Click or tap here to enter text.Click or tap here to enter text. Click or tap here to enter text.@mySeneca.ca  
Click or tap here to enter text.

**See the topic's slides, the activity instructions, and the Programming Test Cases.docx**

The number of rows in the tables below are for convenience; they do not indicate the number of cases expected.

**Test Cases for the Black box program**

| **Description** | **+ / − Purpose** | **Data Input** | **Expected Output** | **Actual output if unexpected** | **Success?** | **Comments** |
| --- | --- | --- | --- | --- | --- | --- |
| **Start fundamentals()** | **Check main function call the right test** | **String:1** | **start testing fundamentals function** |  | **Yes** |  |
| **Start manipulating()** | **Check main function call the right test** | **String:2** | **start testing manipulating function** |  | **Yes** |  |
| **Start tokenizing()** | **Check main function call the right test** | **String:3** | **start testing tokenizing function** |  | **Yes** |  |
| **Start converting()** | **Check main function call the right test** | **String:4** | **start testing converting function** |  | **Yes** |  |
| **Quit main function** | **Check main function exit properly** | **String:q** | **Goodbye!** |  | **Yes** |  |
| Test random input | Check main function will ask user to put right input | **String:a** | **Invalid input** |  | **Yes** |  |
| Test random input start from 1 | Check main function will ask user to put right input | **String:1aa** | **Invalid input** | **start testing fundamentals function** | **No** | **Main function only check the first letter of input, so 1aa would be treated like 1.** |

**Test Cases for the White box program.**