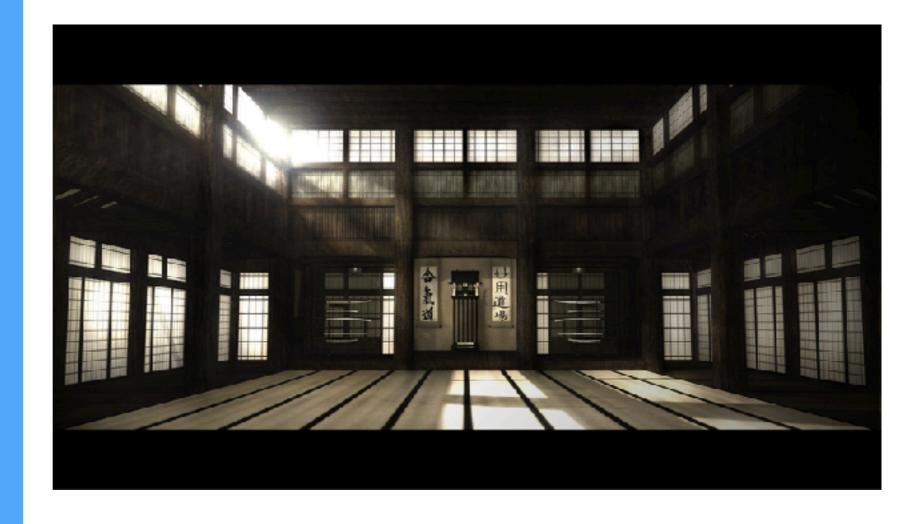
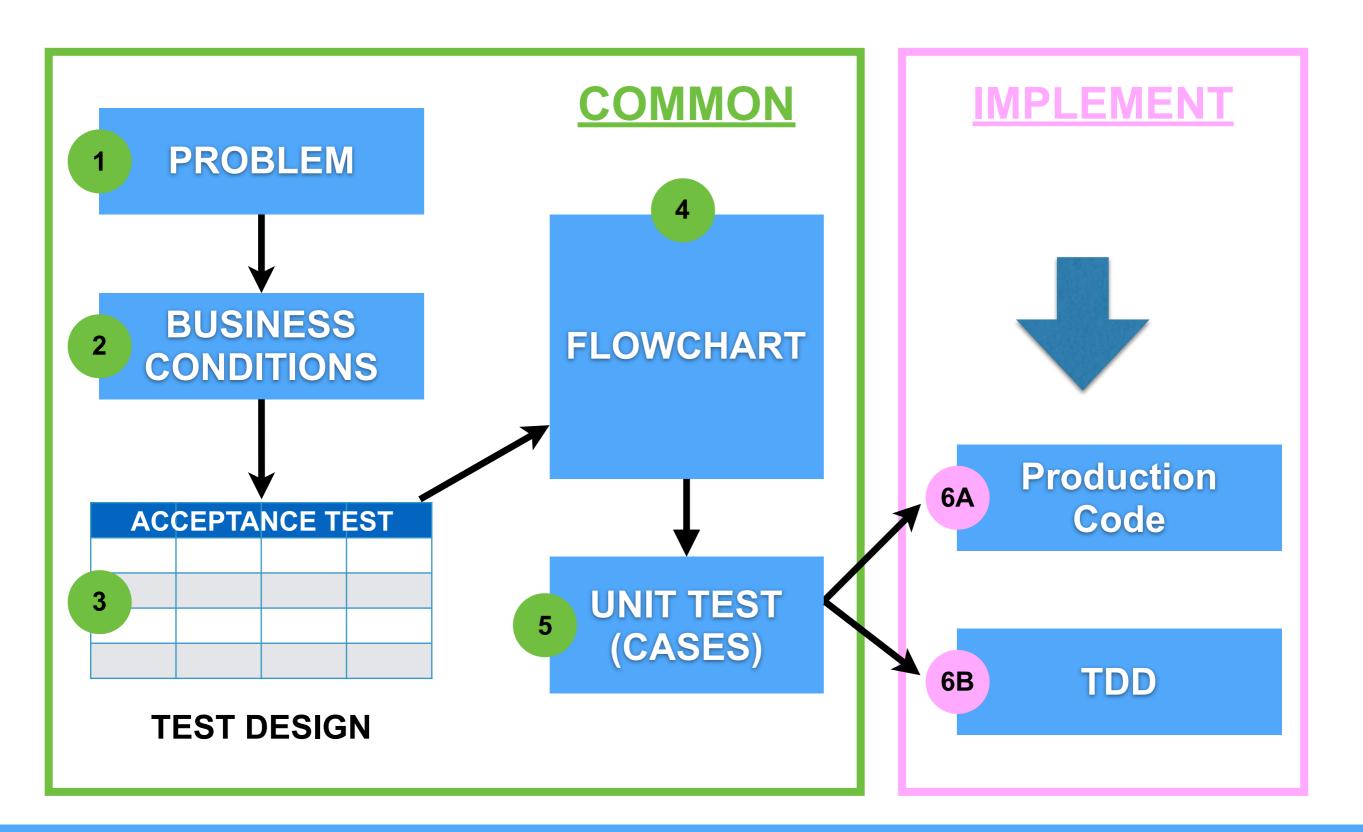
# MANUMININAN KIT CODING DOJO





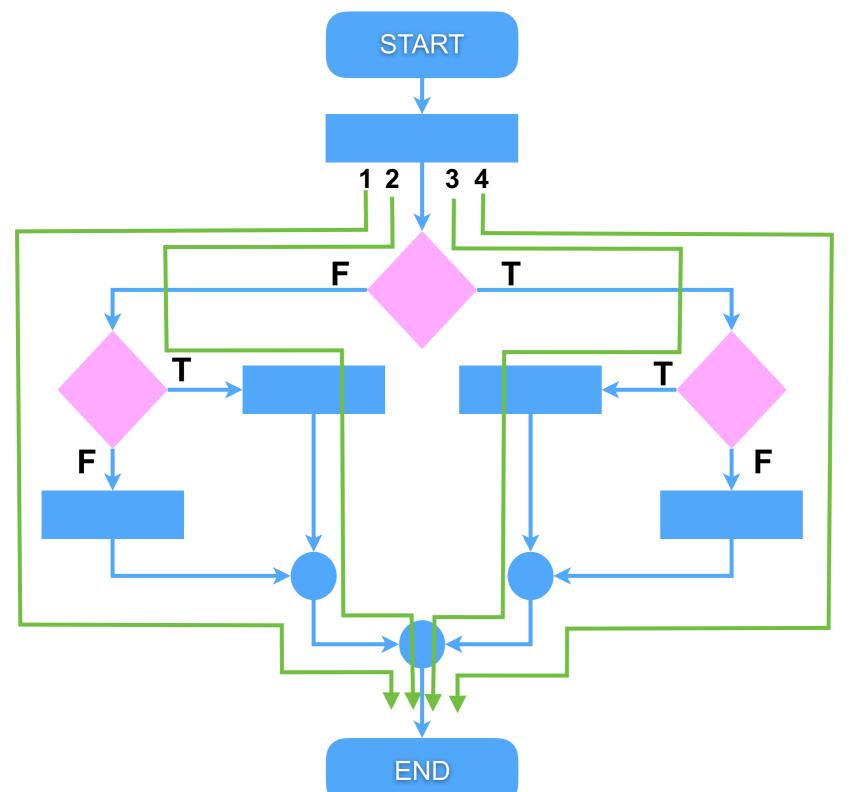
#### **DOJO**





### COMMON Step 4 5





CASE	INPUT	ASSERT/ OUTPUT
1		
2		
3		
4		



#### PROBLEM

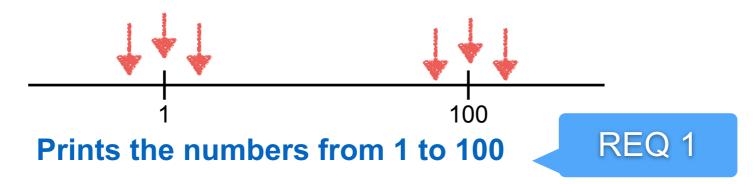
Write a program that prints the numbers from 1 to 100. But for multiples of three print "Fizz" instead of the number and for the multiples of five print "Buzz". For numbers which are multiples of both three and five print "FizzBuzz".

#### 2 BUSINESS CONDITIONS

- 1. Prints the numbers from 1 to 100
- 2. Multiples of three print "Fizz" instead of the number
- 3. Multiples of five print "Buzz" instead of the number
- 4. Multiples of both three and five print "FizzBuzz"

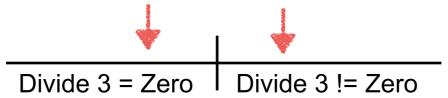


#### 2 BUSINESS CONDITIONS



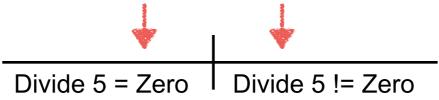
REQ 2

Multiples of three print "Fizz" instead of the number



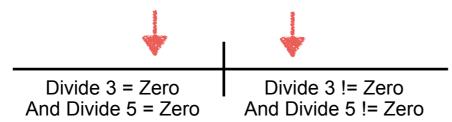
Multiples of five print "Buzz" instead of the number

REQ 3



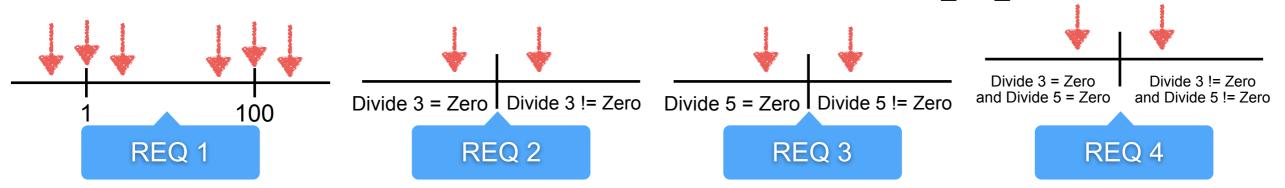
REQ 4

Multiples of both three and five print "FizzBuzz"





### 3 ACCEPTANCE TEST [1]



CASE	CONDITIONS EXPECTED		REQ				
CASE	CONDITIONS	EXPECTED	REQ 1	REQ 2	REQ 3	REQ 4	



#### 3 ACCEPTANCE TEST [1]



CASE	CONDITIONS	EXPECTED	REQ			
CASE	CONDITIONS	EXPECTED	REQ 1	REQ 2	REQ 3	REQ 4
4	Less then 1	Not Display	1			
2	Equal 1	Display Number	1			
3	More than 1 divide 3 = zero	Display Fizz	1	1		
4	More than 1 divide 3 != zero	Display Number	1	1		
5	More than 1 divide 5 = zero	Display Buzz	1		1	
6	More than 1 divide 5 != zero	Display Number	1		1	
7	More than 1 divide 3 and 5 = zero	Display FizzBuzz	1			1
8	More than 1 divide 3 and 5 != zero	Display Number	1			1
9	Less than 100 divide 3 = zero	Display Fizz	1	1		
10	Less than 100 divide 3 != zero	Display Number	1	1		
11	Less than 100 divide 5 = zero	Display Buzz	1		1	
12	Less than 100 divide 5 = zero	Display Number	1		1	
13	Less than 100 divide 3 and 5 = zero	Display FizzBuzz	1			1
14	Less than 100 divide 3 and 5 != zero	Display Number	1			1
15	Equal 100	Display Buzz	1		1	
16	More then 100	Not Display	1			



### 3 ACCEPTANCE TEST [2]



CASE	CONDITIONS	EXPECTED	REQ			
CASE	CONDITIONS		REQ 1	REQ 2	REQ 3	REQ 4
1	Equal 1	Display Number	1			
2	More than 1 divide 3 = zero	Display Fizz	1	1		
3	More than 1 divide 3 != zero	Display Number	1	1		
4	More than 1 divide 5 = zero	Display Buzz	1		1	
5	More than 1 divide 5 != zero	Display Number	1		1	
6	More than 1 divide 3 and 5 = zero	Display FizzBuzz	1			1
7	More than 1 divide 3 and 5 != zero	Display Number	1			1
8	Less than 100 divide 3 = zero	Display Fizz	1	1		
9	Less than 100 divide 3 != zero	Display Number	1	1		
10	Less than 100 divide 5 = zero	Display Buzz	1		1	
11	Less than 100 divide 5 = zero	Display Number	1		1	
12	Less than 100 divide 3 and 5 = zero	Display FizzBuzz	1			1
13	Less than 100 divide 3 and 5 != zero	Display Number	1			1
14	Equal 100	Display Buzz	1		1	
15	Less then 1	Not Display	1			
16	More then 100	Not Display	1			



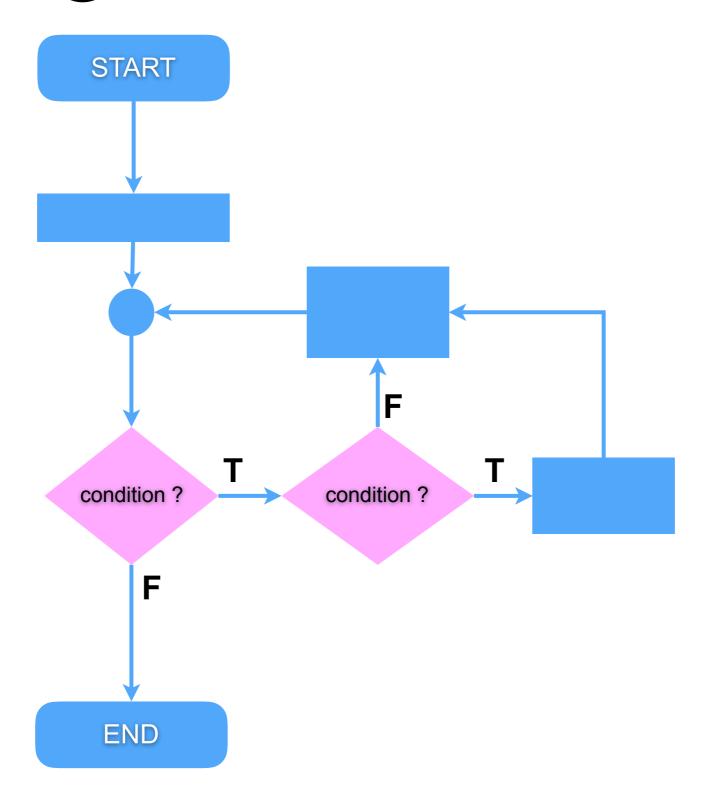
### 3 ACCEPTANCE TEST [3]



CASE	CONDITIONS	DATA	EXPECTED	REQ			
CASE	CONDITIONS	DAIA	EXPECTED	REQ 1	REQ 2	REQ 3	REQ 4
1	Equal 1	1	1	1			
2	More than 1 divide 3 = zero	3	Fizz	1	1		
3	More than 1 divide 3 != zero	4	4	/	1		
4	More than 1 divide 5 = zero	5	Buzz	/		1	
5	More than 1 divide 5 != zero	7	7	/		1	
6	More than 1 divide 3 and 5 = zero	15	FizzBuzz	/			1
7	More than 1 divide 3 and 5 != zero	17	17	/			1
8	Less than 100 divide 3 = zero	99	Fizz	/	1		
9	Less than 100 divide 3 != zero	98	98	/	1		
10	Less than 100 divide 5 = zero	95	Buzz	/		1	
11	Less than 100 divide 5 = zero	94	94	/		1	
12	Less than 100 divide 3 and 5 = zero	90	FizzBuzz	1			1
13	Less than 100 divide 3 and 5 != zero	98	98	1			1
14	Equal 100	100	Buzz	1		1	
15	Less then 1	0	Not Display	1			
16	More then 100	101	Not Display	1			



## 4 FLOWCHART





# **5 UNIT TEST (CASES)**

CASE	CONDITIONS	DATA	EXPECTED
1	Equal 1	1	Display 1
2	More than 1 divide 3 = zero	3	Display Fizz
3	More than 1 divide 3 != zero	4	Display 4
4	More than 1 divide 5 = zero	5	Display Buzz
5	More than 1 divide 5 != zero	7	Display 7
6	More than 1 divide 3 and 5 = zero	15	Display FizzBuzz
7	More than 1 divide 3 and 5 != zero	17	Display 17
8	Less than 100 divide 3 = zero	99	Display Fizz
9	Less than 100 divide 3 != zero	98	Display 98
10	Less than 100 divide 5 = zero	95	Display Buzz
11	Less than 100 divide 5 = zero	94	Display 94
12	Less than 100 divide 3 and 5 = zero	90	Display FizzBuzz
13	Less than 100 divide 3 and 5 != zero	98	Display 98
14	Equal 100	100	Display Buzz
15	Less then 1	0	Not Display
16	More then 100	101	Not Display



# TDD TEST DRIVEN DEVELOPMENT

