

TEST CASES MAIN.JAVA:

- a. If a user enters a **non-integer number, e.g String**, generates a statement saying “you did not type an int” and throws an exception by asking you to go again and take another guess.
- b. If the user enters any **integer below the actual magnitude** of the actual guess the answer will be off by less than hundred percent.
- c. If the user enters any **integer equal to the actual magnitude** of the actual guess the answer will be off by zero percent.
- d. If the user enters a **guess double the magnitude** of the actual guess the result may be two hundred percent and will change accordingly.
- e. If the user **enters zero** the answer will be off by hundred percent.
- f. If the user enters any integer which is **negative** it will consider only the magnitude and return the value accordingly.
- g. On prompting to **play again** if the user **enters a numeric value** or a **string other than “Y” or “N”** it will generate an error message and throws an exception by asking you to go again and give an answer.
- h. If the user Enters **“Y”** the boolean flag remains true and the loop runs again from the start.
- i. If the user Enters **“N”** the boolean flag becomes false and the loop stops execution.

TEST CASE	REASON	INPUT DATA	BEHAVIOUR
Guessing (positive integer)	Verify the value is valid	1000	The program should accept the value and output off percentage.
Guessing (positive double)	Verify the value is valid	1000.65	The program should accept the value and output off percentage.
Guessing (negative integer)	Verify the value is valid	-1000	The program should accept the value, consider only the magnitude of the guess and output off percentage.

Guessing (negative double)	Verify the value is valid	-1000.65	The program should accept the value, consider only the magnitude of the guess and output off percentage.
Guessing (String)	Verify the value is valid	"guess"	The program should return an error message but does not stop. It tells the user to go again and type a valid value and keeps asking until the user gives a valid value.
<p style="text-align: center;">Prompts after making the guess Asks if you want to play again</p>			
If we enter uppercase "Y"	Verify if the game is played again or not.	"Y"	The program keeps running and starts all over again.
If we enter capital "N"	Verify if the game is played again or not.	"N"	The program Stops.
If we enter lowercase "y"	Verify if the game is played again or not.	"y"	The program should return an error message but does not stop. It tells the user to go again and type a valid value "Y" or "N" and keeps asking until the user gives a valid value.
If we enter lowercase "n"	Verify if the game is played again or not.	"n"	The program should return an error message but does not stop. It tells the user to go again and type a valid value "Y" or "N" and keeps asking until the user gives a valid value.

If we enters any other string	Verify if the game is played again or not.	"guess"	The program should return an error message but does not stop. It tells the user to go again and type a valid value "Y" or "N" and keeps asking until the user gives a valid value.
If we enter numeric value	Verify if the game is played again or not.	1000	The program should return an error message but does not stop. It tells the user to go again and type a valid value "Y" or "N" and keeps asking until the user gives a valid value.