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”.

A test case is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly. The process of developing test cases can also help find problems in the requirements or design of an application.

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

|  |  |  |
| --- | --- | --- |
| **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 cannot 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 | it works |
| 3.2 | Player “O” wins the game | It works |
|  |  |  |