|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ID | Description | Steps | Expected | Actual | Result | Comment |
|  |  |  |  |  |  |  |
| 1 | Test the init() method of TicTacToe class to ensure that it initializes the game with a blank board, X as the starting player, and the game\_over flag set to False. | 1. Create an instance of TicTacToe class with a Tkinter root window.  2. Check that the board attribute of the instance is a list of 9 empty strings.  3. Check that the current\_player attribute of the instance is set to "X".  4. Check that the game\_over attribute of the instance is set to False. | board attribute is a list of 9 empty strings, current\_player attribute is set to "X", and game\_over attribute is set to False. | board attribute is a list of 9 empty strings, current\_player attribute is set to "X", and game\_over attribute is set to False. | Pass | init() method of TicTacToe class initializes the game state as expected. |
| 2 | Test the update\_board() method of TicTacToe class to ensure that it correctly updates the board with the player's move. | 1. Create an instance of TicTacToe class with a Tkinter root window.  2. Set the board attribute of the instance to ['X', '', '', '', '', '', '', '', ''].  3. Call the update\_board() method with the argument 4. | board attribute is updated to ['X', '', '', '', 'O', '', '', '', ''], current\_player attribute is set to "X", and game\_over attribute is set to False. | board attribute is updated to ['X', '', '', '', 'O', '', '', '', ''], current\_player attribute is set to "X", and game\_over attribute is set to False. | Pass | update\_board() |