

## System Test Plan: WhackaMole program

**Introduction:** Each test case below assumes that the images directory contains the symbol image files. The text in bold in the **Description** column represents the test inputs to the program. In test mode, once input is complete, clicking on the STOP button will halt the program at that point so the actual results can easily be recorded. Either a written description of the GUI display or a screen shot (using Insert -> Image) is acceptable for actual results.

Test ID	Description	Expected Results	Actual Results
testInitialGUI  Author: Dr. Balik	\$ java -cp bin WhackaMoleGUI -t	<p>GUI entitled “Whack A Mole” is displayed with 5 rows and 5 cols of symbols(animals), PLAY and QUIT buttons.</p> <p>Welcome to the Whack a Mole Game -- Press PLAY to start a new game!</p> <p>Total Score: 0 Number of Misses: 0</p> <p>The symbols displayed in order worth (points) are: cat(10),dog(15),tiger(30),frog(20), cat(10) tiger(30),lion(40),dog(15),tiger(30),frog(20), lion (40),frog(20),mole(50),dog(15),cat(10), frog (20),dog(15),tiger(30),cat(10),lion(40), cat (10),frog(20),lion(40),dog(15),tiger(30)</p>	<p>GUI entitled “Whack A Mole” is displayed with 5 rows and 5 cols of symbols(animals), PLAY and QUIT buttons.</p> <p>Welcome to the Whack a Mole Game -- Press PLAY to start a new game!</p> <p>Total Score: 0 Number of Misses: 0</p> <p>The symbols displayed in order worth (points) are: cat(10),dog(15),tiger(30),frog(20), cat(10) tiger(30),lion(40),dog(15),tiger(30), frog(20), lion (40),frog(20),mole(50),dog(15),cat(10),</p>

			frog (20),dog(15),tiger(30),cat(10),lion(40), cat (10),frog(20),lion(40),dog(15),tiger(30)
testPlayGame  Author: Dr. Balik	\$ java -cp bin WhackaMoleGUI -t  <b>Click on PLAY button</b> <b>Click on each animal in row 0 when they are displayed.</b> When the symbol in row 1, col 0 (tiger) is displayed, <b>click on the STOP button</b> to halt the game.	GUI displays:  Play Game -- click on an animal to score points!  Total Score: 85 Number of Misses: 0  Symbols in row 0 from left to right (cat, dog, tiger, frog, cat) with yellow highlighted background followed by symbol in row 1, col 0 (tiger) with white background.	GUI displays:  Play Game -- click on an animal to score points!  Total Score: 85 Number of Misses: 0  Symbols in row 0 from left to right (cat, dog, tiger, frog, cat) with yellow highlighted background followed by symbol in row 1, col 0 (tiger) with white background.
testQuit  Author: Dr. Balik	\$ java -cp bin WhackaMoleGUI -t  <b>Click on QUIT button</b>	GUI closes	GUI closes

testClickOnSymbol  Author: Dr. Balik	<pre>\$ java -cp bin WhackaMoleGUI -t</pre> <p><b>Click on PLAY button</b>  <b>Do not click on the symbol displayed in row 0 col 0 (cat).</b>  <b>Click on the symbol displayed in row 0, col 1 (dog)</b> when it appears.  When the symbol in row 0 col 2 (tiger) is displayed, <b>click on the STOP button</b> to halt the game.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 15 Number of Misses: 1</p> <p>Symbol in row 0, col 1 (dog) is displayed with yellow highlighted background followed by symbol in row 0 col 2 (tiger) with a white background.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 15 Number of Misses: 1</p> <p>Symbol in row 0, col 1 (dog) is displayed with yellow highlighted background followed by symbol in row 0 col 2 (tiger) with a white background.</p>
testClickOnSymbol  Author: Dr. Balik	<pre>\$ java -cp bin WhackaMoleGUI -t</pre> <p><b>Click on PLAY button</b>  <b>Do not click on the symbol displayed in row 0 col 0 (cat).</b>  <b>Click on the symbol displayed in row 0, col 1 (dog)</b> when it appears.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 15 Number of Misses: 1</p> <p>Symbol in row 0, col 1 (dog) is</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 15 Number of Misses: 1</p> <p>Symbol in row 0, col 1 (dog) is</p>

	When the symbol in row 0 col 2 (tiger) is displayed, <b>click on the STOP button</b> to halt the game.	displayed with yellow highlighted background followed by symbol in row 0 col 2 (tiger) with a white background.	displayed with yellow highlighted background followed by symbol in row 0 col 2 (tiger) with a white background.
testClickOnSymbol  Author: Dr. Balik	<pre>\$ java -cp bin WhackaMoleGUI -t</pre> <p><b>Click on PLAY button</b>  <b>Do not click on the symbol displayed in row 0 col 0 (cat) or 0,1.</b>  <b>Click on the symbol displayed in row 0, col 2 (tiger)</b> when it appears.  When the symbol in row 0 col 2 (tiger) is displayed, <b>click on the STOP button</b> to halt the game.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 30 Number of Misses: 2</p> <p>Symbol in row 0, col 2 (tiger) is displayed with yellow highlighted background followed by symbol in row 0 col 3 (frog) with a white background.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 30 Number of Misses: 2</p> <p>Symbol in row 0, col 2 (tiger) is displayed with yellow highlighted background followed by symbol in row 0 col 3 (frog) with a white background.</p>
testClickOnSymbol  Author: Dr. Balik	<pre>\$ java -cp bin WhackaMoleGUI -t</pre> <p><b>Click on PLAY button</b>  <b>Do not click on the symbol displayed until 0,3 appears.</b></p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 20 Number of Misses: 3</p> <p>Symbol in row 0, col 3 (frog) is</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 20 Number of Misses: 3</p>

	When the symbol is displayed, <b>click on the STOP button</b> to halt the game.	displayed with yellow highlighted background followed by symbol in row 0 col 3 (cat) with a white background.	Symbol in row 0, col 3 (frog) is displayed with yellow highlighted background followed by symbol in row 0 col 3 (cat) with a white background.
testClickOnSymbol  Author: Dr. Balik	\$ java -cp bin WhackaMoleGUI -t  <b>Click on PLAY button</b> <b>Do not click on the symbol displayed until 0,4</b> appears. When the symbol is displayed, <b>click on the STOP button</b> to halt the game.	GUI displays:  Play Game -- click on an animal to score points!  Total Score: 10 Number of Misses: 4  Symbol in row 0, col 4(cat) is displayed with yellow highlighted background followed by symbol in row 1 col 0 (tiger) with a white background.	GUI displays:  Play Game -- click on an animal to score points!  Total Score: 10 Number of Misses: 4  Symbol in row 0, col 4(cat) is displayed with yellow highlighted background followed by symbol in row 1 col 0 (tiger) with a white background.
testClickOnSymbol  Author: Dr. Balik	\$ java -cp bin WhackaMoleGUI -t  <b>Click on PLAY button</b>	GUI displays:  Play Game -- click on an animal to score points!	GUI displays:  Play Game -- click on an animal to score points!

	<p><b>Do not click on the symbol displayed until 1,0</b> appears. When the symbol is displayed, <b>click on the STOP button</b> to halt the game.</p>	<p>Total Score: 30 Number of Misses: 5</p> <p>Symbol in row 1, col 0 (tiger) is displayed with yellow highlighted background followed by symbol in row 1 col 1 (lion) with a white background.</p>	<p>Total Score: 30 Number of Misses: 5</p> <p>Symbol in row 1, col 0 (tiger) is displayed with yellow highlighted background followed by symbol in row 1 col 1 (lion) with a white background.</p>
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