

# Black Box Test Plan: Battleship program

---

**Document Author:**

**Date:**

All mouse clicks on the GUI are represented by a [row,column] coordinate. Coordinates are zero-based.

## Test Cases

Test ID	Description	Expected Results	Actual Results
testTwoCommandLineArgs  Author: Dr. Balik	% java BattleshipGUI hi there	Usage: java BattleShipGUI <seed>	Usage: java BattleShipGUI <seed>
testNoRoomForShip  Author: Dr. Balik	% java BattleshipGUI 1 Place submarine (size=1) at [2,1] Place destroyer (size=2) at [0,7]	Message: No room: try again with destroyer	Message: No room: try again with destroyer

Test ID	Description	Expected Results	Actual Results
testHumanWin  Author: Dr. Balik	Exit out of all previous Battleship games.  % java BattleshipGUI 1 Place submarine (size =1) at [2,1] Place destroyer (size=2) at [3,4] Place cruiser (size=3) at [6,1] Press Vertical Button Place battleship (size=4) at [1,7]  Fire at the following locations: [1,0] [1,1] [0,3] [3,3] [4,3] [5,3] [6,3] [1,7] [2,7] [3,7]	<b>Human Board</b> dots in order of appearance [7,2] W [1,2] W [2,4] W [6,0] W [4,6] W [4,5] W [0,1] W [6,3] R [4,1] W [7,5] W  <b>Computer Board</b> dots in order of appearance: [1,0] R [1,1] R [0,3] R [3,3] R [4,3] R [5,3] R [6,3] R [1,7] R [2,7] R [3,7] R  <b>Message:</b> Human Wins!	<b>Human Board</b> dots in order of appearance [7,2] W [1,2] W [2,4] W [6,0] W [4,6] W [4,5] W [0,1] W [6,3] R [4,1] W [7,5] W  <b>Computer Board</b> dots in order of appearance: [1,0] R [1,1] R [0,3] R [3,3] R [4,3] R [5,3] R [6,3] R [1,7] R [2,7] R [3,7] R  <b>Message:</b> Human Wins!

Test ID	Description	Expected Results	Actual Results

Test ID	Description	Expected Results	Actual Results

Test ID	Description	Expected Results	Actual Results