



BHARATIYA VIDYA BHAVAN'S
SARDAR PATEL INSTITUTE OF TECHNOLOGY
Munshi Nagar, Andheri (W), Mumbai - 400058
DEPARTMENT OF MASTER OF COMPUTER APPLICATION

Academic Year – 2022-23

Class: F.Y.MCA Semester: I Subject: **Software Engineering Lab**

Subject In charge: Nikhita Mangaonkar Course Code: MC503

Name: Aditya Salunke **UID:** 2022510053

EXPERIMENT NO: 08

EXPERIMENT TITLE: Prepare Test cases

Objective:

- 1.To write Test cases.
- 2.To understand test format.
3. To understand the working of any automated tool

DATE TURN 1:

PRACTICAL EVALUATION:

PI1: On Time	PI2:Performance	PI3: Documentation	PI5 : Lab Ethics	Marks Per Experiment
0.5	3	1	0.5	5

Screenshots required for each step



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Test Id	Test Name	Test Description	Expected Output	Actual Output	Result
TC01	GIF Loading Test	Click on the Player Button situated inside the X section	Should Display the Player GIF	Display the player GIF	PASS
TC02		Click on the Bot Button situated inside the X section	Should Display the Bot GIF	Display the Bot GIF	PASS
TC03		Click on the Bot Button situated inside the O section	Should Display the player GIF	Display the Player Gif	PASS
TC04		Click on the Bot Button situated inside the O section	Should Display the Bot GIF	Display the Bot GIF	PASS
TC05	Start Game Test	When user choose only one option of either Player X or Player O	Should not display the Start Button	Does not display the Start Button	PASS
TC06		When user choose both the option for Player X and Player O	Should display the Start Button	Display the Start button	PASS



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TC07	Loading Screen Test	Select “Player” for player X and “Player” for player O	Should Display Player Vs Player On the loading screen	Display Player Vs Player	PASS
TC08		Select “Player” for player X and “Bot” for player O	Should Display Player Vs Bot On the loading screen	Display Player Vs Bot	PASS
TC09		Select “Bot” for player X and “Player” for player O	Should Display Bot Vs Player On the loading screen	Display Bot Vs Player	PASS
TC10		Select “Bot” for player X and “Bot” for player O	Should Display Bot Vs Bot On the loading screen	Display Bot Vs Bot	PASS
TC11	Switching Input Test	Click on any of the tile (Player O)	Mark “O” should be placed on the selected tile	Displays Mark “O” on the selected tile	PASS
TC12		Click on any of the tile (Player X)	Mark “X” should be placed on the selected tile	Displays Mark “X” on the selected tile	PASS



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TC13	Responsive UI Design Test	Reduce the Screen Width below 1160px	Should adapt the content size to fit to device screen width	Adapts the home screen to fit to screen size	PASS
TC14		Reduce the Screen Width below 740px	Should adapt the content size to screen width	Adapts the home screen to fit to screen size	PASS
TC15		Reduce the Screen Width below 480px	Should display content in vertical format(Mobile UI)	Displays the content in vertical format(Mobile UI)	PASS
TC16		Reduce the Screen Width below 140px	Should display content in vertical format(Mobile UI)	Does not displays proper vertical format	FAIL
TC17	Result Test	After all the tiles are filled with input	Should display the the winner of the game or if the game is tied than should display “Tie” as result	Displays the winner of the game or if the game is tied than should display “Tie” as result	PASS
TC18	Return to Home Screen Test	Click on the return button on the game screen	Should navigate back to home screen	Navigates back to home screenz	PASS



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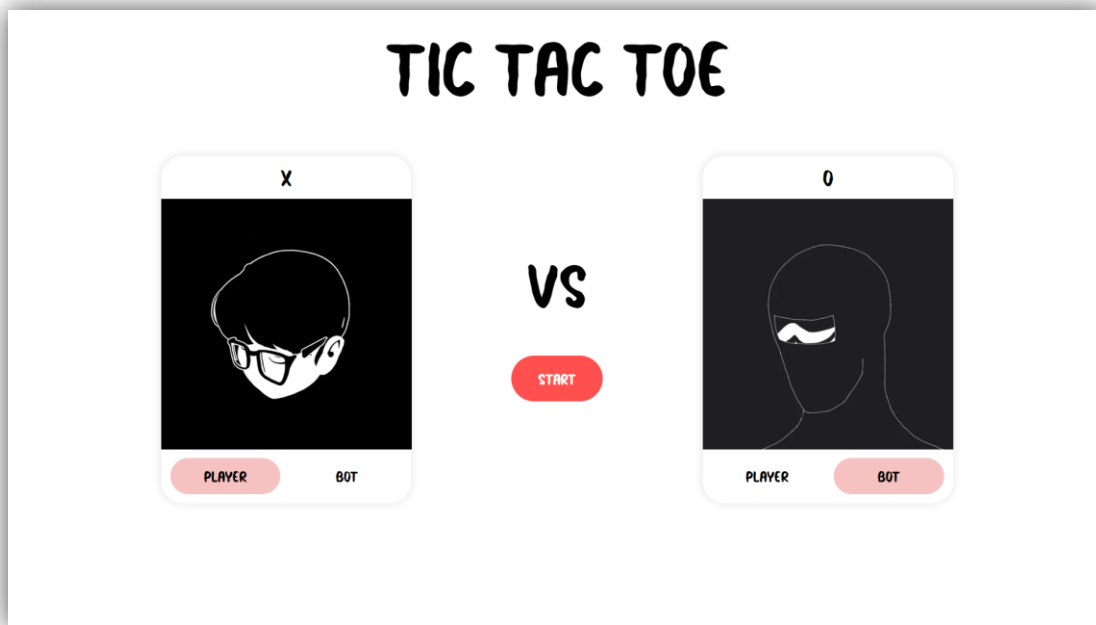
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Home Screen





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Loading Screen



Game Screen

