

System Test Plan: Hearts program

Introduction: The text in bold in the **Description** column represents the test inputs to the program. You can stop program execution by pressing Ctrl+C.

Test ID	Description	Expected Results	Actual Results
testInitialGUI Author: Dr. Balik	\$ java -cp bin HeartsGUI Player -t (Close window to stop execution)	GUI entitled "CSC116 Hearts", with directions "Player's Turn", Player: 0, Computer 1: 0, Computer 2: 0, and Computer 3: 0 are displayed. The Player's card images are displayed in this order: 2, 6, 10, Ace of Clubs; 5, 9, King of Diamonds; 4, 8, Queen of Spades; 3, 7, Jack of Hearts.	
testPlayingFirstTrick Author: Dr. Balik	\$ java -cp bin HeartsGUI Player -t Click on 2 of Clubs (Close window to stop execution).	Computer 1 plays 3 of Clubs, Computer 2 plays 4 of Clubs, Computer 3 plays 5 of Clubs and takes all the cards. Computer 3 then plays 9 of Clubs. Player: 0, Computer 1: 0, Computer 2: 0, and Computer 3: 0 are displayed.	

testPlayingWrong Suit Author: Dr. Balik	\$ java -cp bin HeartsGUI Player -t Click on 2 of Clubs Click on 4 of Spades (Click OK and close window to stop execution).	Dialog box entitled Invalid Move with message "You must play a card of the same suit that started the trick." pops up.	
testLeadingHeartsTooSoon Author: Dr. Balik	\$ java -cp bin HeartsGUI Player -t Click on 2 of Clubs Click on Ace of Clubs Click on 3 of Hearts (Click OK and close window to stop execution).	Dialog box entitled Invalid Move with message "You cannot start a trick with a Heart until one has been played during a trick." pops up.	
testLeadingAndWinningQueenOfSpades Author: Dr. Balik	\$ java -cp bin HeartsGUI Player -t Click on 2 of Clubs Click on Ace of Clubs Click on Queen of Spades	Player: 13, Computer 1: 0, Computer 2: 0, and Computer 3: 0 are displayed.	
