

## Black Box Test Plan: Video Poker program

**Introduction:** Each test case below assumes that the card's directory contains the card image files. The text in bold in the **Description** column represents the test inputs to the program. You can stop program execution by pressing Ctrl+C.

List first 10 cards in Deck for your implementation when using a seed of 1:

Test ID	Description	Expected Results	Actual Results
testInitialGUI  Author: Dr. Balik	csc\$ java -cp bin VideoPokerGUI 1  (Ctrl+C to stop execution)	GUI entitled "Video Poker" is displayed with 5 Heart cards (10 - Ace), (disabled) Score Hand, New Game, Quit, and 5 Red Replace buttons. Status: Press New Game to Start! Points: 100	GUI entitled "Video Poker" is displayed with 5 Heart cards (10 - Ace), (disabled) Score Hand, New Game, Quit, and 5 Red Replace buttons. Status: Press New Game to Start! Points: 100
testNewGame  Author: Dr. Balik	csc\$ java -cp bin VideoPokerGUI 1  <b>Click on New Game button</b>  (Ctrl+C to stop execution)	GUI displays [s13, s2, c10, s10, c8] Points: 90	GUI displays [s13, s2, c10, s10, c8] Points: 90
testQuit  Author: Dr. Balik	csc\$ java -cp bin VideoPokerGUI 1  <b>Click on Quit button</b>	GUI closes	GUI closes

testScoreHandWithNo Replacements  Author: Dr. Balik	csc\$ java -cp bin VideoPokerGUI 1  <b>Click on New Game button</b> <b>Click on Score Hand button</b>	GUI displays [s13, s2, c10, s10, c8] Status: One Pair Points: 97	GUI displays [s13, s2, c10, s10, c8] Status: One Pair Points: 97
testOneReplacement  Author: Dr. Balik	csc\$ java -cp bin VideoPokerGUI 1  <b>Click on New Game button</b> <b>Click on Replace button under first card</b> <b>Click on Score Hand button</b>	GUI displays [c11, s2, c10, s10, c8] Status: One Pair Points: 97	GUI displays [c11, s2, c10, s10, c8] Status: One Pair Points: 97
testAllReplacement	csc\$ java -cp bin VideoPokerGUI 3  <b>Click on New Game button</b> <b>Click on Replace button under all cards</b> <b>Click on Score Hand button</b>	GUI displays [h4, h10, s12, s3, h6] Status: No Pair Points: 90	GUI displays [h4, h10, s12, s3, h6] Status: No Pair Points: 90
testTwoPairs	csc\$ java -cp bin VideoPokerGUI 3  <b>Click on New Game button</b> <b>Click on Score Hand button</b>	GUI displays [d9, s14, c14, c2, s9] Status: Two Pairs Points: 100	GUI displays [d9, s14, c14, c2, s9] Status: Two Pairs Points: 100
testStraight	csc\$ java -cp bin VideoPokerGUI 8  <b>Click on New Game button</b>	GUI displays [s10, s12, h14, c13, d11] Status: Straight Points: 115	GUI displays [s10, s12, h14, c13, d11] Status: Straight Points: 115

	<b>Click on Replace button under first and fifth cards</b> <b>Click on Score Hand button</b>		
testFlush	csc\$ java -cp bin VideoPokerGUI 38  <b>Click on New Game button</b> <b>Click on Replace button under fourth card</b>	GUI displays [s6, s13, s5, s14, s2] Status: Flush Points: 120	GUI displays [s6, s13, s5, s14, s2] Status: Flush Points: 120
testThreeOfAKind	csc\$ java -cp bin VideoPokerGUI 23  <b>Click on New Game button</b> <b>Click on Replace button under third card</b> <b>Click on Score Hand button</b>	GUI displays [c2, c9, s9, d6, d9] Status: Three of a kind Points: 105	GUI displays [c2, c9, s9, d6, d9] Status: Three of a kind Points: 105