

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.

Reference the **Function Specifications** section in the main project specification for information on the way the functions work.

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.			