

## Spreading of Fire Black Box Test Plan

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### Introduction

Provide a brief overview of your black box test plan. Describe how you would start your application.

Test ID	Description/Preconditions	Expected Results	Actual Results
testCatchFire()	tree is not burnt tree is adjacent to a burning tree	Change state of cell from 1 to 2 based on a 55% probability	
testBurnOut()	tree has been burning for 1 time period	Change state from 2 to 0 after one time period has passed when the tree was burning	
testGetState()	returns the state of the cell (burning, non-burning tree, or empty cell)	Integer 0-2	
testIsCenter()	returns true/false based on the coordinates of the cell as to whether it is in the center of the grid	true if (S5,S5); false otherwise	
testIsBoundry()	tell whether the tree is on the outside border of the grid	true where (x,y) and x={0,10} and y={0,10}	
testGetLocation()	returns a point of the cell's coordinates on the grid	Point (x,y) where x=(0..10) and y=(0..10)	
testOnClick()	when a user clicks on a tree, the time will be incremented, and that tree will catch fire	gui will call catchFire, and the time will start incrementing until trees stop burning	

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### Document Revision History

Date	Author	Change Description
9/15/2011	Andrew, James	• First revision