Test cases

A. Placeholder

- 1. Adding a placeholder that exceeds the maximum column size of the puzzle.
- 2. Defining a placeholder for a nonexistent row.
- 3. Define a placeholder for a nonexistent word (size of placeholder and length on none of the word matches).
- 4. Adding the existing (Duplicate) placeholder.
- 5. Define a non-integer placeholder.
- 6. Define the value of placeholder with direction as h (for horizontal) or v (for vertical).
- 7. Define a placeholder for non-existing column.
- 8. Define a placeholder for a nonexistent row and column combination.
- 9. Providing a valid placeholder.
- 10. Proving placeholder for a valid row column and length of the existing word.

B. Puzzle

- 11. Define a non-integer row and column of the puzzle.
- 12. Providing a puzzle with no solution. Return false
- 13. Define a puzzle where the words don't have a common letter (the intersection letter).
- 14. Provide a puzzle with a valid solution. Return true

C. Words

- 15. Adding a valid single word.
- 16. Adding existing (Duplicate) word.
- 17. Define multiple words in the same line.
- 18. Defining a word for a nonexistent placeholder.
- 19. Define a word whose length exceeds the maximum length of the puzzle.
- 20. Define words in different case (uppercase, lowercase etc.)