Data Structures Homework 3

Group members: Vivek Kunapareddy, Yuan Cheng

Test Case 1:

Project Name: War Card Game

Test Case ID: number_of_rounds_1 Test Designed by: Vivek Kunapareddy

Test Priority (Low/Medium/High): Med Test Designed date: 19th February 2017

Module Name: War Test Executed by: Yuan Cheng

Test Title: Verify program abortion after set

number of rounds Test Execution date: 19th February 2017

Description: Test the War module to see it

ends after set number of rounds

Pre-conditions: N/A

Dependencies: N/A

Ste			Expected	Actual Result	Status	Notes
р	Test Steps	Test Data	Result		(Pass/Fail)	
1	Begin War.exe		User should be able to start execution of program		Pass	
	Provide valid user input for game mode choice		Program asks for number of rounds	Program asks for number of rounds	Pass	
3	Provide valid number of turns		Program begins to play the game for given number of turns	Program plays for given input	Pass	
4	Play the entered number of turns		Program ends after set number of turns	_	Pass	

Post-conditions:

The user's program ends execution

Test Case 2:

Project Name: War card game

Test Case Template

Test Case ID: incorrect input works

appropriately Test Designed by: Yuan Cheng

Test Priority (Low/Medium/High): Med Test Designed date: 19th Feb

Module Name: War Test Executed by: Vivek Kunapareddy

Test Title: Verify program pop the error if

input is not in the range **Test Execution date:** 19th Feb

Description: see if default switch case

works appropriately

Pre-conditions: select mode before test

Dependencies: N/A

Ste p	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Begin the game					
2	Provide valid mode choice		Ask you input for this turn	Ask you input for this turn	pass	
3	Provide invalid input		Pop error input message and ask you to try again	Incorrect input. Please try again	pass	

Post-conditions:

The console will ask you to try again

Group contributions:

The entire homework was done together