**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.

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| **Function Name:** BankLoans(float \*fPlayerGold, float \*fDebt) | | | | | |
| **Test #** | **Test Description** | **Sample Input** | **Expected Result** | **Actual Result** | **P/F** |
| 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 |

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| **Function Name:** BankDeposit(float \*fPlayerGold, float \*fBankSavings) | | | | | |
| **Test #** | **Test Description** | **Sample Input** | **Expected Result** | **Actual Result** | **P/F** |
| 1 | When fGoldDeposit is a negative number | fGoldDeposit = --300.00 | Print “Teller: Sorry, We cannot do the transaction” and sent back to the bank menu | Print the Teller:  “Sorry, We cannot do the transaction” and send back to bank screen | P |
| 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 |

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| **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 |