

Unit Test Case Procedure for ScoresGraphic

Purpose:

1. Verify that the scores are displayed correctly on the screen

Procedure:

Follow the steps indicated in the Test Data section below.

Test Data:

Action	Expected Output
1. Open a terminal window and navigate into the test directory for ScoresGraphic	
2. In the terminal type: bash runScoresGraphicUnitTest.sh	A small GUI window will appear. Inside the window the following text will appear: Player 1: 0Player2: 0Player3: 0Player4: 0
3. Click the 'X' in the upper right corner of the window to close it.	The window will close, terminating the unit test.