

Test Cases

- Check whether the loadPuzzle is able to read the stream of data or not.
- Check whether the loadPuzzle is able to format the grid and ready to solved.
- Check whether loadPuzzle method is returning the correct boolean value.
- Check whether the data read from stream of data have same no of places and words.
- Check that no word is used or passed twice.
- Check whether the word provided will have a place in solved puzzle or not.
- Check whether the set of words are fitting in the puzzle or not.
- Check whether the solve method is returning the correct output or not.
- Check whether the solve method is able to solve the puzzle or not.
- Check whether the puzzle is able to solved by passing one placeholder and one word and with grid length 1
- Check whether the puzzle is able to be solved by passing 10 placeholders and 10 words and with grid length 10
- Check whether the puzzle is able to be solved by passing grid which contains no intersection or crosswords.
- Check whether the puzzle is able to solved if entire grid contains placeholders.
- Check whether the puzzle is able to be solved if grid doesn't contain placeholders.
- Check whether the puzzle is able to be solved if all the words and placeholders are of same length.
- Check whether the solve method is returning false if the puzzle is not able to be solved with the given set of words.
- Check whether the print method is printing the solution to the output stream or not.
- Check whether the choices method is returning the correct no of choices or not.