Function name	#	Test Description	Sample Input	Expected Result	Actual Result	P/F
displayDayOfWeek	1	The program is in the beginning of the nDay loop	nDay = 1	"Today is Sunday."	"Today is Sunday."	P
	2	The program is halfway to the nDay loop	nDay = 4	"Today is Wednesday."	"Today is Wednesday."	P
	3	The program is in the final iteration of the nDay loop	nDay = 7	"Today is Saturday."	"Today is Saturday."	P
randomize	1	The function is used for nBuyingPrice	nLower = 90 nUpper = 110	nBuyingPrice is within 90 to 110	nBuyingPrice = 102	P
	2	The function is used for an average trend	nLower = 80 nUpper = nBuyingPrice + 21 * nBuyingPrice / 20 nBuyingPrice = 99	nSellingPrice is within 80 to 202	nSellingPrice = 121	P
	3	The function is used for an awesome trend	nLower = nBuyingPrice nUpper = nBuyingPrice * 3 nBuyingPrice = 99	nSellingPrice is within 99 to 297	nSellingPrice = 140	P
buyTurnips	1	The user can buy the entered stacks of turnips to buy	nBells = 5000 nTurnips = 0 nBuyingPrice = 100	nBells = 0 nTurnips = 50	nBells = 0 nTurnips = 50	P

			nTurnipsToBuy = 5			
	2	The user does not buy turnips	nBells = 5000 nTurnips = 0 nBuyingPrice = 100 nTurnipsToBuy = 0	nBells = 5000 nTurnips = 0	nBells = 5000 nTurnips = 0	P
	3	The stacks of turnips to buy is greater than the user can afford	nBells = 5000 nTurnips = 0 nBuyingPrice = 100 nTurnipsToBuy = 50	"You can only buy 5 stacks of turnips. Try again! How many stacks of 10 turnips would you like to buy this Sunday?"	"You can only buy 5 stacks of turnips. Try again! How many stacks of 10 turnips would you like to buy this Sunday?"	P
	4	The user has no bells to spend on turnips	nBells = 0 nTurnips = 0 nBuyingPrice = 100	"Oh no! You have insufficient Bells to buy turnips. GAME OVER!"	"Oh no! You have insufficient Bells to buy turnips. GAME OVER!"	P
dailySellingPrice	1	randomize() returns nTrend = 1 (average trend)	nTrend = 1 nBuyingPrice = 110	nSellingPrice is within 80 to 115	nSellingPrice = 82	P
	2	randomize() returns nTrend = 2 (awesome trend)	nTrend = 2 nBuyingPrice = 110	nSellingPrice is within 110 to 330	nSellingPrice = 306	P
	3	randomize() returns nTrend = 3 (bad trend)	nTrend = 3 nBuyingPrice = 110	nSellingPrice is within 20 to 110	nSellingPrice = 90	P
sellTurnips	1	The user can sell the entered	nBells = 0	nBells = 3030	nBells = 3030	P

	#	Description	Inputs	Expected Output	Actual Output	
		stacks of turnips to sell	nTurnips = 50 nSellingPrice = 101 nTurnipsToSell = 3	nTurnips = 20	nTurnips = 20	
	2	The user does not buy turnips	nBells = 0 nTurnips = 50 nSellingPrice = 101 nTurnipsToSell = 0	nBells = 0 nTurnips = 50	nBells = 0 nTurnips = 50	P
	3	The stacks of turnips to buy is greater than the user can afford	nBells = 0 nTurnips = 50 nSellingPrice = 101 nTurnipsToSell = 50	"You only have 5 stacks of turnips to sell. Try again! How many stacks of turnips do you want to sell?"	"You only have 5 stacks of turnips to sell. Try again! How many stacks of turnips do you want to sell?"	P
	4	The user sells all their turnips	nBells = 0 nTurnips = 50 nSellingPrice = 101 nTurnipsToSell = 5	nBells = 5050 nTurnips = 0 "You have no turnips to sell. The rest of the week is skipped."	nBells = 5050 nTurnips = 0 "You have no turnips to sell. The rest of the week is skipped."	P