goal to achieve: Verify if the stack is empty				
Class	Method	Scenery	Input	Output
Stack	CheckIsEmpty	stackScenery1	none	True if it's empty else false

Goal to achieve: Test the pop method				
Class	Method	Scenery	Input	Output
Stack	CheckPop	stackScenery1	none	Pop the client at the top of the stack

Goal to achieve: Test the pop limit				
Class	Method	Scenery	Input	Output
Stack	CheckPopLimit	stackScenery2	none	Push 999 clients and verify it's last position was correctly pop up

Goal to achieve: Test the pop in a special case				
Class	Method	Scenery	Input	Output
Stack	CheckPopSpecial	stackScenery2	none	Push 999 clients, pop 2 and verify the last one

Goal to achieve: Test the peek limit predefined				
Class	Method	Scenery	Input	Output
Stack	CheckPeekLimit	stackScenery2	none	Push 999 clients and verify it's last position was correctly peek up

Goal to achieve: Test the peek in a special case				
Class	Method	Scenery	Input	Output
Stack	CheckPeekSpecial	stackScenery2	none	Push 999 clients, pop 2 and verify the last one

Goal to achieve show the top client at the stack				
Class	Method	Scenery	Input	Output
Stack	CheckPeek	stackScenery1	none	Shows the top client

Goal to achieve: Push a client to the stack				
Class	Method	Scenery	Input	Output
Stack	CheckPush	stackScenery1	none	Add a client to the stack

Goal to achieve: Test the push predefined limit				
Class	Method	Scenery	Input	Output
Stack	CheckPushLimit	stackScenery2	none	Add 999 clients to the stack

Goal to achieve: Test the push in a special case				
Class	Method	Scenery	Input	Output
Stack	CheckPushSpecial	stackScenery2	none	Push 999 clients, pop 2 and verify the last one

Shelf

Goal to achieve: Insert a game in a shelf				
Class	Method	Scenery	Input	Output
Shelf	CheckInsertion	shelfScenery1	none	Insert a game at the shelf

Goal to achieve: Take out a game from the shelf				
Class	Method	Scenery	Input	Output
Shelf	CheckTakeOutGame	shelfScenery1	none	Took a game from the shelf

Queue

Goal to achieve: Verify if the queue is empty				
Class	Method	Scenery	Input	Output
Queue	CheckIsEmpty	queueScenery1	none	Is empty or not

Goal to achieve: Test the poll method				
Class	Method	Scenery	Input	Output
Queue	CheckPollStandard	queueScenery1	none	Poll a client from the queue

Goal to achieve: Test the poll limit method				
Class	Method	Scenery	Input	Output
Queue	CheckPollLimit	queueScenery2	none	Enters 999 clients and poll the last one to compare

Goal to achieve: Test the poll special method				
Class	Method	Scenery	Input	Output
Queue	CheckPollSpecial	queueScenery1	none	Enters 999 clients and poll 2 out to compare

Goal to achieve: Add a client to the queue				
Class	Method	Scenery	Input	Output
Queue	CheckOffer	queueScenery1	none	Client added

Goal to achieve: test the offer limit method				
Class	Method	Scenery	Input	Output
Queue	CheckOfferLimit	queueScenery2	none	Offer 999 clients to the queue then compare it

Goal to achieve: Test the offer special method				
Class	Method	Scenery	Input	Output
Queue	CheckQueueSpecial	queueScenery1	none	Push 999 client to the queue and add one more to compare it