

## -----TEST LOG-----

**Culminating Project****Date of Software Test: July 24, 2024****Name of Software Tester: Eshan Kiritharan**

Main method: 1st Prompt			
Prompt the user to enter “p” or “P” to play the game or enter “r” or “R” to view the rules.			
INPUT DATA	EXPECTED OUTPUT	GENERATED OUTPUT	REQUIRED FIXES MADE
r	Return the “rules()” method to the user	Syntax error: Missing “;” on line 38	Add a ; to the end of the code on line 38
R	Return the “rules()” method to the user	Returns the “rules()” method to the user	N/A
P	Prompt the user to choose between two or three dice	Prompts the user to choose between two or three dice	N/A
example Word	Return an error message and prompt the user to enter [P] or [R] again	The user is prompted to enter [R] or [P] again, but no “error message” is actually given	Output “Invalid input. Please try again” for the “else” statement concerning the if-then-else statement for inputting R or P.
1234	Return an error message and prompt the user to enter [P] or [R] again	Returns an error message and prompts the user to enter [P] or [R] again	N/A

Rr	Return an error message and prompt the user to enter [P] or [R] again	Returns an error message and prompts the user to enter [P] or [R] again	N/A
<p align="center"><b>Main method: 2nd Prompt</b></p> <p align="center">Prompt the user to enter "2" to simulate two dice or "3" to simulate three dice</p>			
INPUT DATA	EXPECTED OUTPUT	GENERATED OUTPUT	REQUIRED FIXES MADE
2	Call the "twoDice" method to display gameplay with two dice	Calls the "twoDice" method to display gameplay with two dice	N/A
3	Call the "threeDice" method to display gameplay with three dice	Calls the "threeDice" method to display gameplay with three dice	N/A
"Two.,"	Return an error message and prompt the user to enter an integer that is "2" or "3"	Returns an error message and prompts the user to enter an integer that is "2" or "3"	N/A
"-15.2345 43"	Return an error message and prompt the user to enter an integer that is "2" or "3"	Returns an error message and prompts the user to enter an integer that is "2" or "3"	N/A
25454	Return an error message and prompt the user to enter the number "2" or "3"	Returns an error message and prompts the user to enter the number "2" or "3"	N/A
0	Return an error message and prompt the user to enter the number "2" or "3"	Returns an error message and prompts the user to enter the number "2" or "3"	N/A

<b>twoDice method:</b>  Prompt the user to enter “r” or “R” to roll the dice.			
r	Simulate a roll and display to the user whether they won the round or not	Simulates a roll for the user, but incorrectly states that they both won and lost the round due to a logic error	Create a boolean variable “win”, and set it to true for a win and to false for a loss.  Output a message stating the user lost if win = false.
R	Simulate a roll and display to the user whether they won the round or not	Simulates a roll and correctly displays to the user whether they won the round or not	N/A
“Roll”	Output “You did not press the key [R]. You automatically lose the round.”	Outputs “You did not press the key [R]. You automatically lose the round.”	N/A
7878	Output “You did not press the key [R]. You automatically lose the round.”	Outputs “You did not press the key [R]. You automatically lose the round.”	N/A
(*%6&	Output “You did not press the key [R]. You automatically lose the round.”	Outputs “You did not press the key [R]. You automatically lose the round.”	N/A
basebase basebase base	Output “You did not press the key [R]. You automatically lose the round.”	Outputs “You did not press the key [R]. You automatically lose the round.”	N/A
<b>threeDice method:</b>  Prompt the user to enter “r” or “R” to roll the dice.			

r	Simulate a roll and display to the user whether they won the round or not	Simulates a roll and correctly displays to the user whether they won the round or not	N/A
R	Simulate a roll and display to the user whether they won the round or not	Simulates a roll and correctly displays to the user whether they won the round or not	N/A
"Roll"	Output "You did not press the key [R]. You automatically lose the round."	Outputs "You did not press the key [R]. You automatically lose the round."	N/A
7878	Output "You did not press the key [R]. You automatically lose the round."	Outputs "You did not press the key [R]. You automatically lose the round."	N/A
(*%6&	Output "You did not press the key [R]. You automatically lose the round."	Outputs "You did not press the key [R]. You automatically lose the round."	N/A
basebase basebase base	Output "You did not press the key [R]. You automatically lose the round."	Outputs "You did not press the key [R]. You automatically lose the round."	N/A
<b>display method:</b>  Prompt the user to enter "p" or "P" to restart the program, or enter "x" or "X" to exit.			
P	Output a welcome back message and restart the program.	Syntax error on line 328 due to missing argument for the display method.	Add the variable "exit" to the arguments when calling the display method.

13	Output "Invalid input. Please try again" and prompt the user to enter P or X.	Outputs "Invalid input. Please try again" and prompts the user to enter P or X.	N/A
x	Output a farewell message and exit the program.	Outputs a farewell message and exit the program.	N/A
X	Output a farewell message and exit the program.	Outputs a farewell message and exit the program.	N/A
"Play the game again"	Output "Invalid input. Please try again" and prompt the user to enter P or X.	Outputs "Invalid input. Please try again" and prompts the user to enter P or X.	N/A
p	Output a welcome back message and restart the program.	Outputs a welcome back message and restarts the program.	N/A

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