Function	#	Description	Sample Input Data	Expected Result	Actual Result	P/F
checkPassword	1	Entering correct Admin Password	pass20 contains "Admin-Pass*123"	Returns 1	Returns 1	P
	2	Entering wrong Admin Password	pass20 contains "password"	Returns 0	Returns 0	P
	3	Terminating Manage Data option	pass20 contains "0"	Returns 0	Returns 0	P
addRecord	1	Testing with new question and answer	cQues contains question not yet present in struct array cAns contains answer not yet present in struct array	Continues asking for Topic and Choices	Continues asking for Topic and Choices	P
	2	Testing with existing question and answer	cQues contains existing question cAns contains existing answer (records struct alr has that question & answer)	Displays alert message	Displays alert message	P
	3	Terminating Add Record option	cQues contains "0"	Stops executing Add record and displays acknowledgement message	Stops executing Add record and displays acknowledgement message	P
editRecord	1	Testing with Valid input	cTopic contains "Music"	Continues asking which no. to edit	Continues asking which no. to edit	
			cEdit contains "topic"	Continues edit sequence	Continues edit sequence	P
			nEdit contains an exiting question number e.g. 1	Continues edit sequence	Continues edit sequence	
	2	Testing with Invalid input	cTopic contains "Cars" (no questions with the topic "Cars"	Displays alert message	Displays alert message	
			cEdit contains "name"	Displays alert message	Displays alert message	P
			nEdit contains a question number does that exist (e.g. topic has only 3 questions, but user input is 4)	Displays alert message	Displays alert message	
	3	Terminating Edit Record option	cTopic contains "0"	Stops executing Edit Record and prompts user if they	Stops executing Edit Records and prompts user if	P

				wish to return to Admin Section	they wish to return to Admin Section	
deleteRecord	1	Testing with Valid input	cTopic contains "Food" nDelete contains an existing question number.e.g. 1	Continues asking which no.to delete Continues delete sequence	Continues asking which no.to delete Continues delete sequence	P
	2	Testing with Invalid input	cTopic contains "Cars" (no questions with the topic "Cars" nDelete contains a non-existing number e.g. 7 cConfirm contains 'e'	Displays alert message Displays alert message Asks for input again until 'y' or 'n' is entered	Displays alert message Displays alert message Asks for input again until 'y' or 'n' is entered	P
	3	Terminating Delete Record option	cTopic contains "0"	Stops executing Edit Record and prompts user if they wish to return to Admin Section	Stops executing Edit Records and prompts user if they wish to return to Admin Section	P
isNewPlayer	1	Testing with New Player	*playerName contains address to "Chiaki" (no player named "Chiaki" in score.txt)	Returns 1	Returns 1	P
	2	Testing with Old Player	*playerName contains address to "Rei" (there exists a player named "Rei" in score.txt)	Returns 0	Returns 0	P
	3	Terminating Play Game option	*playerName contains address to "0"	Returns 0	Returns 0	P
sortRanking	1	Player scores are in no particular order	player contains: Hector 5 Elise 7 Alex 4 Jo 0 XunAn 1	player contains: Elise 7 Hector 5 Alex 4 XunAn 1 Jo 0	player contains: Elise 7 Hector 5 Alex 4 XunAn 1 Jo 0	P
	2	Player scores are in ascending order	player contains: Jo 0 XunAn 1 Alex 4 Hector 5 Elise 7	player contains: Elise 7 Hector 5 Alex 4 XunAn 1 Jo 0	player contains: Elise 7 Hector 5 Alex 4 XunAn 1 Jo 0	P
	3	Player scores are in descending order	player contains: Elise 7 Hector 5 Alex 4 XunAn 1 Jo 0	player contains: Elise 7 Hector 5 Alex 4 XunAn 1 Jo 0	player contains: Elise 7 Hector 5 Alex 4 XunAn 1 Jo 0	P

updatePlayerInfo	1	Player finishes playing and chooses to stop playing	*name contains "Elise" final score contains 9	appends Elise <new line> 9 <new line>< new line> to "score.txt"	appends Elise <new line> 9 <new line>< new line> to "score.txt"	P
	2	Player does not finish playing	Player does not finish playing	"score.txt" does not get updated	"score.txt" does not get updated	P
	3	Terminating Play Game option	Player enters 0 for playerName, indicating they wish to exit	"scores.txt" does not get updated	"scores.txt" does not get updated	P
readPlayerInfo	1	Score file contains scores in no particular order	score.txt contains Un\n9\n\n, Trois\n6\n\n, Deux\n7\n\n	score.txt contains Un\n9\n\n, Deux\n7\n\n, Trois\n6\n\n	score.txt contains Un\n9\n\n, Deux\n7\n\n, Trois\n6\n\n	P
	2	Score file contains scores in ascending order	score.txt contains Trois\n6\n\n, Deux\n7\n\n, Un\n9\n\n	score.txt contains Un\n9\n\n, Deux\n7\n\n, Trois\n6\n\n	score.txt contains Un\n9\n\n, Deux\n7\n\n, Trois\n6\n\n	P
	3	Score file contains scores in descending order	score.txt contains Un\n9\n\n, Deux\n7\n\n, Trois\n6\n\n	score.txt contains Un\n9\n\n, Deux\n7\n\n, Trois\n6\n\n	score.txt contains Un\n9\n\n, Deux\n7\n\n, Trois\n6\n\n	P
initPlayer	1	New Player enters their name	playerName contains "Chiaki" (no player named "Chiaki" in score.txt)	Initializes variables needed for the New Player returns nInitialize = 1	Initializes variables needed for the New Player returns nInitialize = 1	P
	2	Old Player enters their name	playerName contains "Rei" (there exists a player named "Rei" in score.txt)	Displays alert message and prompts user to enter name again until they choose to exit or a New Player enters their name	Displays alert message and prompts user to enter name again until they choose to exit or a New Player enters their name	P
	3	Terminating Play Game option	playerName contains "0"	Stops executing Play Game option and displays acknowledgement message returns nInitialize = 0	Stops executing Play Game option and displays acknowledgement message returns nInitialize = 0	P
randomizeQuestion	1	All questions in that topic has already been asked	uniqueRandom[k] == 4 isAnswered[j] == 1 found == 0 (searched all questions but every question has been answered)	*random = -1 This will result in a notice message i.e. all questions under that topic has been asked	*random = -1 This will result in a notice message i.e. all questions under that topic has been asked	P

	2	There exists some Question that has not yet been asked	uniqueRandom[k] == 2 isAnswered[j] == 0 found = 1 (question that has not been answered is found)	*random = 2 isAnswered[j] = 1 Passes number to be asked to *random	*random = 2 isAnswered[j] = 1 Passes number to be asked to *random	P
	3	Input topic does not match one of available topics	topic contains "Cars" (no questions with the topic "Cars")	Does not generate random question	Does not generate random question	P
playGame	1	Player got answer right	record[j].Choice[playerAns-1] contains "Saffron" record[j].Answer contains "Saffron"	Score increases by one and Displays current score	Score increases by one and Displays current score	P
	2	Player got answer wrong	record[j].Choice[playerAns-1] contains "UK" record[j].Answer contains "Italy"	Score stays the same and Displays current score	Score stays the same and Displays current score	P
	3	All questions under topic have been asked	random = -1	Displays notice message i.e. all questions under that topic has been asked	Displays notice message i.e. all questions under that topic has been asked	P
importData	1	Importing from existing file	FILENAME contains "test-import.txt" (file exists in same directory)	Imports the file and displays acknowledgement message	Imports the file and displays acknowledgement message	P
	2	Importing from non-existing file	FILENAME contains "test-import-2.txt" (no file named test-import-2.txt)	Tells Admin "File does not exist" and stops executing action	Tells Admin "File does not exist" and stops executing action	P
	3	Terminating Import Data option	FILENAME contains "0"	Stops executing action and displays acknowledgement message	Stops executing action and displays acknowledgement message	P
exportData	1	Exporting to existing file	FILENAME contains "test-export.txt" (file exists in same directory)	Overwrites the file and displays acknowledgement message	Overwrites the file and displays acknowledgement message	P
	2	Exporting to non-existing file	FILENAME contains "test-export-2.txt" (no file named test-import-2.txt)	Creates a new file and displays acknowledgement message	Creates a new file and displays acknowledgement message	P
	3	Terminating Export Data option	FILENAME contains "0"	Stops executing action and displays acknowledgement message	Stops executing action and displays acknowledgement message	P