1. Research and explain the purpose of a “Software Test Plan”.

It is in order to test software for bugs and glitches before it fully releases to the public.

1. Research and explain the purpose of a “Software Test Case”.

A test case is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly.

1. Complete the following test cases as you work on your TicTacToe Program.

|  |  |  |
| --- | --- | --- |
| **ID** | **User Input** | **Result** |
| 1.1 | Player “X” enters a row number move | Records input and asks for column |
| 1.1 | Player “X” enters a column number move | Plots a x on the row and column marked |
| 1.1 | Player “O” enters a row number move | Records input and asks for column |
| 1.1 | Player “O” enters a column number move | Plots a o on the row and column marked |
|  |  |  |
| 2.1 | Player enters a row number move less than 0 | Program crashes |
| 2.2 | Player enters a row number move greater than 2 | Program crashes |
| 2.3 | Player enters a row number move greater that is not a number (i.e. includes letters or special characters) | Program crashes |
| 2.4 | Player enters a column number move less than 0 | Program crashes |
| 2.5 | Player enters a column number move greater than 2 | Program crashes |
| 2.6 | Player enters a column number move greater that is not a number (i.e. includes letters or special characters) | Program crashes |
| 2.7 | Player “X” makes a move that is already occupied by player “O” | The x overwrites the o |
| 2.8 | Player “O” makes a move that is already occupied by player “X” | O overwrites the X |
|  |  |  |
| 3.1 | Player “X” wins the game | Nothing happens |
| 3.2 | Player “O” wins the game | Nothing happens |
|  |  |  |