Antonio José Cadavid– A00354484 Juan David Hernández - A00356210 Alejandro Suarez – A00359653

# 1) Functional Requirements

Name:	R. #1 Generate prime numbers.
Description:	The program must be able to generate (n) prime numbers. It must have three algorithms that can perform this task.
Input:	Amount (n) of prime numbers
Output:	A table bidimensional with de first (n) prime numbers

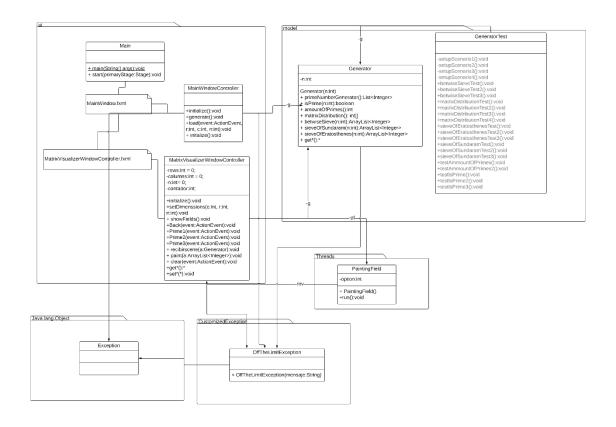
Name:	R. #2 Get input
Description:	The program must be able to receive the input from the user via a GUI.
	This input must be an integer (n) >0 and will be used to generate the prime numbers and create a matrix containing them in order to display them on the screen.
Input:	An input (n) that represents the maximum amount of prime numbers that must be generated.
Output:	<none></none>

Name:	R. #3 Generate Matrix
Description:	The program must generate a matrix containing all the integers from 0 to (n) where (n) is an input given by the user.
Input:	Input (n)
Output:	A matrix containing all the numbers from 0 to (n)

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Name:	R. #4 Differeance the primes numbers
Description:	as the algorithm finds that the number is or is not a prime, that is, that allows to show in real time the process performed by the algorithm to find these prime numbers.
Input:	<none></none>
Output:	Green: Prime numbers
	Red: Numbers not prime

#### 2) Class Diagram



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# 3) Test cases design

### Stage configuration

Name	Class	Stage
setupScenario1	GeneratorTest	An object of the Generator
		class with n=9
setupScenario2	GeneratorTest	An object of the Generator
		class with n=18
setupScenario3	GeneratorTest	An object of the Generator
		class with n=74
setupScenario4	GeneratorTest	An object of the Generator
		class with n=45

# Test Case Design

Test Objective: verify that the testIsPrime method works correctly by calculating if 5 is a prime number					
Class	Method	Stage	Input	Outcome	
GeneratorTest	testIsPrime	setupScenario1	n = 5	5 is a prime number	

<b>Test Objective:</b> verify that the testIsPrime2 method works correctly by calculating if 100 is a prime number				
Class	Method	Stage	Input	Outcome
GeneratorTest	testIsPrime2	setupScenario1	n = 100	100 is not a prime number

Test Objective: verify that the testIsPrime3 method works correctly by calculating if 1 is a prime number				
Class	Method	Stage	Input	Outcome
GeneratorTest	testIsPrime3	setupScenario1	n = 1	1 is not a prime number

<b>Test Objective:</b> Verify that the number of primes found by testAmmountOfPrimes is as expected				
Class	Method	Stage	Input	Outcome
GeneratorTest	testAmmountOfPrimes	setupScenario1	n = 9	There are 4 prime numbers

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Test Objective: Verify that the number of primes found by testAmmountOfPrimes2 is as expected				
Class	Method	Stage	Input	Outcome
GeneratorTest	testAmmountOfPrimes2	setupScenario2	n = 18	There are 7 prime numbers

Test Objective: Verify if the matrix distribution is the expected				
Class	Method	Stage	Input	Outcome
GeneratorTest	matrixDistributionTest	setupScenario1	n = 9	The matrix will have 3 rows and 3 columns

Test Objective: Verify if the matrix distribution is the expected				
Class	Method	Stage	Input	Outcome
GeneratorTest	matrixDistributionTest2	setupScenario2	n = 18	The matrix will have 5 rows and 4 columns

Test Objective	Test Objective: Verify if the matrix distribution is the expected				
Class	Method	Stage	Input	Outcome	
GeneratorTest	matrixDistributionTest3	setupScenario3	n = 45	The matrix will have 8 rows and 6 columns	

Test Objective: Verify if the matrix distribution is the expected				
Class	Method	Stage	Input	Outcome
GeneratorTest	matrixDistributionTest4	setupScenario4	n = 74	The matrix will have 10 rows and 8 columns

Test Objective: Verify that the betwiseSieve method finds the expected prime numbers					
Class	Method	Stage	Input	Outcome	
GeneratorTest	betwiseSieveTest	setupScenario2	n = 18	Prime numbers are: 2,3,5,7,11,13,17	

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Test Objective: Verify that the betwiseSieve2 method finds the expected prime numbers				
Class	Method	Stage	Input	Outcome
GeneratorTest	betwiseSieveTest2	setupScenario4	n = 45	Prime numbers are: 2,3,5,7,11,13,17,19,23,29,31,37,41,43

Test Objective: Verify that the betwiseSieve3 method finds the expected prime numbers				
Class	Method	Stage	Input	Outcome
GeneratorTest	betwiseSieveTest3	setupScenario1	n = 9	Prime numbers are: 2,3,5,7

Test Objective: Verify that the sieveOfSundaramTest method finds the expected prime numbers				
Class Method Stage Input				
GeneratorTest	sieveOfSundaramTest	setupScenario2	n = 18	Prime number are:
				2,3,5,7,11,13,17

Test Objective: Verify that the sieveOfSundaramTest2 method finds the expected prime numbers				
Class	Method	Stage	Input	Outcome
GeneratorTest	sieveOfSundaramTest2	setupScenario4	n = 45	Prime number are: 2,3,5,7,11,13,17,19,23,29,31,37,41,43

Test Objective: Verify that the sieveOfSundaramTest3 method finds the expected prime numbers					
Class	Method	Stage	Input	Outcome	
GeneratorTest	sieveOfSundaramTest3	setupScenario1	n = 9	Prime number are: 2,3,5,7	

<b>Test Objective:</b> Verify that the sieveOfEratosthenesTest method finds the expected prime numbers					
Class	Method	Stage	Input	Outcome	
GeneratorTest	sieveOfEratosthenesTest	setupScenario2	n = 18	Prime number are: 2,3,5,7,11,13,17	

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Test Objective: Verify that the sieveOfEratosthenesTest2 method finds the expected prime numbers				
Class Method Stage Input Outcome				
GeneratorTest	sieveOfEratosthenesTest2	setupScenario4	n = 45	Prime number are: 2,3,5,7,11,13,17,19,23,29,31,37,41,43

Test Objective: Verify that the sieveOfEratosthenesTest3 method finds the expected prime numbers				
Class	Method	Stage	Input	Outcome
GeneratorTest	sieveOfEratosthenesTest3	setupScenario1	n = 9	Prime number are: 2,3,5,7