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| Nombre | Clase | Escenario |
| setUpEscenary1 | Cliente | name = "giovanni" id = "45432467" time = 0 |
| setUpEscenary1 | Book | String title = "Harry Potter"; double price = 70000;String author = "J. K. Rowling";int quantity= 4; String ISBN= "343234"; int shelve = 3; int posInShelve = 2; int bookCount=1; |
| setUpEscenary1 | Bookshelve | bsh = new Bookshelve(7); |
| setUpEscenary1 | hashtable | HashTable<String, Book> hash = new HashTable<>(7); |
| setUpEscenary1 | Queue | Queue<Book> queue = new Queue<Book>(); |
| setUpEscenary1 | Stack | Stack<Book> stack = new Stack<Book>(); |

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| Clase | Metodo | Escenario | Valores de entrada | Resultado |
| Client | Client(constructor) | setUpEscenary1 | "giovanni" | El método constructor obtiene correctamente los valores y los convierte en atributos del nuevo objeto |

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| Clase | Metodo | Escenario | Valores de entrada | Resultado |
| Book | Book(constructor) | setUpEscenary1 | "J. K. Rowling" | El método constructor obtiene correctamente los valores y los convierte en atributos del nuevo objeto |

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| Clase | Metodo | Escenario | Valores de entrada | Resultado |
| Bookshelve | getValue() | setUpEscenary1 | book1=Book("HarryPotter1",40000,"margarita",20,"4243",0,1,0);  book2=Book("HarryPotter2",50000,"margarita",14,"5321",0,1,1); book3=Book("HarryPotter3",60000,"margarita",15,"5433",0,1,2);  book4=Book("HarryPotter4",70000,"margarita",11,"6213",0,1,3);  book5=Book("HarryPotter5",80000,"margarita",11,"8723",0,1,4);book6=Book("HarryPotter6",65000,"margarita",11,"7832",0,1,5);  book7=Book("HarryPotter7",55000,"margarita",11,"3847",0,1,6);  book8=Book("HarryPotter8",44000,"margarita",11,"2903",0,1,7);  book9=Book("HarryPotter9",66000,"margarita",11,"8923",0,1,8); | El método constructor obtiene correctamente los valores y los convierte en atributos del nuevo objeto y retorna los valores por medio de su método getValue() |

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| Clase | Metodo | Escenario | Valores de entrada | Resultado |
| HashTable | getValue() | setUpEscenary1 | book1=Book("HarryPotter1",40000,"margarita",20,"4243",0,1,0);  book2=Book("HarryPotter2",50000,"margarita",14,"5321",0,1,1); book3=Book("HarryPotter3",60000,"margarita",15,"5433",0,1,2);  book4=Book("HarryPotter4",70000,"margarita",11,"6213",0,1,3);  book5=Book("HarryPotter5",80000,"margarita",11,"8723",0,1,4);  book6=Book("HarryPotter6",65000,"margarita",11,"7832",0,1,5);  book7=Book("HarryPotter7",55000,"margarita",11,"3847",0,1,6);  book8=Book("HarryPotter8",44000,"margarita",11,"2903",0,1,7);  book9=Book("HarryPotter9",66000,"margarita",11,"8923",0,1,8); | El método constructor obtiene correctamente los valores y los convierte en atributos del nuevo objeto y retorna los valores por medio de su método getValue() |

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| Clase | Metodo | Escenario | Valores de entrada | Resultado |
| Queue | Enqueue() | setUpEscenary1 | book1=Book("HarryPotter1",40000,"margarita",20,"4243",0,1,0);  book2=Book("HarryPotter2",50000,"margarita",14,"5321",0,1,1); book3=Book("HarryPotter3",60000,"margarita",15,"5433",0,1,2);  book4=Book("HarryPotter4",70000,"margarita",11,"6213",0,1,3);  book5=Book("HarryPotter5",80000,"margarita",11,"8723",0,1,4);book6=Book("HarryPotter6",65000,"margarita",11,"7832",0,1,5);  book7=Book("HarryPotter7",55000,"margarita",11,"3847",0,1,6);  book8=Book("HarryPotter8",44000,"margarita",11,"2903",0,1,7);  book9=Book("HarryPotter9",66000,"margarita",11,"8923",0,1,8); | El método constructor obtiene correctamente los valores y los convierte en atributos del nuevo objeto |
| Queue | dequeue | setUpEscenary1 | Book1 Book6  Book2 Book7  Book3 Book8  Book4 Book9  Book5 | El método elimina el elemento solicitado y lo retorna |

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| Clase | Metodo | Escenario | Valores de entrada | Resultado |
| Stack | Push() | setUpEscenary1 | book1=Book("HarryPotter1",40000,"margarita",20,"4243",0,1,0);  book2=Book("HarryPotter2",50000,"margarita",14,"5321",0,1,1); book3=Book("HarryPotter3",60000,"margarita",15,"5433",0,1,2);  book4=Book("HarryPotter4",70000,"margarita",11,"6213",0,1,3);  book5=Book("HarryPotter5",80000,"margarita",11,"8723",0,1,4);  book6=Book("HarryPotter6",65000,"margarita",11,"7832",0,1,5);  book7=Book("HarryPotter7",55000,"margarita",11,"3847",0,1,6);  book8=Book("HarryPotter8",44000,"margarita",11,"2903",0,1,7);  book9=Book("HarryPotter9",66000,"margarita",11,"8923",0,1,8); | El método constructor obtiene correctamente los valores y los convierte en atributos del nuevo objeto además de adicionarlo en el stack |
| Queue | Pop() | setUpEscenary1 | Book9 Book4  Book8 Book3  Book7 Book2  Book6 Book1  Book5 | El método elimina el elemento solicitado y lo retorna |