# TEST CASE-BATTLESHIP

-Give negative number of rows:

INPUT: python3 main.py -r -2

OUTPUT: Error: “Invalid number of rows”

-Give negative number of columns:

INPUTS: python3 main.py -c -4

OUTPUT: Error “Invalid number of columns”

-Give a carriers number out of the range:

INPUTS: python3 main.py -s1 5

OUTPUT: Error “Invalid number of carriers”

-Give a battleships number out of the range:

INPUTS: python3 main.py -s2 8

OUTPUT: Error “Invalid number of battleships”

-Give a submarines number out of the range:

INPUTS: python3 main.py -s3 5

OUTPUT: Error “Invalid number of submarines”

-Give a destroyers number out of the range:

INPUTS: python3 main.py -s4 6

OUTPUT: Error “Invalid number of destroyers”

-Give invalid number to choose the variant of the game:

INPUTS: python3 main.py -o 2

OUTPUT: Error “Invalid input "option". It must be 0 or 1”

-Give invalid number to choose graphic option:

INPUTS: python3 main.py -g 3

OUTPUT: Error “Invalid input "graphics". It must be 0 or 1”

-Give right inputs

INPUTS: python3 main.py -o 1

OUTPUT: the program starts the game and asks for the coordinate

-Give right inputs

INPUTS: python3 main.py -r 3

OUTPUT: the program starts the game and asks for the coordinate

-Give right inputs

INPUTS: python3 main.py -r 8 -c 6 -s1 1 -s4 4

OUTPUT: the program starts the game and asks for the coordinate