Test Report Template

|  |  |  |  |
| --- | --- | --- | --- |
| Student | Nick Leslie | Date | 18/04/2019 |
| Program | Guessing Game | Program # | 3 |
| Instructor | Amit / Luofeng | Language | JavaScript |

|  |  |
| --- | --- |
| Test Name/Number | Test 1 |
| Test Objective | Determine if “COLD” if guess is greater than 40 away |
|  |  |
| Test Description | User inputs value: 1 |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Conditions | Static Number value: 50 |
|  |  |
|  |  |
|  |  |
|  |  |
| Expected Results | Program says “COOL” |
|  |  |
|  |  |
|  |  |
| Actual Results | Pass |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Name/Number | Test 2 |
| Test Objective | Determine if you receive “COOL” if guess is within 20-39 away from target |
|  |  |
| Test Description | User inputs value: 25 |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Conditions | Static Number value: 50 |
|  |  |
|  |  |
|  |  |
|  |  |
| Expected Results | Program says “COOL” |
|  |  |
|  |  |
|  |  |
| Actual Results | Pass |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Name/Number | Test 3 |
| Test Objective | Determine if you receive “WARM” if guess is within 10-19 away from target |
|  |  |
| Test Description | User inputs value: 35 |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Conditions | Static Number value: 50 |
|  |  |
|  |  |
|  |  |
|  |  |
| Expected Results | Program displays “WARM” |
|  |  |
|  |  |
|  |  |
| Actual Results | Pass |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Name/Number | Test 4 |
| Test Objective | Determine if you receive “HOT” if guess is within 1-9 away from target |
|  |  |
| Test Description | User inputs value: 49 |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Conditions | Static Number value: 50 |
|  |  |
|  |  |
|  |  |
|  |  |
| Expected Results | Program displays “HOT” |
|  |  |
|  |  |
|  |  |
| Actual Results | Pass |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Name/Number | Test 5 |
| Test Objective | Determine if you receive “You got it in n trials” if guess is correct |
|  |  |
| Test Description | User inputs value: 50 |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Conditions | Static number value: 50 |
|  |  |
|  |  |
|  |  |
|  |  |
| Expected Results | Program displays “You got it in 1 trials” |
|  |  |
|  |  |
|  |  |
| Actual Results | Pass |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Name/Number | Test 6 |
| Test Objective | Determine if system works with randomly generated numbers |
|  |  |
| Test Description | User inputs value: 50 then narrows in on final number |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Conditions | Random number generated |
|  |  |
|  |  |
|  |  |
|  |  |
| Expected Results | Similar results to tests 1-5 |
|  |  |
|  |  |
|  |  |
| Actual Results | Pass |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Name/Number | Test 7 |
| Test Objective | Determine if two games are loaded |
|  |  |
| Test Description | User clicks on a new tab |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Conditions |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Expected Results | Game will change |
|  |  |
|  |  |
|  |  |
| Actual Results | Pass |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Name/Number | Test 8 |
| Test Objective | Jumbotron component displays string |
|  |  |
| Test Description | Pass string to props |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Conditions | String = This is a message |
|  |  |
|  |  |
|  |  |
|  |  |
| Expected Results | leadString will equal String |
|  |  |
|  |  |
|  |  |
| Actual Results | Pass |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Name/Number | Test 9 |
| Test Objective | Game Component will display its relevant info |
|  |  |
| Test Description | Pass strings and numbers to props |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Conditions | String = This is a message. Num = 1 |
|  |  |
|  |  |
|  |  |
|  |  |
| Expected Results | Title, currentStatement will equal String. Guess, count, gameNum will equal Num |
|  |  |
|  |  |
|  |  |
| Actual Results | Pass |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Name/Number | Test 10 |
| Test Objective | Rules Component will display its relevant info |
|  |  |
| Test Description | Pass strings to props |
|  |  |
|  |  |
|  |  |
|  |  |
| Test Conditions | String = This is a message |
|  |  |
|  |  |
|  |  |
|  |  |
| Expected Results | Rule will equal String. |
|  |  |
|  |  |
|  |  |
| Actual Results | Pass |
|  |  |
|  |  |
|  |  |
|  |  |