Lab 2

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Sudoku Test Cases

Case 1: The first test case for my lab was a gentle test case. The file “mySudokuFile.txt” contains a solved Sudoku board. This shows the code working as intended on a correctly solved Sudoku board, with no weird inputs from the user. This is a gentle case because the code runs as intended and there aren’t any errors that come from this.

Case 2: The second test case is also another gentle test case. The file “mySudokuFile2.txt” contains a board that is correct as far as the rows and columns go. They go from 1-9 across and 1-9 down without any interference, but it shows the file correctly noticing that the 3x3 quadrants are not correctly solved. This is a gentle test case because the code runs as intended and does not have any errors at all from this type of input.

Case 3: The third test case is an edge case. The file “mySudokuFile3.txt” contains a board that is not 9x9, because it is missing a single number. This is an edge case because the program cannot run as expected so it causes an exception in the code, so it handles it and tells the user to check the file and try again.

Case 4: The fourth test case is another edge case. The file “mySudokuFile4.txt” contains a board that is 9x9, however there is an extra space within the file. Since this is not the specified way the file is supposed to be submitted, it is and edge case and there will be an exception in the code and the user will be told to check the file and try again.

Case 5: The fifth test case is another edge case. The file “mySudokuFile5.txt” contains a board that is 9x9, however there is a number greater than 9 in the file. Since Sudoku is played only with numbers 1-9 this is a completely invalid board and it shows that the program can handle this. It will tell the user to check the file and try again.