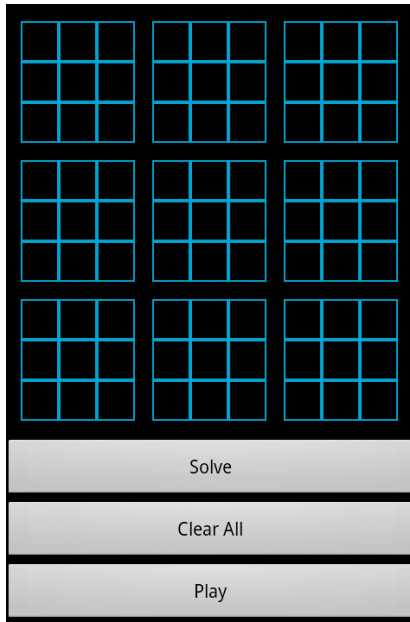


Manual Test Plan

Test Suite -Test play/solve button

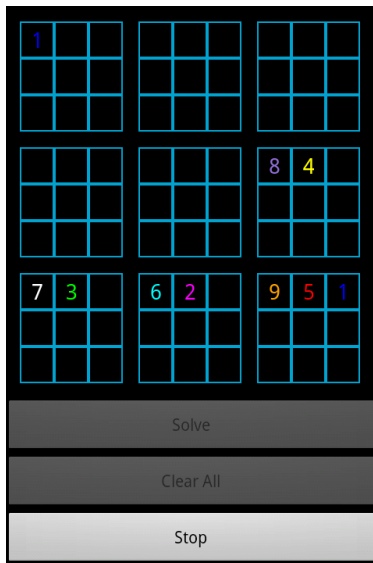
Test 1 (Test play button):

1) start the program



2.) Press Play

Observe that music is playing and that the “play” button now says “stop”



3.) Exit Program to stop test.

Test 2 (Test stop button)

- 1) Start program
- 2) Press Play and observe that the “play” button now says “stop”
- 3) Press the Stop Button
- 4) Observe that
 - a) music has stopped
 - b) no new numbers are being inserted
 - c) The “stop” button now says “play”



Test 3 (Test almost solved puzzle)

This test tests to see if the puzzle can be solved towards the end.

1) Start program

2) Insert this puzzle as you can see here

(Notice that only a few boxes are left empty)

9	6	1	4	7	5	2	3	8
8	3	7	2	9	6	5	4	1
2	4	5	8	3	1	6	9	7
5	7	2	3		9	4	1	6
3	1	4		5		8	7	9
6	8	9	7		4	3	5	2
1	5	8	9	6	3	7	2	4
7	2	3	1		8	9	6	5
4	9	6	5		7	1	8	3

Solve

Clear All

Play

3) Now Press Play and wait for puzzle to finish

Now Observe that

a) Music started playing and then stopped playing

b) The “play” button changed to “stop” and back to “play”

c) The Puzzle now looks like this:

(Ignore the colors of the numbers)

9	6	1	4	7	5	2	3	8
8	3	7	2	9	6	5	4	1
2	4	5	8	3	1	6	9	7
5	7	2	3	8	9	4	1	6
3	1	4	6	5	2	8	7	9
6	8	9	7	1	4	3	5	2
1	5	8	9	6	3	7	2	4
7	2	3	1	4	8	9	6	5
4	9	6	5	2	7	1	8	3

Solve

Clear All

Stop