TieredPlayerSalaryVialF Test Plan CISS 160 Katharine Wunderle

First, I verified that user input validation and made sure that the program would not continue if a player name was not entered, and the user would receive an error message. Then I made sure that if the user entered a negative or a nonnumeric value, they would receive an error message as well and the program would not continue. I then verified the initial calculation logic by testing multiple variables for each tier to make sure all 4 different tier calculations came out correctly and displayed in the currency format in my salary output label. I made sure that the correct tier was displayed in my label with each calculation and with each new name I entered I made sure it displayed in my current player label. I then checked the calculations that were added to the salary by the check boxes. I verified on a separate calculator that 20% of the current salary was added if one box was checked and then verified that 25% was added when both boxes were checked. Next, I made sure that my variable for the leading player was working correctly and displaying all the information about the player. I entered multiple increasing values to make sure the leading information would change and then I entered lower values to make sure that the leader was still on display. I then visually verified that the clear button worked the clear all the input from the text boxes, labels, as well as uncheck the checkboxes and reset the high score variable to 0 so the calculation can begin again. I then repeated my verification steps to make sure that everything reset and calculated correctly after clearing the form.