

**CCCPROG1 Term 1, AY 2021 – 2022**

## Test Script Document

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**Test Scripts**

There should be at least 3 distinct test classes (as indicated in the description) per function. There is no need to test functions which are only for screen design.

<b>Function Name:</b> BankLoans(float *fPlayerGold, float *fDebt)					
<b>Test #</b>	<b>Test Description</b>	<b>Sample Input</b>	<b>Expected Result</b>	<b>Actual Result</b>	<b>P/F</b>
1	When fGoldLoans is a negative number	fGoldLoans = -100	Print “Teller: Sorry, We cannot give you your loans”	Print “Teller: Sorry, We cannot give you your loans”	P
2	When fGoldLoans is a character	fGoldLoans = a	Print “Teller: Sorry, We cannot give you your loans”	Changes *fDebt to the memory/ address of a	F
3	*fPlayerGold and fGoldLoans is positive number	*fPlayerGold = 2000 fGoldLoans = 200	*fPlayerGold = 2200	*fPlayerGold = 2200	P

<b>Function Name:</b> BankDeposit(float *fPlayerGold, float *fBankSavings)					
<b>Test #</b>	<b>Test Description</b>	<b>Sample Input</b>	<b>Expected Result</b>	<b>Actual Result</b>	<b>P/F</b>
1	When fGoldDeposit is a negative number	fGoldDeposit = -300.00	Print “Teller: Sorry, We cannot do the transactio n” and sent back	Print the Teller: “Sorry, We cannot do the transacti on” and	P

			to the bank menu	send back to bank screen	
2	When *fPlayerGold is more than fGoldDeposit	*fPlayerGold = 2000.00 fGoldDeposit = 2001.00	Print "Teller: Sorry, We cannot do the transaction" and sent back to the bank menu	Print "Teller: Sorry, We cannot do the transaction" and sent back to the bank menu	P
3	If the *fPlayerGold is more than fGoldDeposit	*fPlayerGold = 2000.00 fGoldDeposit = 200.00	*fPlayerGold = 1800.00	*fPlayerGold = 1800.00	P

**Function Name:** Buy(float \*fPrice , float \*fPlayerGold, int \*nCapacity, int nMaxCapacity, int \*nEquipmentCount)

Test #	Test Description	Sample Input	Expected Result	Actual Result	P/F
1	nQty is character	nQty = w	Print "Merchant: Sorry, I didn't hear correctly" and changes nothing	Print "Merchant: Sorry, I didn't hear correctly" and changes nothing	P
2	fPrice[nItem - 1], nQty, and positive and less than *fPlayerGold	fPrice= 380.28 *fPlayerGold = 2000 nQty = 7	Print "Invalid Amount of Quantity"	Print "Invalid Amount of Quantity"	P
3	When the function is activated		Print "Buy what"	Print "Buy what"	P