1. Research and explain the purpose of a “Software Test Plan”.

A Software Test Plan is a document describing the testing scope and activities. It is the basis for formally testing any software/product in a project. ISTQB Definition. test plan: A document describing the scope, approach, resources and schedule of intended test activities.

1. Research and explain the purpose of a “Software Test Case”.

Test plan. A test plan is a document detailing the objectives, target market, internal beta team, and processes for a specific beta test for a software or hardware product. The plan typically contains a detailed understanding of the eventual workflow.

1. Complete the following test cases as you work on your TicTacToe Program.

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| --- | --- | --- |
| **ID** | **User Input** | **Result** |
| 1.1 | Player “X” enters a row number move | It works |
| 1.1 | Player “X” enters a column number move | It works |
| 1.1 | Player “O” enters a row number move | It works |
| 1.1 | Player “O” enters a column number move | It works |
|  |  |  |
| 2.1 | Player enters a row number move less than 0 | Index error |
| 2.2 | Player enters a row number move greater than 2 | Index error |
| 2.3 | Player enters a row number move greater that is not a number (i.e. includes letters or special characters) | Value error |
| 2.4 | Player enters a column number move less than 0 | Symbols are in a spot that can’t be there |
| 2.5 | Player enters a column number move greater than 2 | Index error |
| 2.6 | Player enters a column number move greater that is not a number (i.e. includes letters or special characters) | Value error |
| 2.7 | Player “X” makes a move that is already occupied by player “O” | The program prints BAD move, try again |
| 2.8 | Player “O” makes a move that is already occupied by player “X” | The program prints BAD move, try again |
|  |  |  |
| 3.1 | Player “X” wins the game | Doesn’t work |
| 3.2 | Player “O” wins the game | Doesn’t work |
|  |  |  |