Test Cases (List 1)

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| --- | --- |
| Test Case Identifier (ID) | Test Case Title |
| TC1 | Computer with X, plays B2(center move) |
| TC2 | Computer with O, plays B2(Centre move) when user first mark A3 |
| TC3 | Computer with O, plays B2 (Center move) when user first mark A1. |
| TC4 | Computer with X, plays B2 (Center move) when user first mark C2. |

Task 2 (Two Test cases)

Test Case 1

|  |  |
| --- | --- |
| Test Case Identifier | TC2 |
| Test Case Title | Computer, with O, plays B2 (center) |
| Condition | Tests rule c. (CENTER move) |
| Precondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 |  |  |  | | 2 |  |  |  | | 3 | X1 |  |  | |
| Action | User plays first, so given that condition a, b does not apply as there is only one input, and so condition c will apply (CENTER move), so it plays B2 |
| Postcondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 |  |  |  | | 2 |  | O2 |  | | 3 | X1 |  |  | |
| Condition | Tests rule d. (Corner move) |
| Precondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 |  |  | X3 | | 2 |  | O2 |  | | 3 | X1 |  |  | |
| Action | Now system plays, so given that condition a, b, c does not apply, and so condition d will apply (Corner move) will apply, so it plays A1 |
| Postcondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 | O4 |  | X3 | | 2 |  | O2 |  | | 3 | X1 |  |  | |
| Condition | Tests rule b. (Block move) |
| Precondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 | O4 |  | X3 | | 2 |  | O2 |  | | 3 | X1 |  | X5 | |
| Action | Now system plays, so given that condition a does not apply, and so condition b will apply (block move)as user has marked two consecutive move in line, so it plays B3. |
| Postcondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 | O4 |  | X3 | | 2 |  | O2 |  | | 3 | X1 | O6 | X5 | |
| Condition | Tests rule a. (Win move) |
| Precondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 | O4 |  | X3 | | 2 |  | O2 | X6 | | 3 | X1 |  | X5 | |
| Action | Here user wins, so system checks for winner. After that game will end here. |
| Postcondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 | O4 |  | X3 | | 2 |  | O2 | X6 | | 3 | X1 | O6 | X5 | |

Test Case 2

|  |  |
| --- | --- |
| Test Case Identifier | TC4 |
| Test Case Title | Computer with O, plays B2 (Center move) when user first mark C2 |
| Condition | Tests rule c. (CENTER move) |
| Precondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 |  |  |  | | 2 |  |  | X1 | | 3 |  |  |  | |
| Action | User plays first, so given that condition a, b does not apply as there is only one input, and so condition c will apply (CENTER move), so it plays B2 |
| Postcondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 |  |  |  | | 2 |  | O2 | X1 | | 3 |  |  |  | |
| Condition | Tests rule b. (Block move) |
| Precondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 |  |  |  | | 2 |  | O2 | X1 | | 3 |  |  | X3 | |
| Action | Now system plays, so given that condition a, does not apply, and so condition b will apply (Block move) as there are two user moves in one line, so it plays C1 |
| Postcondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 |  |  | O4 | | 2 |  | O2 | X1 | | 3 |  |  | X3 | |
| Condition | Tests rule b. (Block move) |
| Precondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 |  |  | O4 | | 2 |  | O2 | X1 | | 3 |  | X5 | X3 | |
| Action | Now system plays, so given that condition a, does not apply, and so condition b will apply (Block move) as there are two user moves in one line, so it plays A3. And Computer wins diagonally. |
| Postcondition | |  |  |  |  | | --- | --- | --- | --- | |  | **A** | **B** | **C** | | 1 |  |  | O4 | | 2 |  | O2 | X1 | | 3 | O6 | X5 | X3 | |