**Test Plan**

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| **Purpose** | **Test Data** | **Expected** | **Actual result** |
| 1.Activate force in budget | Activate IW1 | IW1 in ASF, warchest = 800 |  |
| 2.Activate force in budget | Activate SS2 | SS2 in ASF,  Warchest = 500 |  |
| 2.toString to return all forces in the system | System.out.println(allforces) | ASF:   * IW1 * SS2   UFF:   * WB3 * IW4 * WB5 * SS6 * SS7 * WB9 * IW10 |  |
| 3.toString | Printing the details | string containing:   * Name of the admiral (Aya) * State of war chest (500) * Weather defeated or not (False) * All forces in the ASF (IW1, SS2) |  |
| 4.see if the admiral is defeated | Is defeated | False |  |
| 5.getting the number of war chest | getWarchest() | 500 (after activating the 2 forces) |  |
| 6. checking if a force is in the UFF dock | isInUFFDock(WB3)  isInUFFDock(IW1) | True  False |  |
| 7. getting all the forces in the UFF dock | Printing all the forces in the UFF Dock by calling the function getForcesInDock | * WB3 * IW4 * WB5 * SS6 * SS7 * WB9 * IW10 |  |
| 8. getting all the destroyed forces | Printing all the destroyed forces by calling the function getDestroyedFroces | ‘No destroyed Forces’ |  |
| 9.getting the forces details | getForcesDetails(IW4) | * Name: Winger * Fee: 200 * Strength: 300 * Type: Wing |  |
| 10. checking if a force is in the ASF | isInASFleet(IW1)  isInASFLeet(WB9) | True  False |  |
| 11.getting all forces in the ASF | getASFLeet() | IW1,  SS2 |  |
| 12.recalling a force from the ASF to the UFF | Recall IW1 | IW1 in the UFF, warchest = 600 |  |
| 13. checking if a battle is a battle | isBattle(1)  isBattle(9) | True  False |  |
| 14. string representation of a battle | getBattle(1) | Type: Fight  Enemy: Borg  Enemy Strength: 200  Losses: 300  Gains: 100 |  |
| 15. string representation of all battles | getAllBattles() | 1. Fight, Borg 2. Skirmish, Kardassians 3. Ambush, Ferengi 4. Fight, Ewoks 5. Ambush, Borg 6. Skimish, Groaners 7. Fight, Borg 8. Ambush, Wailers   Other details such as enemy strength gains and losses should be provided with each battle. |  |

Choosing to not make war chest a class is a design decision

Choice of inheritance is a design decision

Choice of collections is a design decision