Features to be tested

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| --- | --- |
| Function | What does the function do |
| void initialize() | generates a random number |
| int generateRandomNumberInRange() | generates numbers in range from 0 to 7 |
| vector<int>  generateDistinctRandomNumbersInRange() | generates every single number from 0 to 7 |
| vector<int>  generateRandomNumbersInRange() | randomizes the generated numbers |
| int guessedNumbers() | counts every guessed number |
| int guessedNumbersAndPositions() | counts every guessed number and its position |
| vector <int>  enterPlayerNumbers() | checks if the numbers are in range |
| void playTask() | generates the two tasks |
| int main() | this is the menu of our game |

Testing tasks

|  |  |  |
| --- | --- | --- |
| Features | Value | State |
| if (instructions == 'Y') | Y | Working |
| else if (instructions == 'N') | N | Working |
| if (opponent == '2') | 1 | Working |
| Else | 2 | Working |
| vector  <int> enterPlayerNumbers() | 0 1 2 3 4 5 6 7 | player 2 guess the numbers(Working) |
| vector  <int> enterPlayerNumbers() | 0 1 2 3 4 5 6 7 | You have guessed-2 numbers  You have guessed-1 numbers and their positions Enter 8 numbers for your guess(Working) |
| void playTask() | 1 | Working |
| void playTask() | 2 | Working |
| int guessedNumbers() | 0 1 2 3 4 5 6 7 | You have guessed – 8 numbers(Working) |
| int guessedNumbersAndPositions() | 0 1 2 3 3 4 5 6 7 | You have guessed – 8 numbers and their positions(Working) |