Department of Computer Science and Engineering

Indian Institute of Technology Kharagpur

Test Suite for Cricket Tournament Management System

Group 11

Anit Mangal(21CS10005)

Gorantla Thoyajakshi(21CS10026)

Ratan Junior(21CS30041)

3rd April 2023

Software Engineering Lab

Assignment 6

Contents:

1. Introduction:

The main objective of this document is to furnish a comprehensive list of specific test cases that will be employed to evaluate the software's functionality. These test cases will be executed through manual testing and can be broadly categorized into different groups.

- **Pass tests:** This contains the test cases which work without any problem as needed by the requirements of the software.
- **Fail tests:** This includes the test cases which are not intended to be appropriate inputs for the program. The software simply re-prompts the user to input the correct input.

2. Pass test cases:

2.1 Reset Option:

Time of testing: After installation of the software and optional past implementation of the software (that causes the database to be populated).

The Test cases:
- The tester chooses to do "Yes" and reset the database. This should reset all the databases in the system and prompt the user to enter the number of teams in the next step.

Intended behaviour:
- The software should reset the database i.e. all its tables and start afresh with zero teams.

2.2 Creation of Teams and viewing their details:

Time of testing: After installation of the software and optional resetting of the database.

The Test cases:
- Number of teams inputted by the tester being between 2 and 12 both included.
- The tester then should be able to view the teams upon choosing to.
- The tester then should be able to view the details of individual teams, upon choosing the intended team id.

- The tester should be able to go back at any point in time upon clicking back.

  Intended behaviour:

- The number of teams entered should be matching with the number of teams generated upon viewing the teams.

- Upon viewing the teams, we should be able to see a list of teams with their Ids.

- Upon choosing to view the details of a particular team, we should be able to see the list of players in the particular team with their id, name, their specialisation and statistics of the team which include matches played, matches won, highest run scorer, highest wicket-taker and the result of the particular team in the past 5 matches.

- On clicking back, we will go back to the menu window.

2.3 Generation of matches and viewing their details:

Time of testing: After giving input on the number of teams

The Test cases:

- The tester should be able to view/generate matches

- The tester should then be able to view particular match details, upon choosing to.

  Intended behaviour:

- Upon generating matches, matches will be generated via a round-robin system, with each match having its own match number, the teams that played against each other in that particular match.

- Upon choosing to view particular match details, using the match number, we will see the teams that played against each other in that particular match, the team that won, the team that chose to bat first, and the scores of each team including number of runs, number of wickets down and number of balls played. Along with the match scorecard, which includes details like the number of runs for a number of balls played, wickets taken and balls bowled by each particular player of both.

2.4 Viewing player details:

Time of testing: After giving input on the number of teams and after/before generating matches

The Test cases:

- The tester should be able to view player details, upon choosing to.

4

- The tester should be able to view individual players' details upon giving the player Id.

  Intended behaviour:

  ○   Upon choosing to view the player details, we should be able to see the player's list which has the player number, player name and the team he belongs to.

  ○ Upon choosing to view details of a particular player by entering his player number, the details like players' name, age, handedness, the team they belong to, matches played, runs scored, strike rate and wickets taken.

3. Fail test cases:

3.1 Creation of teams and viewing their details:

Time of testing: After installation of the software and optional resetting of the database.

The Test cases:

- Number of teams inputted is less than 2
- Number of teams inputted is more than 12

  Intended behaviour:

- Show error for aforementioned incorrect input and re-prompt the user to input the inputs in the range (2, 12) both included.
- This is repeated till the user input is valid

4. Glossary:

CTMS: Cricket Tournament Management System