Test Report Template

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| Student | Tom Son | Date | 30/03/2019 |
| Program | Guessing Number Game | Program # |  |
| Instructor | Amit / Luofeng | Language | JavaScript |

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| Test Name/Number | Test #1 |
| Test Objective | To determine if the program responses “Try Lower” |
| Test Description | User enters input value: 50 |
| Test Conditions | Random generated number must be lower than 50 |
| Expected Results | Program displays “Try Lower” |
| Actual Results | Program displays “Try Lower” |
| Test Name/Number | Test #2 |
| Test Objective | To determine if the program responses “Try Higher” |
| Test Description | User enters input value: 50 |
| Test Conditions | Random generated number must be Higher than 50 |
| Expected Results | Program displays “Try Higher” |
| Actual Results | Program displays “Try Higher” |
| Test Name/Number | Test #3 |
| Test Objective | To determine if the program responses “You got in in n trials” |
| Test Description | User enters input value: random generated number which is 62 for this test |
| Test Conditions | User knows the random generated value from Console View |
| Expected Results | Program displays “You got it in 2 trials” |
| Actual Results | Program displays “You got it in 2 trials! |
| Test Name/Number | Test #4 |
| Test Objective | To determine if the program responses “Invalid try, please put value in” |
| Test Description | User is trying to click ‘Guess !’ button without putting value |
| Test Conditions | None |
| Expected Results | Program displays “Invalid try, please put value in” |
| Actual Results | Program displays “Try Higher” So need to be fixed |
| Test Name/Number | Test #5 |
| Test Objective | To determine if the program tells user that randomly generated number is between 0 and 99 |
| Test Description | User is trying to type the value either smaller than 0 or bigger than 99 |
| Test Conditions | None |
| Expected Results | Program displays “Randomly generated number is between 0 and 99” |
| Actual Results | Program displays “Randomly generated number is between 0 and 99” |
| Test Name/Number | Test #6 |
| Test Objective | To determine if the program tells user that something went wrong if user typed non number. |
| Test Description | User is trying to type the value none number, e.g. alphabet, word |
| Test Conditions | None |
| Expected Results | Program displays “Something is not right” |
| Actual Results | Program displays “Something is not right” |

Test Report Template Instructions

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| General | * Expand this table or use multiple copies as needed. * Report all the tests that were successfully run. * Be as brief and concise as possible. |
| Header | * Enter your name and the date. * Enter the program name and number. * Enter the instructor’s name and the programming language you are using. |
| Test Name/Number | Uniquely identify each test for each program.   * the same tests with different data * the same data with different tests |
| Test Objective | * Briefly describe the objective of the test. |
| Test Description | Describe each test’s data and procedures in sufficient detail to facilitate its later use as a regression test. |
| Test Conditions | * List any special configuration, timing, fix, or other conditions of the test.   When multiple tests are run with different parameters or under varying conditions, separately list each. |
| Expected Results | * List the results that the test should produce if it runs properly. |
| Actual Results | List the results that were actually produced. |
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