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

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

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

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| --- | --- | --- |
| **ID** | **User Input** | **Result** |
| 1.1 | Player “X” enters a row number move | Selects row for user x |
| 1.1 | Player “X” enters a column number move | Selects Colum for user x and places down the move in row and column chosen |
| 1.1 | Player “O” enters a row number move | Selects row for user o |
| 1.1 | Player “O” enters a column number move | Selects Colum for user o and places down the move in row and column chosen |
|  |  |  |
| 2.1 | Player enters a row number move less than 0 | Move invalid |
| 2.2 | Player enters a row number move greater than 2 | Move invalid try again |
| 2.3 | Player enters a row number move greater that is not a number (i.e. includes letters or special characters) | error |
| 2.4 | Player enters a column number move less than 0 | error |
| 2.5 | Player enters a column number move greater than 2 | error |
| 2.6 | Player enters a column number move greater that is not a number (i.e. includes letters or special characters) | error |
| 2.7 | Player “X” makes a move that is already occupied by player “O” | Move spot is already taken try again |
| 2.8 | Player “O” makes a move that is already occupied by player “X” | Move spot is already taken try again |
|  |  |  |
| 3.1 | Player “X” wins the game |  |
| 3.2 | Player “O” wins the game |  |
|  |  |  |