**TEST PLAN:**

**High level test plan**

| **Test ID** | **Description** | **Exp I/P** | **Exp O/P** | **Actual O/P** | **Type Of Test** |
| --- | --- | --- | --- | --- | --- |
| H\_01 | Test **checkRows** function to check if somone won | [- O -,X X X,O O -] | 1 | 1 | Scenario Based |
| H\_02 | Test **checkRows** function to check if someone did not win | [X O -,X - -,- O -] | 0 | 0 | Scenario based |
| H\_03 | Test **checkColumns** function to check if someone won | [X O -,X - -,X O -] | 1 | 1 | Scenario based |
| H\_04 | Test **checkColumns** function to check if someone did not win | [X O -,X - -,- O -] | 0 | 0 | Scenario based |
| H\_05 | Test **checkDiagonals** function to check if someone won | [X O -,- X -,X O X] | 1 | 1 | Scenario based |
| H\_06 | Test **checkColumns** function to check if someone did not win | [X O -,X - -,X O -] | 0 | 0 | Scenario based |

**Low level test plan**

| **Test ID** | **Description** | **Exp IN** | **Exp OUT** | **Actual Out** | **Type Of Test** |
| --- | --- | --- | --- | --- | --- |
| L\_01 | Test **changeTurn** function for Player 1 | 1 | 2 | 2 | Scenario based |
| L\_02 | Test **changeTurn** function for Player 2 | 2 | 1 | 1 | Scenario based |
| L\_03 | Test **getSymbol** function for Player 1 | 1 | X | X | Scenario based |
| L\_04 | Test **getSymbol** function for Player 2 | 2 | O | O | Scenario based |
| L\_05 | Test **isGridFull** function when grid is full | [O O X,X X X,O O X] | 1 | 1 | Scenario Based |
| L\_06 | Test **isGridFull** function when grid is full | [- O X,X - X,O - X] | 0 | 0 | Scenario Based |