//by Project Tr@n$f3r

Init

//addGroup

AddGroup 1 //success

AddGroup 1 //failure

AddGroup 3 //success

//addPlayer ( playerId , GroupID , Level)

AddPlayer 1 1 1 //success

AddPlayer 1 1 1 //failure (same id, same group, same level)

AddPlayer 1 1 3 //failure (same id ,different level)

AddPlayer 1 3 1 //failure (same id, different Group(that exists),same level)

AddPlayer 1 3 3 // failure (same id, different Group(that exists),other level)

AddPlayer 1 2 1 //failure( same id, different Group(doesn’t exist),same level)

AddPlayer 1 2 3 // failure (same id, different Group(doesn’t exist), other level

AddPlayer 2 3 1 //success (same id ,different Group (exists),same level)

AddPlayer 3 1 3 //success (same id , different Group(exists),different level)

AddPlayer 1 1 1 //failure (just trying again after adding another one)

Quit //end of AddPlayerTesting&AddGroup.

//RemovePlayer