IDENTIFIER: Cell.toString

TEST CASE: Ensure the input value is the same as the return value in Cell.toString

PRECONDITIONS: 1.In MainPanel.java add “System.out.print(cells[j][k].toString()); in the if

and else section.

2.Start program by typing “java GameOfLife 15” on command line.

EXECUTION STEPS: 1. Select boxes to make an outline of a square that is 6x6.

2. Press the write button

3. In Cell.java comment out the loop in Cell.toString(). Leaving

“toReturn += currentState;”

4. Run the program again using the same shape by pressing load.

5. Press the write button

POSTCONDITIONS: The println should be exactly the same in step 5 as in step 2.

IDENTIFIER: Cell.toString 2

TEST CASE: Ensure the input value is the same as the return value in Cell.toString

PRECONDITIONS: 1.In MainPanel.java add “System.out.print(cells[j][k].toString()); in the if

and else section.

2.Start program by typing “java GameOfLife 15” on command line.

EXECUTION STEPS: 1. Do not select any boxes.

2. Press the write button

3. In Cell.java comment out the loop in Cell.toString(). Leaving

“toReturn += currentState;”

4. Run the program again using the same shape by pressing load.

5. Press the write button

POSTCONDITIONS: The println should be exactly the same in step 5 as in step 2.

IDENTIFIER: Cell.toString 3

TEST CASE: Ensure the input value is the same as the return value in Cell.toString

PRECONDITIONS: 1.In MainPanel.java add “System.out.print(cells[j][k].toString()); in the if

and else section.

2.Start program by typing “java GameOfLife 15” on command line.

EXECUTION STEPS: 1. Select all the boxes on the screen.

2. Press the write button.

3. In Cell.java comment out the loop in Cell.toString(). Leaving

“toReturn += currentState;”

4. Run the program again using the same shape by pressing load.

5. Press the write button

POSTCONDITIONS: The println should be exactly the same in step 5 as in step 2.

IDENTIFIER: runContinuous 1

TEST CASE: Remove Loop from runContinuous

PRECONDITIONS: 1. Change the thread.sleep(20) in MainPanel.runContinuous to 300.

2. Comment out the for loop in MainPanel.runContinuous.

3.Start program by typing “java GameOfLife 15” on command line.

EXECUTION STEPS: 1. Select boxes to make an outline of square square that is 6x6.

2. Press Write Button

3. Press Run button 10 times observing the pattern.

4. Run the program again using the same shape by pressing load.

5. Press RunContinuous Button.

POSTCONDITIONS: The pattern from step 3 and step 5 should be identical.

IDENTIFIER: runContinuous 2

TEST CASE: Remove Loop from runContinuous

PRECONDITIONS: 1. Change the thread.sleep(20) in MainPanel.runContinuous to 300.

2. Comment out the for loop in MainPanel.runContinuous.

3.Start program by typing “java GameOfLife 15” on command line.

EXECUTION STEPS: 1. Select boxes to make a vertical line that is 2x5.

2. Press Write Button

3. Press Run button 10 times observing the pattern.

4. Run the program again using the same shape by pressing load.

5. Press RunContinuous Button.

POSTCONDITIONS: The pattern from step 3 and step 5 should be identical.

IDENTIFIER: runContinuous 3

TEST CASE: Remove Loop from runContinuous

PRECONDITIONS: 1. Change the thread.sleep(20) in MainPanel.runContinuous to 300.

2. Comment out the for loop in MainPanel.runContinuous.

3.Start program by typing “java GameOfLife 15” on command line.

EXECUTION STEPS: 1. Select all the boxes on the screen.

2. Press Write Button

3. Press Run button 10 times observing the pattern.

4. Run the program again using the same shape by pressing load.

5. Press RunContinuous Button.

POSTCONDITIONS: The pattern from step 3 and step 5 should be identical.