Testing and Evaluation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test number | What is being tested | Test data  (what’s entered to test the program) | Predicted results | Actual results |
| 1 | Test that title displays | Start the program. | The title should display the options for main menu.  (1)SART THE GAME  2)QUIT) | The title displays the options for main menu.  (1)START THE GAME  2(QUIT) |
| 2 | Test that when a valid value is entered it is accepted(an integer that is either 1 or 2) | 1 | The program should display the selected option. (in this case it should display option 1 START THE GAME) | The program displays the selected option. (in this case it displays option 1 START THE GAME) |
| 3 | Test that when an invalid value is entered it is rejected(a value less than 1 or more than 2) | 10 | The program should display an error message telling the user to either choose option 1(START THE GAME) or option 2 (QUIT) | The program displays an error message telling the user to either choose option 1(START THE GAME) or option 2 (QUIT) |
| 4 | Test if the program gives another chance to input values | Press ENTER(after an invalid value has been entered) | The program should repeat the original output.  (1) START THE GAME  2)QUIT) | The program repeats the original output.  (1)START THE GAME  2)QUIT) |
| 5 | Test if the program  Displays the rules. | 1(when selecting an option from the tile menu) | The rules will be displayed. | The rules are displayed. |
| 6 | Test that a valid value for icon select is accepted(a whole number that is either 1 or 2) | 1 | The program will accept the input (because the value entered is a whole number that is either 1 or 2) and proceed to the next output. | The program accepts the input (because the value entered is a whole number that is either 1 or 3) and proceeds to the next output. |
| 7 | Test that an invalid value for the icon select is rejected. | 50 | The program will output an error message(because the user didn’t enter a number that is either 1 or 2) telling the user to enter an integer that is either 1 or 2 | The program outputs an error message(because the user didn’t enter a number that is either 1 or 2) telling the user to enter an integer that’s either 1 or 2 |
| 8 | Test that the demo grid is displayed | PRESS ENTER | The demo grid should be displayed | The demo grid was displayed |
| 9 | Test that a valid value for icon placement is accepted | 1 | The program should output an updated grid with the icon placed in the selected position | The program should output an updated grid with the icon placed in the selected position |
| 10 | Test that an invalid value for icon placement is rejected | 10 | The program should output a message telling the user to repeat their original input (this is done so the user can re-enter their values) | The program outputs the message (“CHOOSE ANOTHER NUMBER”) this is done so the user can re-enter their values. |
| 10 | Test that the program gives the user another chance | Press ENTER(after an invalid value had been entered) | The program should repeat the original output(“PLEASE ENTER A SPACE FOR X)”) this changes depending on who is x and who is o | The program repeats the original output(“PLEASE ENTER A SPACE FOR X”) this is done so the user can re-enter their values, this is still dependant on who is x and who is o. |
| 11 | Test that a valid value for icon placement is accepted for user 2 | 2 | The program should output an updated grid with the icon placed in the selected position | The program should output an updated grid with the icon placed in the selected position |
| 12 | Test that an invalid value for icon placement is rejected for user 2 | 10 | The program should output a message telling the user to repeat their original input (this is done so the user can re-enter their values) | The program outputs the message (“CHOOSE ANOTHER NUMBER”) this is done so the user can re-enter their values. |
| 13 | Test that the program gives the user another chance | Press ENTER(after an invalid value had been entered) | The program should repeat the original output(“PLEASE ENTER A SPACE FOR X)”) this changes depending on who is x and who is o | The program repeats the original output(“PLEASE ENTER A SPACE FOR X”) this is done so the user can re-enter their values, this is still dependant on who is x and who is o. |
| 14 | Test that game ends when there are three of the same icon in a row | CHOOSE THREE SPACES THAT ARE IN A ROW | the program should accept the move and output a congratulations message to the winner, their win score should increase | the program accepts the move and outputs a congratulation message to the winner and their win score increases |
| 15 | Test that when the grid is filled with no winner the game ends in a draw | FILL THE GRID WITH NO DECICIVE MOVES | the program should inform the user that the game has ended in a draw | the program informs the user that the game has ended in a draw |
| 16 | Test that the users is asked to play again | PRESS ENTER AFTER LAST INPUT | the program should proceed to the next output and ask the user whether they want to play again or not | the program proceeds to the next output and asks the user whether they want to play again or not |
| 17 | Test that a valid value is accepted | yes | the program should restart the game | the program restarts the game |
| 18 | Test that a valid value is accepted | no | the program should output the winner emblem and say who the overall winner is, then it should end the program | the program outputs the winner emblem and says who the overall winner is, then it ends the program |
| 19 | Test that an invalid value is rejected | a | the program should output an error message(because the value entered was not yes or no) telling the user to enter to please enter a yes or no answer | the program outputs an error message(because the value entered was not yes or no) telling the user to enter to please enter a yes or no answer |
| 20 | Test that the user is given a second chance | PRESS ENTER AFTER INVALID INPUT | the program should output the original question | the program outputs the original question |