|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  | Additem Test Matrix |  |  |  |
|  | valid |  | invalid |  |  | Boundary |
| **Input** | 1 | 2 | 3 | 4 | 5 | 6 |
| getItems | 0 | 1 | -1 | 1 | 0 | 10 |
| checkInventory | 5 | 6 | 5 | -2 | 0 | 0 |
| **Output** |  |  |  |  |  |  |
| setItems | 5 | 7 | error | error | 0 | 10 |
| Error |  |  | cannot gain negative | cannot start at negative | |  |

getItems(checkInventory);

If (checkInventory< 0 or setItems> 10)Then

Return -1;

Additem = setItems - checkInventory

Return setItems;

End