**Diseño de Pruebas Unitarias HashTableTest**

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| **Name** | **Class** | **Scenary** |
| setupScenary1 | HashTable | 3 estanterías vacías, creadas, cada una con distinto tamaño de estantería (2 para la primera estantería, 3 para la segunda estantería y 5 para la tercera). |
| setupScenary1 | HashTable | La primera estantería cuenta con dos juegos: game1(code:8765, amount:1, price: 34000) y game2(code: 32145, amount: 3, price:28000). |
| setupScenary1 | HashTable | La segunda estantería cuenta con tres juegos: game3(code: 6753, amount: 2, price: 73000), game4(code: 8900, amount:6, price: 50000) y game5(1234, 1, 90000). |
| setupScenary1 | HashTable | La tercera estantería cuenta con cinco juegos: game1(code:8765, amount:1, price: 34000), game2(code: 32145, amount: 3, price:28000), game3(code: 6753, amount: 2, price: 73000), game4(code: 8900, amount:6, price: 50000) y game5(1234, 1, 90000). |

**Diseños de Casos de Prueba HashTableTest**

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| **Test objective:** Validate that a shelf is correctly entered into the HashTable | | | | |
| **Class** | **Method** | **Scenary** | **Input Values** | **Result** |
| HashTableTest | addTest() | setUpScenary1 | Shelfs 1, 2 and 3 previously created | The shelves were correctly entered into the HashTable. |

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| **Test objective:** Validate that a HashTable shelf is correctly searched | | | | |
| **Class** | **Method** | **Scenary** | **Input Values** | **Result** |
| HashTableTest | searchTest() | setUpScenary1 | Shelfs 1, 2 and 3 previously created | A shelf of the HashTable was found correctly. |

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| **Test objective:** Validate that a non-existent shelf is not found in the HashTable | | | | |
| **Class** | **Method** | **Scenary** | **Input Values** | **Result** |
| HashTableTest | searchTest2() | setUpScenary1 | Ninguno | Null, the shelf was not found because it was not previously entered. |

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| **Test objective:** Validate the correct elimination of a shelf in the HashTable | | | | |
| **Class** | **Method** | **Scenary** | **Input Values** | **Result** |
| HashTableTest | deleteAndSearchTest() | setUpScenary1 | Shelfs 1, 2 and 3 previously created | Null, the shelf was successfully cleared from the HashTable. |

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| **Test objective:** Validate that the indexes where the shelves were added are different in each case | | | | |
| **Class** | **Method** | **Scenary** | **Input Values** | **Result** |
| HashTableTest | getIndexTest() | setUpScenary1 | Shelfs 1, 2 and 3 previously created | The indexes where the shelves were added are different from each other. |

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| **Test objective:** Validate that two shelves with the same Key are not added to the HashTable | | | | |
| **Class** | **Method** | **Scenary** | **Input Values** | **Result** |
| HashTableTest | duplicatedKeyTest() | setUpScenary1 | Shelfs 1, 2 and 3 previously created | There are no shelves with the same Key in the HashTable |

**Diseño de Pruebas Unitarias QueueTest**

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| **Name** | **Class** | **Scenary** |
| setupScenary1 | Queue | 5 clientes agregados con códigos distintos, cada uno y una lista de juegos vacía. |
| setupScenary1 | Queue | El primer cliente con código: “pdr34” y lista de juegos: “games” |
| setupScenary1 | Queue | El segundo cliente con código: “sdio29n” y lista de juegos: “games” |
| setupScenary1 | Queue | El tercer cliente con código: “opsdf893” y lista de juegos: “games” |
| setupScenary1 | Queue | El cuarto cliente con código: “op6op2” y lista de juegos: “games” |
| setupScenary1 | Queue | El quinto cliente con código: “mds3j” y lista de juegos: “games” |

**Diseño de caso de prueba QueueTest**

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| **Test objective:** Validate that two shelves with the same Key are not added to the HashTable | | | | |
| **Class** | **Method** | **Scenary** | **Input Values** | **Result** |
| HashTableTest | duplicatedKeyTest() | setUpScenary1 | Shelfs 1, 2 and 3 previously created | There are no shelves with the same Key in the HashTable |