Test Plan Sample - Team #3

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| Test # | Menu Option | Input | Output | Remarks |
| 1. | PreMenu – Input File1 | None | HashTable LoadFactor  NOT over 75% |  |
| 2. | PreMenu - Input File 2 | None | HashTable LoadFactor  over 75% | ReHash Table |
| 3. | PreMenu - Input File 2 | None | HashTable LoadFactor  NOT over 75% |  |
| 4. | A - Add | Key  SP105 | Card Added | User will have to enter the additional fields as well. |
| 5. | A - Add | Key  SP105 | Card Not Added - SP105  - already exists | Can't have duplicate keys. |
| 6. | A - Add | Key  745 | Must begin with two letters and then numbers | Format is LLNNN  (L = Letter and N = Numbers) |
| 7. | A - Add | Key  ALR20 | Must only contain two letters and then numbers | Format is LLNNN  (L = Letter and N = Numbers) |
| 8. | A - Add | Name  "Timmy the Wizard" | Card Added | User will have to enter the additional fields as well. Key will be checked similarly to Cases #4-6 |
| 9. | A - Add | Name  "Timmy the Wizard" | Card Added (as long as key entered is unique) | User will have to enter the additional fields as well. Key will be checked similarly to Cases #4-6 |
| 10. | A - Add | Name  (150 characters long) | Card Names must be 141 characters or less | Longest Official Magic Card Name is 141 characters. |
| 11. | D - Delete | Key  SP105 | Card Deleted | Needs to check for valid key |
| 12. | D - Delete | Key  SP105 | Card Does Not Exit -  Not Delete | Card was just deleted in above case. |
| 13. | D - Delete | Key  745 | Must begin with two letters and then numbers | Format is LLNNN  (L = Letter and N = Numbers) |
| 14. | D - Delete | Key  ALR20 | Must only contain two letters and then numbers | Format is LLNNN  (L = Letter and N = Numbers) |
| 15. | D - Delete | Key  ZZ504 | Card Doesn't Exist  Can Not Be Deleted |  |
| 16. | D - Delete | Name  "Timmy the Wizard" | Card Deleted | User will be given a list of cards with key numbers and will be asked which one they want to delete. |
| 17. | F - Find | Key  SP105 | Displays Found Card |  |
| 18. | F - Find | Key  745 | Must begin with two letters and then numbers | Format is LLNNN  (L = Letter and N = Numbers) |
| 19. | F - Find | Key  ALR20 | Must only contain two letters and then numbers | Format is LLNNN  (L = Letter and N = Numbers) |
| 20. | F - Find | Key  ZZ504 | Card Not Found |  |
| 21. | F - Find | Name  "Timmy the Wizard" | Displays Found Card | User will be given a list of cards that match that name. |
| 22. | F - Find | Name  "Team3SlaysDragons" | Card Not Found |  |
| 23. | H - Print Hash | None | Prints Hash Table | Prints Hash Table in Hash Table Sequence |
| 24. | H - Print Hash | None | Prints Empty Message | If Hash Table is Empty |
| 25. | S - Print Sorted List | None | Prints Sorted List | Prints Sorted List |
| 26. | S - Print Sorted List | None | Prints Empty Message | If Tree is Empty |
| 27. | I - Print Indented List | None | Prints Indented List | Prints Indented List |
| 28. | I - Print Indented List | None | Prints Empty Message | If Tree is Empty |
| 29. | V - Save Data Base | None | Saves Data to File |  |
| 30. | T - Show Hash Stats | None | Prints Hash Statistics | Prints Hash Statistics |
| 31. | T - Show Hash Stats | None | Prints Empty Message | If Hash is Empty |
| 32. | M - Menu | None | Shows the Menu |  |
| 33. | Q - Quit | None | No Leak! |  |

key is the unique searchable member key. name is a non unique searchable member. Collision resolution method: chained lists.