**Scenario and use case format**

**Scenario configuration**

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| **Name** | **Class** | **Scenario** |
| setupStage1 | HashTableTest | A Node<Integer, String> class object with K=1 and V=”persona1”  A Node<Integer, String> class object with K=456 and V=”persona2”  A Node<Integer, String> class object with K=719 and V=”persona3”  A Node<Integer, String> class object with K=3 and V=”persona4” |
| setupStage2 | HashTableTest | A Node<Integer, String> class object with K=1 and V=”persona1”  A Node<Integer, String> class object with K=456 and V=”persona2”  A Node<Integer, String> class object with K=719 and V=”persona3”  A Node<Integer, String> class object with K=3 and V=”persona4”  A Node<Integer, String> class object with K=523 and V=”persona5”  A Node<Integer, String> class object with K=6455 and V=”persona6”  A Node<Integer, String> class object with K=71 and V=”persona7”  A Node<Integer, String> class object with K=309 and V=”persona8”  A Node<Integer, String> class object with K=864 and V=”persona9”  A Node<Integer, String> class object with K=69 and V=”persona10”  A Node<Integer, String> class object with K=4879 and V=”persona11”  A Node<Integer, String> class object with K=305 and V=”persona12”  A Node<Integer, String> class object with K=956 and V=”persona13”  A Node<Integer, String> class object with K=895 and V=”persona14”  A Node<Integer, String> class object with K=425 and V=”persona15”  A Node<Integer, String> class object with K=532 and V=”persona16” |
| setupStage3 | HashTableTest | A Node<Integer, String> class object with K=1 and V=”persona1”  A Node<Integer, String> class object with K=1 and V=”persona2”  A Node<Integer, String> class object with K=1 and V=”persona3”  A Node<Integer, String> class object with K=1 and V=”persona4” |

**Test cases design**

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| **Test Objective:** Verify that objects that are added and can be retrieved by their id when the table has no collisions, when it has collisions, and when it has objects with the same key | | | | |
| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado esperado** |
| HashTable | getValue & add | setupStage1 | K=1,  K=456,  K=719,  K=3. | V=”persona1”,  V=”persona2”,  V=”persona3”,  V=”persona4”. |
| HashTable | getValue & add | setupStage2 | K=1,  K=456,  K=719,  K=3,  K=523,  K=6455,  K=71,  K=309,  K=864,  K=69,  K=4879,  K=305,  K=956,  K=895,  K=425,  K=532. | V=”persona1”,  V=”persona2”,  V=”persona3”,  V=”persona4”,  V=”persona5”,  V=”persona6”,  V=”persona7”,  V=”persona8”,  V=”persona9”,  V=”persona10”,  V=”persona11”,  V=”persona12”,  V=”persona13”,  V=”persona14”,  V=”persona15”,  V=”persona16”. |
| HashTable | getValue & add | setupStage3 | K=1,  K=1,  K=1,  K=1. | V=”persona1”,  V=”persona1”,  V=”persona1”,  V”persona1”. |

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| --- | --- | --- | --- | --- |
| **Objetivo de la Prueba:** Verify that objects that are added, can be removed from the table, by their id when the table has no collisions, when it has collisions, and when it has objects with the same key | | | | |
| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado esperado** |
| HashTable | remove | setupStage1 | K=1,  K=456,  K=719,  K=3. | “”,  “”,  “”,  “”, |
| HashTable | remove | setupStage2 | K=1,  K=456,  K=719,  K=1,  K=456,  K=719, | “”,  “”,  “”,  “Value not found to delete”,  “Value not found to delete”  “Value not found to delete”. |
| HashTable | remove y getValue (intercalados) | setupStage3 | K=1,  K=1,  K=1,  K=1.  K=1,  K=1,  K=1,  K=1,  K=1. | “”,  “persona1”  “”,  “persona1”  “”  “persona1”  “”  Null  “Value not found to delete” |