**Test Estructuras**

**Tablas hash**

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| **Nombre** | **Clase** | **Escenario** |
| setupStage1 | GraphTest | Graph is empty |

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| **Test Objective:** To Verify the method add | | | | |
| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| Graph | addNode | setupStage1 | Node[9][9]; | Se crea un nuevo nodo en el grafo |
| Graph | addEdge | setupStage1 | nodes[x][y], nodes[x + 1][y] | Añadir una arista entre dos nodos |

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| **Test Objective:** To Verify the method shortest Path Possible | | | | |
| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| Graph | shortestPathPossible | setupStage1 | Player | Devuelve el camino mas corto |
| Graph | addEdge | setupStage1 | nodes[x][y], nodes[x + 1][y] | Añadir una arista entre dos nodos |