

TEST PATH AND TEST DATA

1. Method – addGame()

a. The test requirement for edge coverage are given as,

- 1) [1, 2, 3] - (maxPlayers<=0)
- 2) [1, 2, 4, 5] - (gameCounter >= (MAX_GAMES))
- 3) [1, 2, 4, 6, 7] - (name==null)
- 4) [1, 2, 4, 6, 8, 9] - (game != null)
- 5) [1, 2, 4, 6, 8, 10, 11] - addGame(String name,int maxPlayers)

b. The test data for the test cases are given as,

- 1) ("Cricket", -1)
- 2) (null,50)
- 3) "Kamal", 11
"Karthik", 10
"Prasanna", 9
"Prabhu", 8
"Ramki", 7
"Abbas", 6
"Prashanth", 5
"Rajini", 4
"Mohan", 3
"MGR", 2
"Sivaji", 1
"Vikram", 1
"Vijay", 1
"Ajith", 1
"Ram", 1
"Mohamed", 1
"Das", 1
"Sachin", 1
"Dhoni", 1
"Srini", 1
- 4) "Cricket",50
- 5) "Cricket",50

2. Method – searchGame()

a. The test requirement for edge coverage are given as,

- 1) [1, 2, 4] – (name == null)
- 2) [1, 2, 3, 5] - (storedGame.name.equals(name))

b. The test data for the test cases are given as,

- 1) ("Cricket")
- 2) ("Cricket")

3. Method – addPlayer()

a. The test requirement for edge coverage are given as,

- 1) [1, 2, 3] – (player != null)
- 2) [1, 2, 4, 5] - (storedGame==null)
- 3) [1, 2, 4, 6, 7] - (playerList[playerCounter] = player)

b. The test data for the test cases are given as,

- 1) ("Karthik", b)
- 2) ("Karthik", b)
- 3) ("Karthik", b)

4. Method – addSchedule()

a. The test requirement for edge coverage are given as,

- 1) [1, 2, 3] – (day != null)
- 2) [1, 2, 4, 5] - (storedGame==null)
- 3) [1, 2, 4, 6, 7] - scheduleList[scheduleCounter] = day;

b. The test data for the test cases are given as,

- 1) ("Wednesday", ln)
- 2) ("Wednesday", ln)
- 3) ("Wednesday", ln)

5. Method – searchPlayer()

a. The test requirement for edge coverage are given as,

- 1) [1, 2, 4] – (name == null)
- 2) [1, 2, 3, 5] - (storedGame.name.equals(name))

b. The test data for the test cases are given as,

- 1) ("Karthik")
- 2) ("Karthik")

6. Method – searchDay()

a. The test requirement for edge coverage are given as,

- 1) [1, 2, 4] – (name == null)
- 2) [1, 2, 3, 5] - (storedGame.name.equals(name))

b. The test data for the test cases are given as,

- 1) ("Wednesday")
- 2) ("Wednesday")

7. Method – displayGameWiseSchedule()

a. The test requirement for edge coverage are given as,

- 1) [1, 2, 3] – (game==null)
- 2) [1, 2, 4, 6, 8] – (playerName==null)
- 3) [1, 2, 4, 5, 6, 8] - (dayName==null)
- 4) [1, 2, 4, 5, 6, 7, 8] – (sb.append(dayName))

b. The test data for the test cases are given as,

- 1) ("Cricket")
- 2) ("Football")

8. Method – displayDayWiseSchedule()

a. The test requirement for edge coverage are given as,

- 1) [1, 2, 3] – (schedule==null)
- 2) [1, 2, 4, 8] – (g == null)
- 3) [1, 2, 4, 5, 8] - (name==null)
- 4) [1, 2, 4, 5, 6, 7, 8] – (sb.append(" "+name+"\n"))

b. The test data for the test cases are given as,

- 1) "Wednesday"
- 4) "Wednesday"

9. Method – displayPlayerWiseSchedule()

a. The test requirement for edge coverage are given as,

- 1) [1, 2, 3] – (player==null)
- 2) [1, 2, 4, 8] – (g == null)
- 3) [1, 2, 4, 5, 8] - (name==null)
- 4) [1, 2, 4, 5, 6, 7, 8] – (sb.append(" "+name+"\n"))

b. The test data for the test cases are given as,

- 1) "Wednesday"
- 4) "Wednesday"