|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  | ChangeExperience Test Matrix |  |  |  |
|  | valid |  | invalid |  |  | Boundary |
| **Input** | 1 | 2 | 3 | 4 | 5 | 6 |
| ExperienceGained | 0 | 1 | -1 | 1 | 0 | 10 |
| BeginningExperience | 5 | 6 | 5 | -2 | 0 | 0 |
| **Output** |  |  |  |  |  |  |
| TotalExperience | 5 | 7 | error | error | 0 | 10 |
| Error |  |  | cannot gain negative | cannot start at negative | |  |

ChangeExperience(ExperienceValue, CurrentExperience);

If (ExperienceValue < 0 or ExperinceValue > 10)Then

Return -1;

CurrentExperience = CurrentExperience + ExperienceValue;

Return CurrentExperience;

End