

**Test 1**

Create a Farm object with the default constructor.

**Test data:**

- Name: unknown
- State: unknown
- NumberSheeps: 0
- NumberLambs: 0

**Expected results:**

- Name: unknown
- State: unknown
- NumberSheeps: 0
- NumberLambs: 0

**Actual results:**

```
=====
* Farm Class Test Strategy Starting
=====
[TESTING] the default constructor
Name: unknown
State: unknown
NumberSheeps: 0
NumberLambs: 0
```

Test Passed!

**Test 2**

Create a Farm object with the non-default constructor with valid field values.

**Test data:**

- Name: Mildura
- State: VIC
- NumberSheeps: 2
- NumberLambs: 1

**Expected results:**

- Name: Mildura
- State: VIC
- NumberSheeps: 2
- NumberLambs: 1

**Actual results:**

```
=====
* Farm Class Test Strategy Starting
=====
[TESTING] the non-default constructor with valid field values
Name: Mildura
State: VIC
NumberSheeps: 2
NumberLambs: 1
```

**Test Passed!**

**Test 3**

Create a Farm object with the non-default constructor with invalid field values.

**Test data:**

- Name: M
- State: ABC
- NumberSheeps: -2
- NumberLambs: -1

**Expected results:**

- Name: Mildura
- State: VIC
- NumberSheeps: 2
- NumberLambs: 1

**Actual results:**

```
=====
* Farm Class Test Strategy Starting
=====
[TESTING] the non-default constructor with invalid field values
Name: M
State: ABC
NumberSheeps: -2
NumberLambs: -1
```

**Test FAILED!**

Method not validating value of Name, State,  
NumberSheeps, NumberLambs correctly.

**Test 4**

Create a Farm object with the getter method.(getName)

**Test data:**

- Get Name: Mildura

**Expected results:**

- Get Name: Mildura

**Actual results:**

```
=====
* Farm Class Test Strategy Starting
=====
[TESTING] the non-default constructor with valid field values
Name: Mildura
State: VIC
NumberSheeps: 2
NumberLambs: 1
[TESTING] the getter method
Get Name: Mildura_
```

**Test Passed!**

**Test 5**

Create a Farm object the setter method with valid field values

**Test data:**

- New Name: AlpacaFarm

**Expected results:**

- New Name: AlpacaFarm

**Actual results:**

```
=====
* Farm Class Test Strategy Starting
=====
[TESTING] the non-default constructor with valid field values
Name: Mildura
State: VIC
NumberSheeps: 2
NumberLambs: 1
[TESTING] the setter method with valid field values
New Name: AlpacaFarm
      _
```

Test Passed!

**Test 6**

Create a Farm object the setter method with invalid field values

**Test data:**

- Invalid Name Set: M

**Expected results:**

- New Name: AlpacaFarm

**Actual results:**

```
* Farm Class Test Strategy Starting
=====
[TESTING] the non-default constructor with invalid field values
Name: M
State: ABC
NumberSheeps: -2
NumberLambs: -1
[TESTING] the setter method with invalid field values
Farm name must be more and equal to 6 words
Invalid Name Set: M

All Farm class tests gooooooooood!👉
```

Test FAILED!

Farm name must be more and equal to 6 words