## Test cases for "Halifax Map".

## > New Intersection:

- Positive value for x and positive value for y
- Positive value for x and negative value for y
- Negative value for x and positive value for y
- Negative value for x and negative value for y
- Value of x and y which already exist

## Define Road:

- 1<sup>st</sup> intersection's co-ordinates which exist and 2<sup>nd</sup> intersection's co-ordinates which exist
- 1<sup>st</sup> intersection's co-ordinates which exist and 2<sup>nd</sup> intersection's co-ordinates which does not exist
- 1<sup>st</sup> intersection's co-ordinates which does not exist and 2<sup>nd</sup> intersection's co-ordinates which exist
- 1<sup>st</sup> intersection's co-ordinates which does not exist and 2<sup>nd</sup> intersection's co-ordinates which does not exist
- Co-ordinates for 1<sup>st</sup> and 2<sup>nd</sup> intersections for which a road already exists
- Invoke the function before adding any new intersection co-ordinates

## > Navigate:

- Source co-ordinate which exist and destination co-ordinate which exist
- Source co-ordinate which exist and destination co-ordinate which does not exist
- Source co-ordinate which does not exist and destination co-ordinate which exist
- Source co-ordinate which does not exist and destination co-ordinate which does not exist
- Co-ordinates where source and destination are same and it exists
- Co-ordinates where source and destination are same and it does not exist
- Invoke the function before adding any new intersection co-ordinates
- Invoke the function before creating any roads
- Source or destination co-ordinate which is not connected to the graph

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