

variables/methods	data set	Expected Output	Actual Output	Pass?
strings length manufacturer color  toString  playGuitar	  Fender Black  (7, 30.2, Fender, Black)  (ABCDEFG), (.25,.5,1,2,4)	7 30.2 getStrings(): 7 getNeck(): 30.2 getBuilder(): Fender getFinish(): Black  toString: (numStrings=7, guitarLength=30.2, guitarManufacturer=Fender, guitarColor= Black)  playGuitar(): [***randomized***]	getStrings(): 7 getNeck(): 30.2 getBuilder(): Fender getFinish(): Black  toString: (numStrings=7, guitarLength=30.2, guitarManufacturer=Fender, guitarColor= Black)  playGuitar(): [F(.25), A(2), F(2), A(.5), F(.5), D(.25), G(.25), E(1), A(.5), C(.5), E(.25), D(2), D(.25), D(.25), E(.5), G(.25), ]	Yes Yes Yes Yes  Yes  Yes
strings length manufacturer color  toString  playGuitar	  PRS Red  (5, 45.4, PRS, Red)  (ABCDEFG), (.25,.5,1,2,4)	5 45.4 getStrings(): 5 getNeck() 45.4 getBuilder(): PRS getFinish(): Red  toString(): (numStrings=5, guitarLength=45.4, guitarManufacturer=PRS, guitarColor= Red)  playGuitar(): [***randomized***]	getStrings(): 5 getNeck() 45.4 getBuilder(): PRS getFinish(): Red  toString(): (numStrings=5, guitarLength=45.4, guitarManufacturer=PRS, guitarColor= Red)  playGuitar(): [C(2), F(2), D(.5), F(4), B(.5), D(4), E(.5), A(2), D(.25), G(.25), D(2), D(1), B(.25), A(4), A(.5), G(1), ]	Yes Yes Yes Yes  Yes  Yes
strings length manufacturer color  toString  playGuitar	  Ibanez Blue  (3, 28.2, Ibanez, Blue)  (ABCDEFG), (.25,.5,1,2,4)	3 28.2 getStrings(): 3 getNeck(): 28.2 getBuilder(): Ibanez getFinish(): Blue  toString(): (numStrings=3, guitarLength=28.2, guitarManufacturer=Ibanez, guitarColor= Blue)  playGuitar(): [***randomized***]	getStrings(): 3 getNeck(): 28.2 getBuilder(): Ibanez getFinish(): Blue  toString(): (numStrings=3, guitarLength=28.2, guitarManufacturer=Ibanez, guitarColor= Blue)  playGuitar(): [A(.5), E(2), A(2), A(2), F(.25), B(.5), D(1), B(4), B(1), G(.5), D(2), D(2), D(4), D(1), C(2), B(2), ]	Yes Yes Yes Yes  Yes  Yes