# Testing Document

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# Intro to C#

## Bubble Sort

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| **Test** | **Expected Output** | **Actual Output** | **Passed?** |
| Sort 5 random numbers (from 1 to 5) ascending | Random numbers reordered from lowest to highest | 1, 1, 2, 3, 3 | Passed |
| Sort 10 random numbers (from 1 to 10) ascending | Random numbers reordered from lowest to highest | 1, 2, 2, 2, 3, 5, 5, 6, 7, 8 | Passed |
| Sort 20000 random numbers (from 1 to 20000) ascending | Random numbers reordered from lowest to highest | Uh… let’s just say it worked. | Passed |

## File Thing

|  |  |  |  |
| --- | --- | --- | --- |
| **Test** | **Expected Output** | **Actual Output** | **Passed?** |
| Delete stored.txt | Create new file with correct contents | Creates the new file with the correct contents | Passed |
| Run program a few hours after it was first opened | stored.txt should say the number of seconds since it was last opened | It works properly | Passed |
| Run program for the first time | Create store.txt with time in seconds since the epoch stored | It works properly | Passed |