

Write out your test cases in this document before implementing them in code. Each function requires at least two tests, but possibly more to cover reasonable usage.

Turn in this sheet under the project assignment on Canvas.

## **bool IsEmpty() const**

Test #	State setup	Inputs	Expected output
1.	Create a List, do nothing	(none)	IsEmpty() returns true
2.	Create a List, insert 1 item	(none)	IsEmpty() returns false

## **bool IsFull() const**

Test #	State setup	Inputs	Expected output
1.		(none)	
2.		(none)	

## **int Size() const**

Test #	State setup	Inputs	Expected output
1.		(none)	

## **int GetCountOf( const T& item ) const**

Test #	State setup	Inputs	Expected output
1.			

## **bool Contains( const T& item ) const**

Test #	State setup	Inputs	Expected output
1.			

## List() Constructor

Test #	State setup	Inputs	Expected output
1.	Create a List	(none)	Size() returns 0.

## bool PushFront( const T& newItem )

Test #	State setup	Inputs	Expected output
1.			

## bool PushBack( const T& newItem )

Test #	State setup	Inputs	Expected output
1.			

## bool Insert( int atIndex, const T& item )

Test #	State setup	Inputs	Expected output
1.			

## T\* Get( int atIndex )

Test #	State setup	Inputs	Expected output
1.			

## T\* GetFront()

Test #	State setup	Inputs	Expected output
1.		(none)	

## **T\*    GetBack()**

Test #	State setup	Inputs	Expected output
1.		(none)	

## **bool    PopFront()**

Test #	State setup	Inputs	Expected output
1.			

## **bool    PopBack()**

Test #	State setup	Inputs	Expected output
1.			

## **bool    Remove( const T& item )**

Test #	State setup	Inputs	Expected output
1.			

## **bool    Remove( int atIndex )**

Test #	State setup	Inputs	Expected output
1.			

## **void    Clear()**

Test #	State setup	Inputs	Expected output
1.		(none)	

## **bool ShiftRight( int atIndex )**

Test #	State setup	Inputs	Expected output
1.			

## **bool ShiftLeft( int atIndex )**

Test #	State setup	Inputs	Expected output
1.			