

Testing Documentation

Black-Box Tests for the Whole System (1.0.0)

<u>Test Case #</u>	<u>Requirement Testing</u>	<u>Rationale</u>	<u>Input(s)</u>	<u>Expected Output</u>	<u>Passed?</u>
1	1.1.1	User should be able to fold	User selects the "Fold" option	Acknowledgment that the user has folded and proper disbursement of chips	Yes
2	1.1.2	User should be able to bet/raise if they have enough chips	User selects the "Bet" or "Raise" option and provides a valid raise amount	The proper amount of chips should be added to the pot and deducted from the player	Yes
3	1.1.2	User should not be able to bet/raise an invalid number of chips (i.e. more chips than they have or a negative number of chips)	User selects the "Bet" or "Raise" option and provides an invalid raise amount	The user should be informed that they attempted to raise by an invalid amount	yes
4		User should be asked whether they would like to play another hand after each round.	User types "y" or "n".	If the user types "y", a new hand should begin. If the user types "n", the user should be asked if they would like to begin a new game.	Yes
5		User should be able to begin a new game after the hands have been completed.	User types "y" or "n".	If the user types "y", a new game should begin. If the user types "n", the program should exit.	Yes

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White-Box Tests for PostFlopHandRanker.java (1.0.0)

<u>Test Case #</u>	<u>Requirement Testing</u>	<u>Rationale</u>	<u>Input(s)</u>	<u>Expected Output</u>	<u>Passed?</u>
1	1.2.1	Hands should be evaluated quickly	A series of 100,000 hands to evaluate	A ranking for each hand in less than 10 seconds	Yes
2	1.2.1	5, 6, and 7 card hands should all be considered valid input	A series of 5, 6, and 7 card hands	Valid rankings for each hand, regardless of size	
3	1.2.1	Hands containing a straight flush should be associated with an appropriate ranking starting with a 9	A series of 5-card hands containing various straight flushes		
4	1.2.1	Play only continues when all players have the same number of chips in the pot or are all in	Chips in pot and available chips for each	Continue to next hand or card	Bot never raises. We need to test this after bot starts raising

			player		
5	1.2.1	All five cards are used in hand ranking	Return values from PostFlopH and Ranker	Pots should not be split in cases where the only difference is a one or two card difference in card value	Yes
6	1.2.1	The dealer updates to the player after the dealer following each hand	Dealer from previous hand, next player after dealer	Dealer should consistently progress with each hand	Yes
7	1.2.1	Raises fall within acceptable raise limits	Min/max raise amounts and amount attempted to be raised by bot/player	With the exception of an all in for less, all bets should fall between the min/max amounts	Needs evaluated after bot makes raises
8	1.2.1	Blinds are collected each round	big/small blinds, chips in pot for players	Each hand should begin with the blinds being posted by each player. Dealer = SB, other	Yes

				player = BB	
9	1.2.1	Chips are correctly distributed	Player hand ranks, and each player's chips in pot	The correct player wins the chips. If the player was 'all-in', then they cannot collect more chips from any other player than what they contributed to the pot	
10	1.2.1	System should respond appropriately to invalid user input for game modification	Player's response	If an invalid response is received, system should catch response and ask player again	Yes
11	1.2.1	System should respond appropriately to invalid game continuation questions	Player's response	If an invalid response is received, system should catch	Yes

				response and ask player again	
12	1.2.1	System should respond appropriately to invalid actions	Player's response to raise/call/c heck/all in prompts	Verify an acceptabl e response was received, if not reprompt	Yes
13	1.2.1				
14	1.2.1				
15	1.2.1				
16	1.2.1				
17	1.2.1				
18	1.2.1				
19	1.2.1				
20	1.2.1				