# **Test Case**

### Core

### Try run with number of players equal to 0 or lower

INPUT: python3 main.py -g 0 -n 5

OUTPUT: Number of players must be greater than 0 (ERROR)

#### Try run with number of cards equal to 0 or lower for a player

INPUT: python3 main.py -g 2 -n 5 -3

OUTPUT: Number of cards must be greater than 0 (ERROR)

### Try to run with a mismatch of size between players and cards

INPUT: python3 main.py -g 2 -n 5 1 3 5

OUTPUT: Number of gamers (2) doesn't match length of number of cards (4) (ERROR)

### Try to run without passing number of players

INPUT: python3 main.py

OUTPUT: Number of players missing (ERROR)

### Try to run without passing number of cards for each player

INPUT: python3 main.py -g 3

OUTPUT: Number of cards missing (ERROR)

## Run with correct parameters

INPUT: python3 main.py -g 3 -n 2 5 1

OUTPUT: Correct execution waiting for user input (OK)

#### During normal execution write something in console or leave it empty and press ENTER

INPUT: random words or empty

OUTPUT: extract new number, show number extracted, obtain which card has been involved. (OK)

## During normal execution write SHOW (case insensitive) and then press ENTER

**INPUT: show** 

OUTPUT: The list of cards for each user and the extracted number (OK)