# **Assignment 3: Unit Testing – Rock Scissor Paper game**

1. **Why I use these test case?**

* I chose 3 test cases to test for **Rock Scissor Paper game** as below:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Case** | **Condition Being Tested\*\*** | **Input Data Values** | | | **Expected Result** |
|  |  | **User** | **Computer** |  | |
| 1 | Check user win | scissors | paper | you win | |
| 2 | Check user lose | rock | paper | you lose | |
| 3 | Check tie condition | rock | rock | you are tie | |

1. **Conclusion:**

* **Test Case 1: Check user win**
  + **Purpose:** Verifies that the program correctly identifies a user win when their choice beats the computer's choice.
  + **Input:** User chooses scissors, computer chooses paper.
  + **Expected Result:** The program should output "you win" as scissors beat paper in the game.
* **Test Case 2: Check user lose**
  + **Purpose:** Tests if the program can accurately determine a user loss when the computer's choice beats the user's choice.
  + **Input:** User chooses rock, computer chooses paper.
  + **Expected Result:** The program should output "you lose" as paper beats rock in the game.
* **Test Case 3: Check tie condition**
  + **Purpose:** Checks if the program can correctly identify a tie when both the user and the computer choose the same option.
  + **Input:** User chooses rock, computer chooses rock.
  + **Expected Result:** The program should output "you are tie" as both choices are equal.

These test cases cover the three possible outcomes of a rock-paper-scissors game, ensuring that the program correctly determines the winner or if there is a tie based on the choices made by the user and the computer.