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| **Test** | **Description** | **Result** |
| Enter ‘A’ “test” 0 at sim round selection | Test input validate function of initial input. | All test resulted in error prompt and re-prompt for data entry. |
| Enter 1 in sim round select 3 different cycles | Test Program program function and random assignment of creatures. | **Test 1:** ants and doodlebugs randomly assigned correctly.  **Test 2**:ants and doodlebugs randomly assigned correctly.  **Test 3:**ants and doodlebugs randomly assigned correctly. |
| Enter 10 in sim round select 3 different cycles | Test Program program function and critter behavior. | **Test 1:** ants and doodlebugs  behave appropriately.  **Test 2**:ants and doodlebugs  behave appropriately.  **Test 3:**ants and doodlebugs  behave appropriately. |
| Enter 100 in sim round select 3 different cycles | Test Program program function | **Test 1:** ants and doodlebugs  behave appropriately.  **Test 2**:ants and doodlebugs  behave appropriately.  **Test 3:**ants and doodlebugs  behave appropriately. |
| Enter 1000 in sim round select 3 different cycles | Test Program program function | **Test 1:** ants and doodlebugs  behave appropriately.  **Test 2**:ants and doodlebugs  behave appropriately.  **Test 3:**ants and doodlebugs  behave appropriately. |
| Enter ‘A’ “test” 0 at sim round selection | Test input validate function of restart input. | All test resulted in error prompt and re-prompt for data entry. |
| Enter 1 at restart menu | Should restart the program | Test was successful |
| Enter 2 at restart Menu | Should exit the program | Test was successful |