1. Research and explain the purpose of a “Software Test Plan”.

A test plan in software testing is the document that outlines the what, when, how, who, and more of a testing project. In general, it includes the objective and scope of the tests to be run. A test plan does not include the tests themselves – those are called test cases.

1. Research and explain the purpose of a “Software Test Case”.

A test case is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly. The process of developing test cases can also help find problems in the requirements or design of an application.

1. Complete the following test cases as you work on your TicTacToe Program.

|  |  |  |
| --- | --- | --- |
| **ID** | **User Input** | **Result** |
| 1.1 | Player “X” enters a row number move | It Works |
| 1.1 | Player “X” enters a column number move | It Works |
| 1.1 | Player “O” enters a row number move | It Works |
| 1.1 | Player “O” enters a column number move | It Works |
|  |  |  |
| 2.1 | Player enters a row number move less than 0 | Index Error |
| 2.2 | Player enters a row number move greater than 2 | Index Error |
| 2.3 | Player enters a row number move greater that is not a number (i.e. includes letters or special characters) | Value Error |
| 2.4 | Player enters a column number move less than 0 | The symbols are put in a spot which is not supposed to occur |
| 2.5 | Player enters a column number move greater than 2 | Index Error |
| 2.6 | Player enters a column number move greater that is not a number (i.e. includes letters or special characters) | Value Error |
| 2.7 | Player “X” makes a move that is already occupied by player “O” | It Works |
| 2.8 | Player “O” makes a move that is already occupied by player “X” | It Works |
|  |  |  |
| 3.1 | Player “X” wins the game | Didn’t Get That Far |
| 3.2 | Player “O” wins the game | Didn’t Get That Far |
|  |  |  |