Test Report Template

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| Student | Nick Leslie | Date | 29/04/2019 |
| Program | Guessing Game | Program # | 5 |
| Instructor | Amit / Luofeng | Language | JavaScript |

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| Test Name/Number | Test 1 - Automated |
| Test Objective | Check if 5 buttons are rendered |
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| Test Description | If currentStatement = True then it will display 5 buttons |
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| Test Conditions | gameNum = 4. CurrentStatement = “A string” |
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|  |  |
| Expected Results | 5 buttons will be displayed |
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|  |  |
| Actual Results | Pass |
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| Test Name/Number | Test 2 - Automated |
| Test Objective | Check if start button is rendered |
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| Test Description | If currentStatement = False then it will display 1 button |
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| Test Conditions | gameNum = 4. currentStatement = “” |
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|  |  |
| Expected Results | Start button will be displayed |
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| Actual Results | Pass |
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| Test Name/Number | Test 3 - Manual |
| Test Objective | Clicking Start will return a random number |
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| Test Description | If the user clicks “Start” it will return a random number |
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| Test Conditions | gameNum = 4. User clicks start |
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| Expected Results | Random number will be returned |
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| Actual Results | Pass |
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| Test Name/Number | Test 4 |
| Test Objective | User clicks hot and gets a number back |
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| Test Description | If the user clicks start, then Hot, it will return a number between -9 or +9 of randomNum generated at Start |
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| Test Conditions | gameNum = 4 |
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| Expected Results | Get a random number back that is + or – 9 that previous random number |
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| Actual Results | Pass |
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