

System Test Plan: Video Poker program

Introduction: Each test case below assumes that the cards directory contains the card image files. The text in bold in the **Description** column represents the test inputs to the program. You can stop program execution by pressing Ctrl+C.

First 10 cards in Deck for seed of 1: [s7, h2, d5, h8, h4, h5, d13, h9, d14, s3]

List first 10 cards in Deck for other seeds used in your tests (from provided CardsFromDeck.java):

Test ID	Description	Expected Results	Actual Results
testInitialGUI Author: Dr. Balik	\$ java -cp bin VideoPokerGUI 1 (Ctrl+C to stop execution)	GUI entitled "Video Poker" is displayed with 5 Heart cards (10 - Ace), (disabled) Score Hand, New Game, Quit, and 5 Red Replace buttons. Status: Press New Game to Start! Points: 100	
testNewGame Author: Dr. Balik	\$ java -cp bin VideoPokerGUI 1 Click on New Game button (Ctrl+C to stop execution)	GUI displays cards: [s7, h2, d5, h8, h4] Points: 90	
testQuit Author: Dr. Balik	\$ java -cp bin VideoPokerGUI 1 Click on Quit button	GUI closes	

Test ID	Description	Expected Results	Actual Results
testScoreHandWithNo Replacements Author: Dr. Balik	\$ java -cp bin VideoPokerGUI 1 Click on New Game button Click on Score Hand button	GUI displays cards: [s7, h2, d5, h8, h4] Status: No Pair Points: 90	
testOneReplacement Author: Dr. Balik	\$ java -cp bin VideoPokerGUI 1 Click on New Game button Click on Replace button under first card Click on Score Hand button	GUI displays cards: [h5, h2, d5, h8, h4] Status: One Pair Points: 97	