Test Cases

**Note**: Some Test Cases are merged.

BlastUISpecialGem(V(G)=3)

**Test Cases:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case no | Description | Test Data | Expected Result | Actual Result | Status(Pass/Fail) |
| 1 | K value < 64 | K=50 | Loop | Loop | Pass |
| 2 | K value >= 64 | K=65 | Loop Exit | Loop Exit | Pass |
| 3 | this.listOfGems.get(K).getValue() == “6” | this.listOfGems.get(K).getValue()=6 | True | True | Pass |
| 4 | this.listOfGems.get(K).getValue() == “6” | this.listOfGems.get(K).getValue()=7 | False | False | Pass |
| 5 | this.listOfGems.get(K).getValue() == “6” | this.listOfGems.get(K).getValue()=5 | False | False | Pass |

ButtonHandler(V(G)=4)

**Test Cases:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case no | Description | Test Data | Expected Result | Actual Result | Status(Pass/Fail) |
| 1 | i value < 8 | i=6 | Loop | Loop | Pass |
| 2 | i value >= 8 | i=9 | Loop Exit | Loop Exit | Pass |
| 3 | j value < 8 | j=4 | Loop | Loop | Pass |
| 4 | j value >= 8 | j=10 | Loop Exit | Loop Exit | Pass |
| 5 | source == tiles[i][j] | number [EQUALS] number | True | True | Pass |
| 6 | source != tiles[i][j] | number [NOT-EQUALS] number | False | False | Pass |

IsValidMove(V(G)=8)

**Test Cases:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case no | Description | Test Data | Expected Result | Actual Result | Status(Pass/Fail) |
| 1 | (this.coordinates[0][0]-1)>=0 | this.coordinates[0][0]=1 or greater | True | True | Pass |
| 2 | (this.coordinates[0][0]-1)>=0 | this.coordinates[0][0]=0 or less | False | False | Pass |
| 3 | (this.coordinates[0][1]-1)>=0 | this.coordinates[0][1]=1 or greater | True | True | Pass |
| 4 | (this.coordinates[0][1]-1)>=0 | this.coordinates[0][1]=0 or less | False | False | Pass |
| 5 | (this.coordinates[0][1]+1)<8 | this.coordinates[0][1]=6 or less | True | True | Pass |
| 6 | (this.coordinates[0][1]+1)<8 | this.coordinates[0][1]=7 or greater | False | False | Pass |
| 7 | (this.coordinates[0][0]+1)<8 | this.coordinates[0][0]=6 or less | True | True | Pass |
| 8 | (this.coordinates[0][0]+1)<8 | this.coordinates[0][0]=7 or greater | False | False | Pass |

ProcessClick(V(G)=10)

**Test Cases:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case no | Description | Test Data | Expected Result | Actual Result | Status(Pass/Fail) |
| 1 | This.counter | This.counter=1 or 2 | Enter Block | Enter Block | Pass |
| 2 | This.counter | This.counter=0 | Exit Condition | Exit Condition | Pass |
| 3 | This.counter | This.counter=3 | Exit Condition | Exit Condition | Pass |
| 4 | This.isValidMove() | This.isValidMove()=true | Enter Block | Enter Block | Pass |
| 5 | This.GemBoard.findOccurences() | This.GemBoard.findOccurences()=true | Enter Block | Enter Block | Pass |
| 6 | This.gemBoard.findSpecialGemOccurences() | This.gemBoard.findSpecialGemOccurences()=true | Enter Block | Enter Block | Pass |
| 7 | This.isValidMove() | This.isValidMove()=false | ! Enter Block | ! Enter Block | Pass |
| 8 | This.GemBoard.findOccurences() | This.GemBoard.findOccurences()=false | ! Enter Block | ! Enter Block | Pass |
| 9 | This.gemBoard.findSpecialGemOccurences() | This.gemBoard.findSpecialGemOccurences()=false | ! Enter Block | ! Enter Block | Pass |
| 10 | Repetition of Test Cases | - | - | - | - |