

Programming Project 2

Tennis knockout Competition



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University of sussex

SCHOOL OF INFORMATICS

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# Screen Designs

\* Name Entry \*  
Please enter 16 player names for the first round, maximum 30 characters per name. Separate names by pressing return.  
Player names:   
Player Name 1  
Player Name 2  
Player Name 3  
Player Name 4  
Player Name 5  
Player Name 6  
Player Name 7  
Player Name 8   
Player Name 9   
Player Name 10   
Player Name 11  
Player Name 12  
Player Name 13   
Player Name 14   
Player Name 15   
Player Name 16  
Press Enter to continue...

Figure – Screen 1: Name entry

\* Menu \*   
1. Enter a game result.  
2. Display the current round.  
3. Display those who are through to the next round.  
4. Display the previous round.  
5. Exit program.  
Please enter the number for the action you wish to take: 2

Figure – Screen 2: Menu

\* Game Result Entry \*  
Entering results for round 1  
  
Enter match number to add game result to: 1  
Please enter Player Name 1’s score: 21  
Please enter Player Name 2’s score: 6

Figure – Screen 3: Game Result Entry

\* Round Display \*  
Displaying Round 1  
  
Match 1:  
+----------------------------------------------+  
| Player Name 1 |21|19| 0| 8|xx| Loser |  
| Player Name 2 | 6|21|21|21|xx| Winner |  
+----------------------------------------------+  
  
Match 2:  
+----------------------------------------------+  
| Player Name 3 |20|19| 0|xx|xx| Loser |  
| Player Name 4 |21|21|21|xx|xx| Winner |  
+----------------------------------------------+  
  
Match 3:  
+----------------------------------------------+  
| Player Name 5 |21|21| 8|18|21| Winner |  
| Player Name 6 | 6|15|21|21|19| Loser |  
+----------------------------------------------+   
Etc.  
Press Enter to continue...

Figure – Screen 4: Round Display

\* Players Advancing \*  
Players advancing from round 1 into round 2:  
  
Player Name 2   
Player Name 4   
Player Name 11  
Player Name 13  
Player Name 15  
  
Press Enter to continue...

Figure – Screen 5: Players Advancing Display

# Story Board

Name Entry

Menu

Exit

Enter  
Game Result

Display Round

Players Advancing

# Test Plan

## Screen 1 – Name Entry

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Input Data** | **Expected Output** | **Comment** |
| 1 | Player Name A Player Name B Player Name C Player Name D Player Name E Player Name F  Player Name G Player Name H  Player Name I  Player Name J  Player Name K Player Name L Player Name M  Player Name N  Player Name O  Player Name P | \* Name Entry \* Please enter 16 player names for the first round, maximum 30 characters per name. Separate names by pressing return. Player names:  Player Name A Player Name B Player Name C Player Name D Player Name E Player Name F  Player Name G Player Name H  Player Name I  Player Name J  Player Name K Player Name L Player Name M  Player Name N  Player Name O  Player Name P Press Enter to continue... | Simple valid data |
| 2 | aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa | Player names must be between 1 and 30 characters long | 31 character name |
| 3 | <blank line> | Player names must be between 1 and 30 characters long | Blank name |
| 4 | a | a | Single character name |
| 5 | aaaaaaaaaaaaaaaaaaaaaaaaaaaaaa | aaaaaaaaaaaaaaaaaaaaaaaaaaaaaa | 30 character name |
| 6 | John 123 | John 123 | Name Containing Numbers |

## Screen 2 - Menu

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Input Data** | **Expected Output** | **Comment** |
| 1 | 1 | See screen design 3 | Selecting option 1 takes you to the game result entry screen. |
| 2 | 2 | See screen design 4 | Selecting option 2 takes you to the round display screen showing the current round |
| 3 | 3 | See screen design 5 |  |
| 4 |  |  |  |
| 5 |  |  |  |
| 6 |  |  |  |

# JSP

# Code Listing

# Test Log