



**Department of Computer Science & Software Engineering**

**SOEN 6011 Summer 2016**

**Junit Testing**

**Assignment 4**

**Professor:** - Nicolangelo Piccirilli

Team Name: Triple – T

Group Number - 1

Date of submission – 30<sup>th</sup> May 2016

**Team Leader:** NIDHI ARORA

**Team Members:**

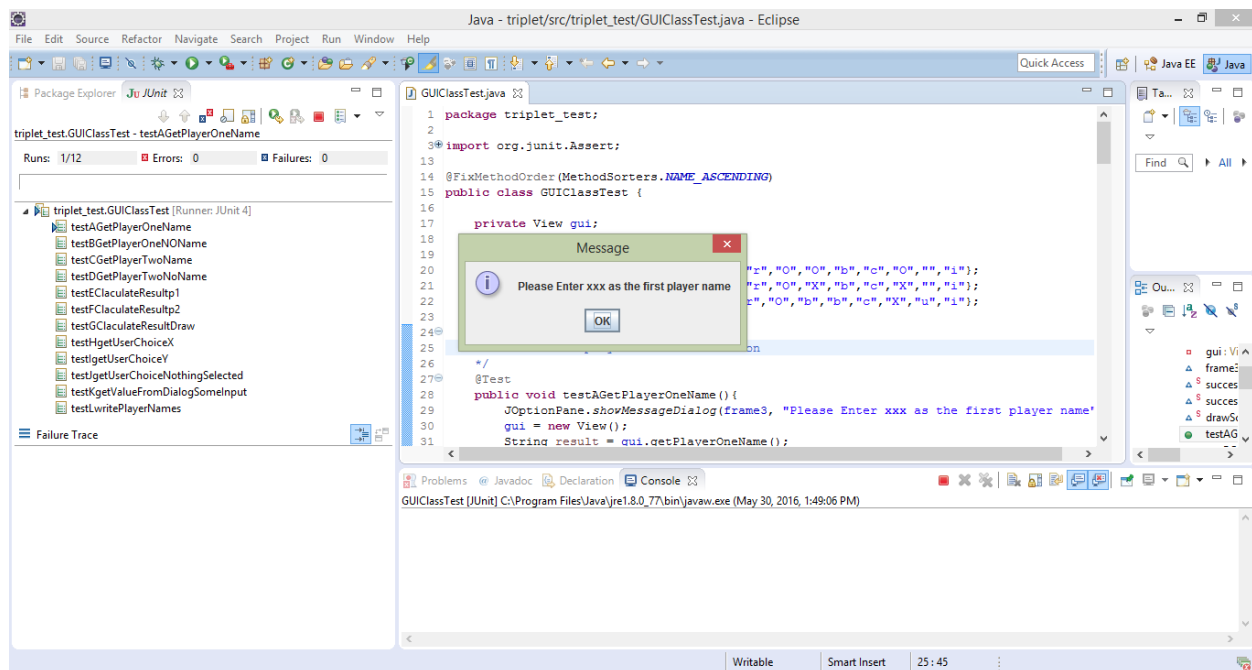
	Name	Student ID	Contribution
1.	Amanjot Kaur Ahluwalia	40011623	Requirements Analysis - Documentation
2.	Arash Arasteh	40000580	Coding Team 1- Documentation
3.	Arash Farkish	27678835	Coding Team 1- Documentation
4.	Basireddy Sandeep Kumar	40016071	Testing - Designing
5.	Dalvir Singh Bains	40012722	Requirements Analysis - Documentation
6.	Nidhi Arora	40014504	Coding Team 2 - Documentation
7.	Parinaz Barakhshan	27675518	Coding Team 1- Documentation
8.	Sarthak Batra	27408978	Coding Team 2 - Documentation

## Contents

<b>Test case 1.....</b>	<b>3</b>
<b>Test case 2.....</b>	<b>5</b>
<b>Test case 3.....</b>	<b>7</b>
<b>Test case 5.....</b>	<b>11</b>
<b>Test case 6.....</b>	<b>12</b>
<b>Test case 7.....</b>	<b>13</b>
<b>Test case 8.....</b>	<b>14</b>
<b>Test case 9.....</b>	<b>15</b>
<b>Test case 10.....</b>	<b>17</b>
<b>Test case 11.....</b>	<b>19</b>
<b>Test case 12.....</b>	<b>21</b>
<b>Test case 13.....</b>	<b>23</b>

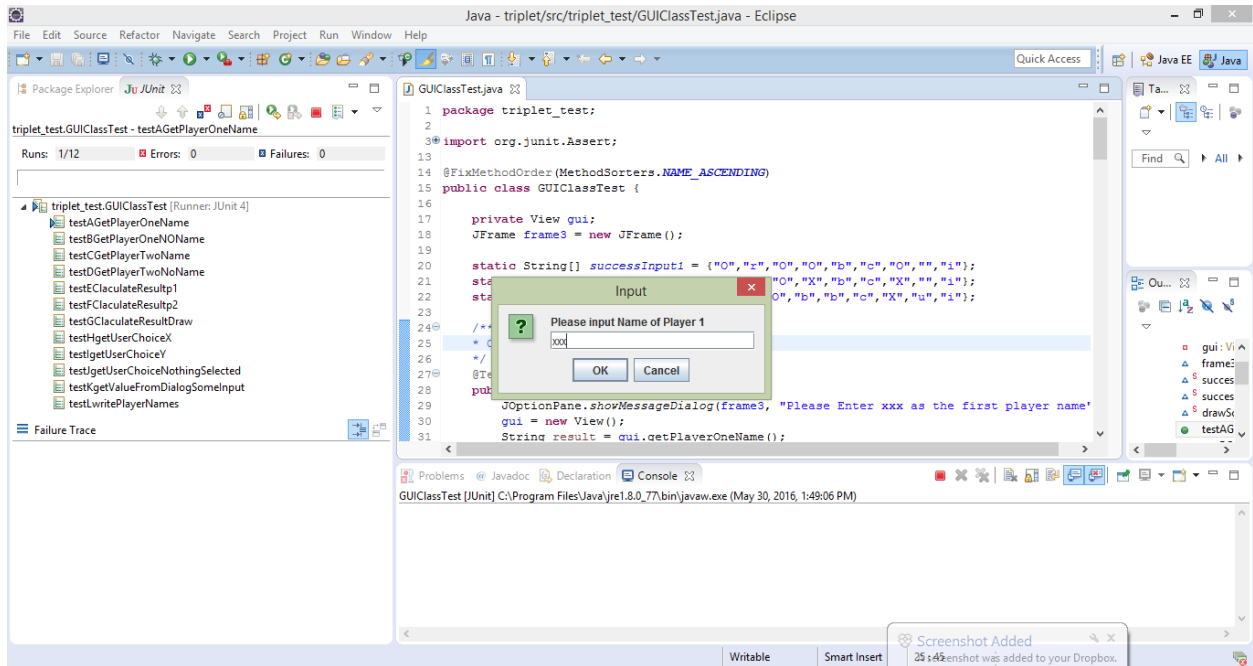
## Test case 1

Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC1
Test Name	testAGetPlayerOneName()
Test Description	Checks the function which accepts player one name
Items to be tested	gui.getPlayerOneName()



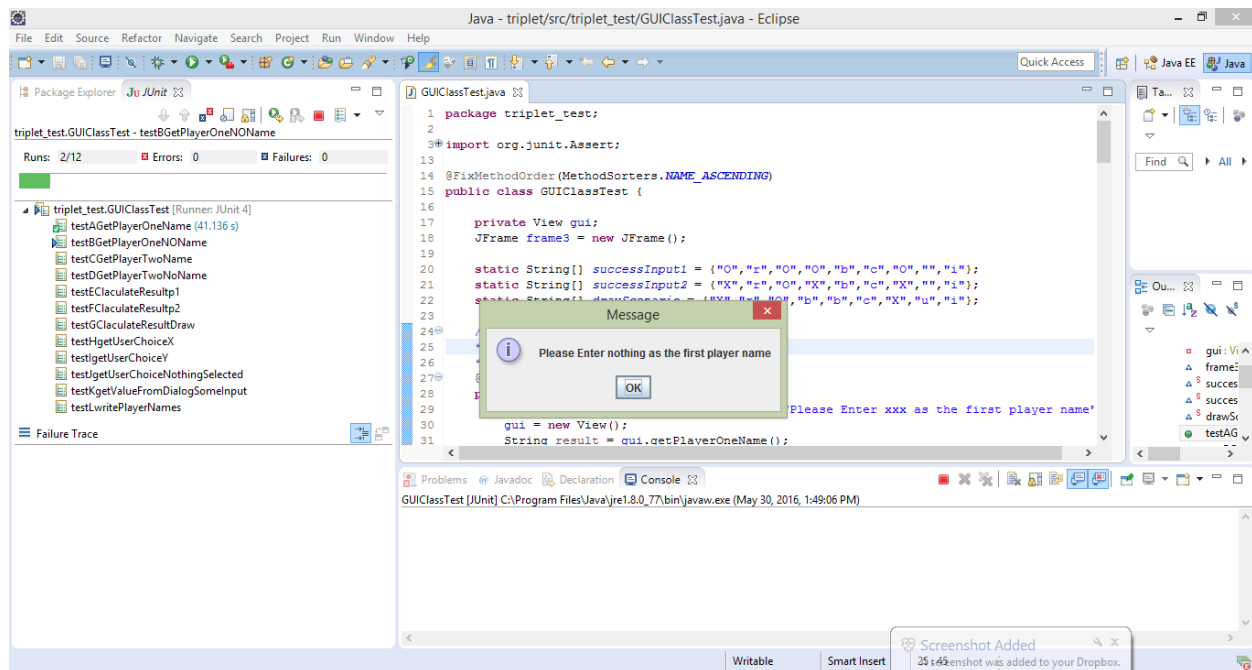
```
1 package triplet_test;
2
3 import org.junit.Assert;
4
5 @FixMethodOrder(MethodSorters.NAME_ASCENDING)
6 public class GUIClassTest {
7
8     private View gui;
9
10    // ...
11
12    @Test
13    public void testAGetPlayerOneName() {
14        JOptionPane.showMessageDialog(frame3, "Please Enter xxx as the first player name");
15        gui = new View();
16        String result = gui.getPlayerOneName();
17    }
18 }
```

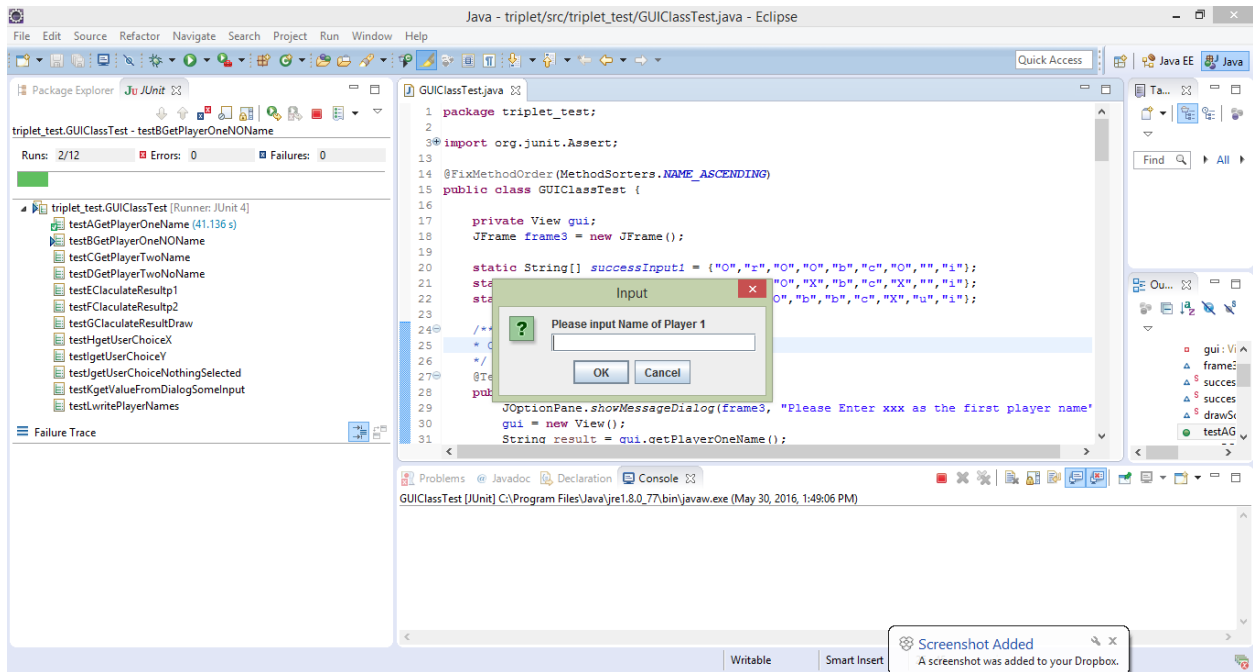
GUIClassTest [JUnit] C:\Program Files\Java\jre1.8.0\_77\bin\javaw.exe (May 30, 2016, 1:49:06 PM)



## Test case 2

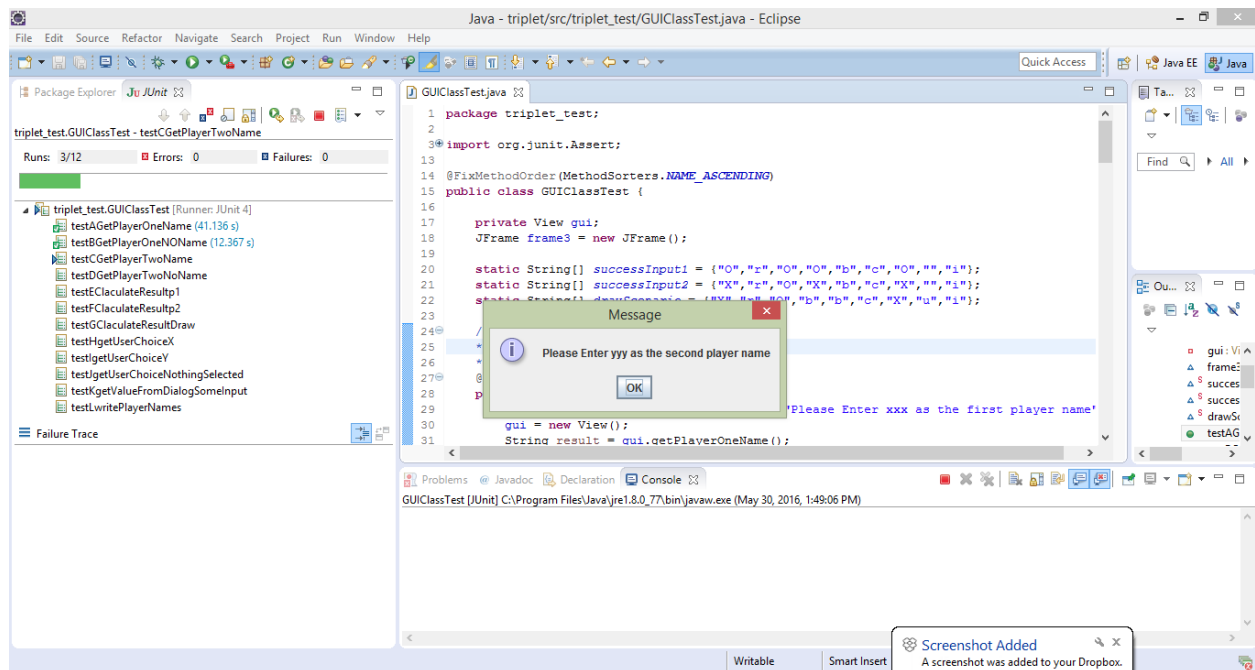
Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC2
Test Name	testBGetPlayerOneNOName()
Test Description	Checks when nothing as player one name is entered
Items to be tested	gui.getPlayerOneName()

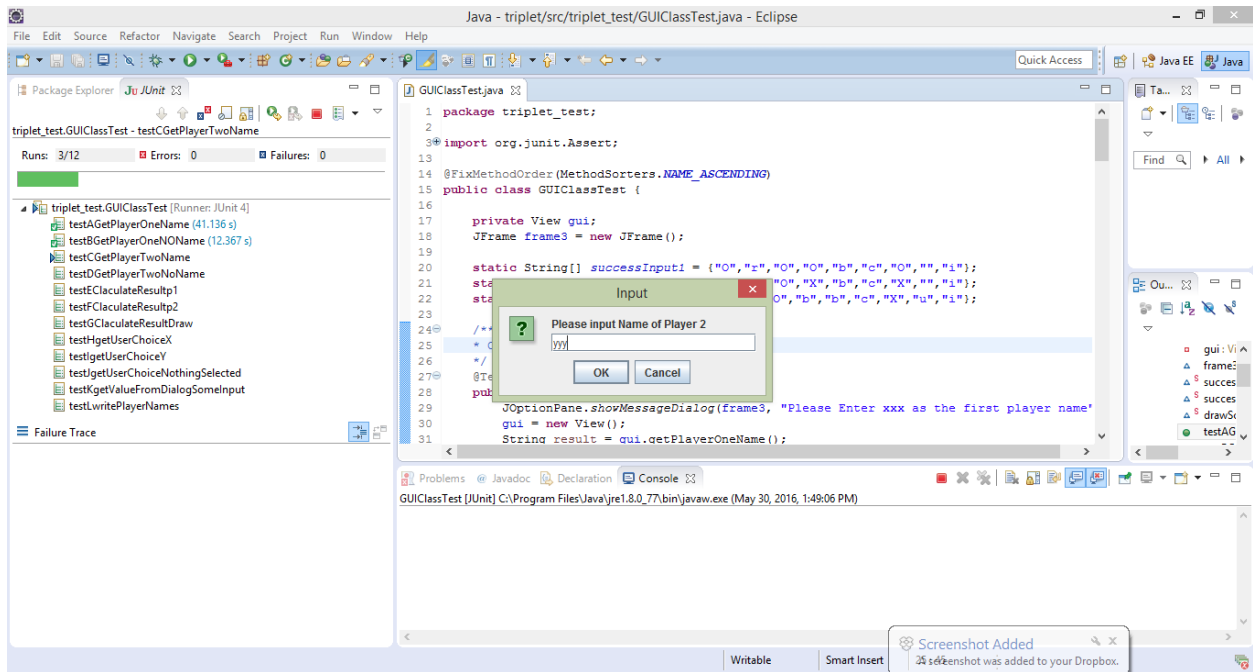




### Test case 3

Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC3
Test Name	testCGetPlayerTwoName()
Test Description	Checks the function that accepts player two name
Items to be tested	gui.getPlayerTwoName()

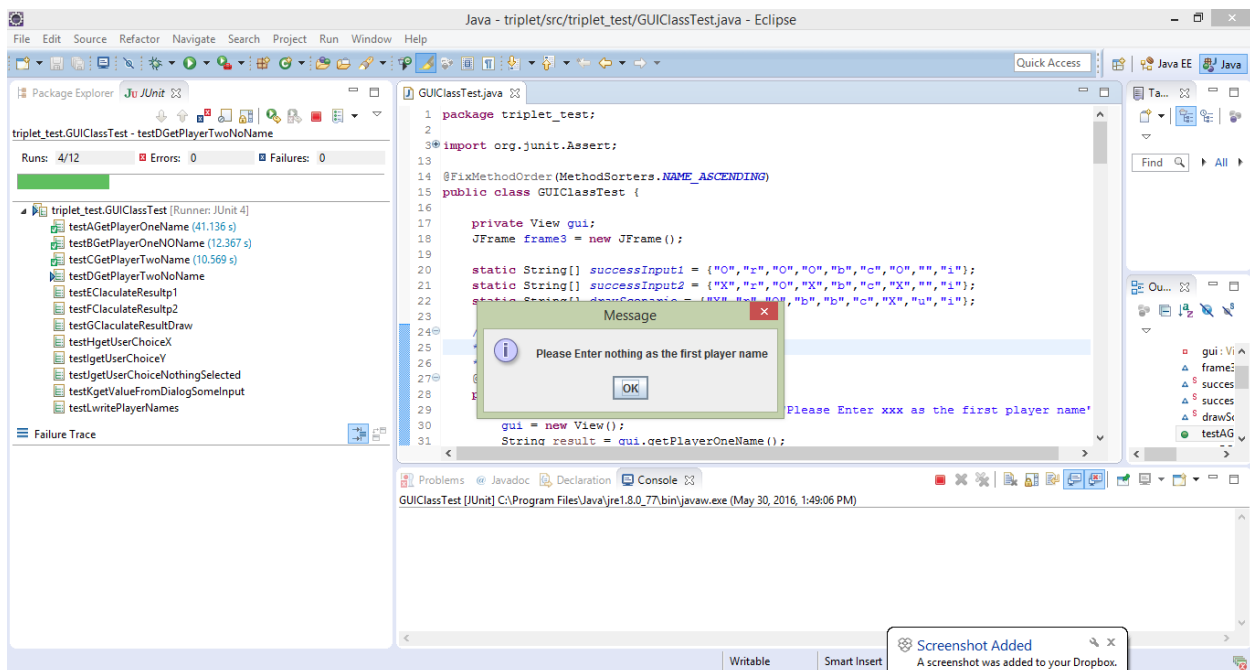


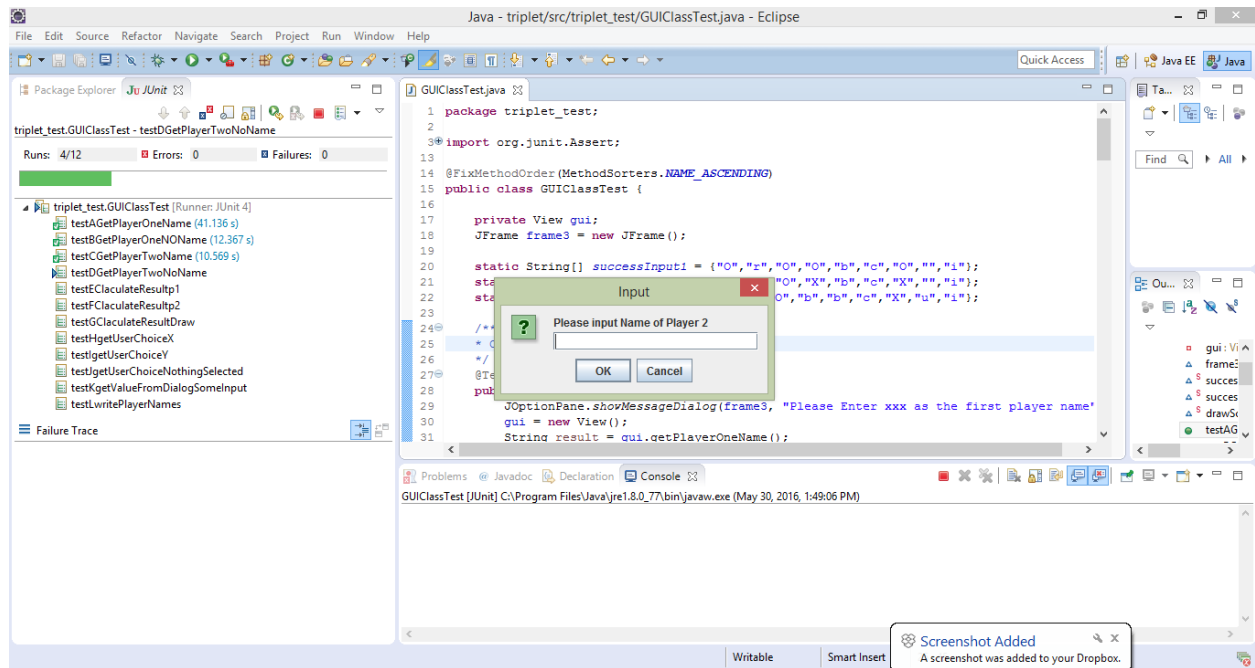




## Test case 4

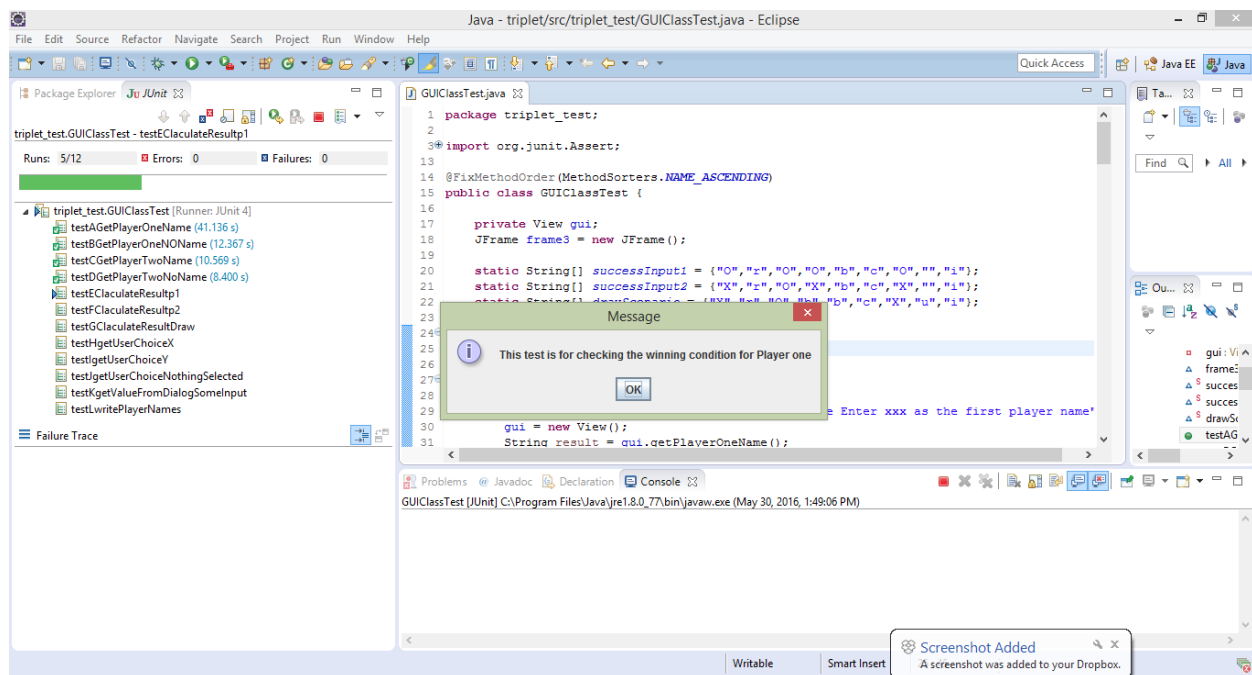
Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC4
Test Name	testDGetPlayerTwoNoName()
Test Description	Checks when nothing as player two name is entered
Items to be tested	gui.getPlayerTwoName()





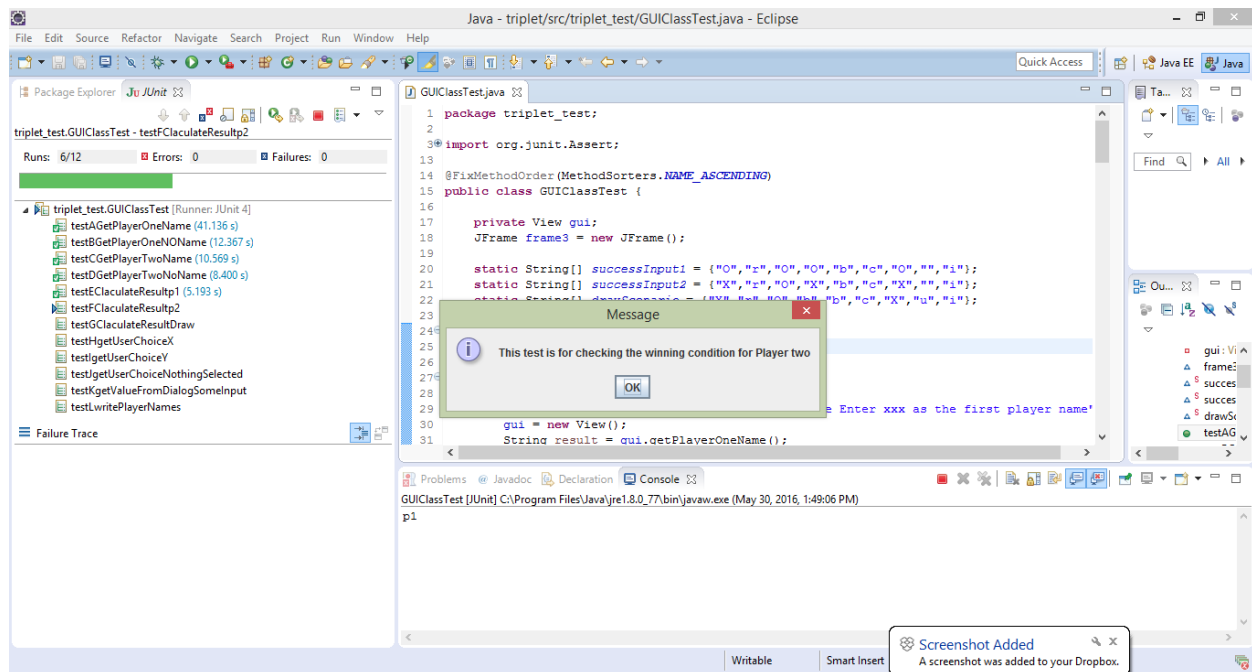
## Test case 5

Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC5
Test Name	testECalculateResultp1()
Test Description	This test is for checking the winning condition of Player one
Items to be tested	Controller.claculateResult()



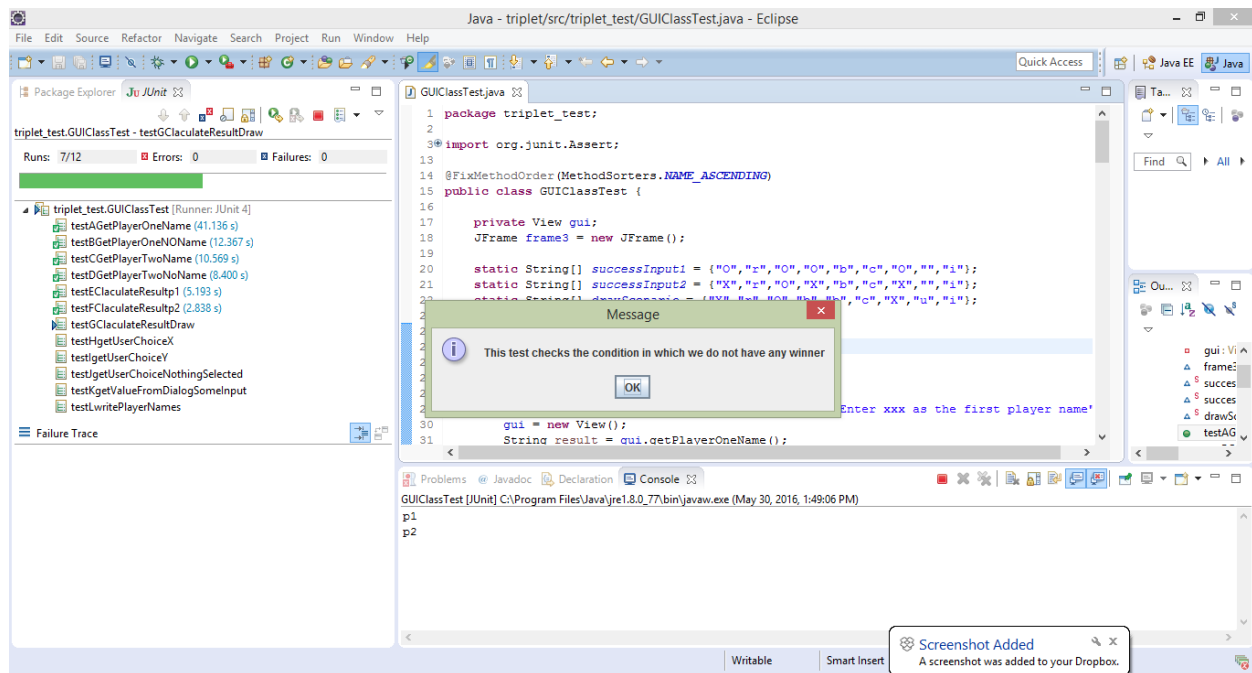
## Test case 6

Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC6
Test Name	testFCIaculateResultp2()
Test Description	This test is for checking the winning condition of Player two
Items to be tested	Controller.claculateResult()



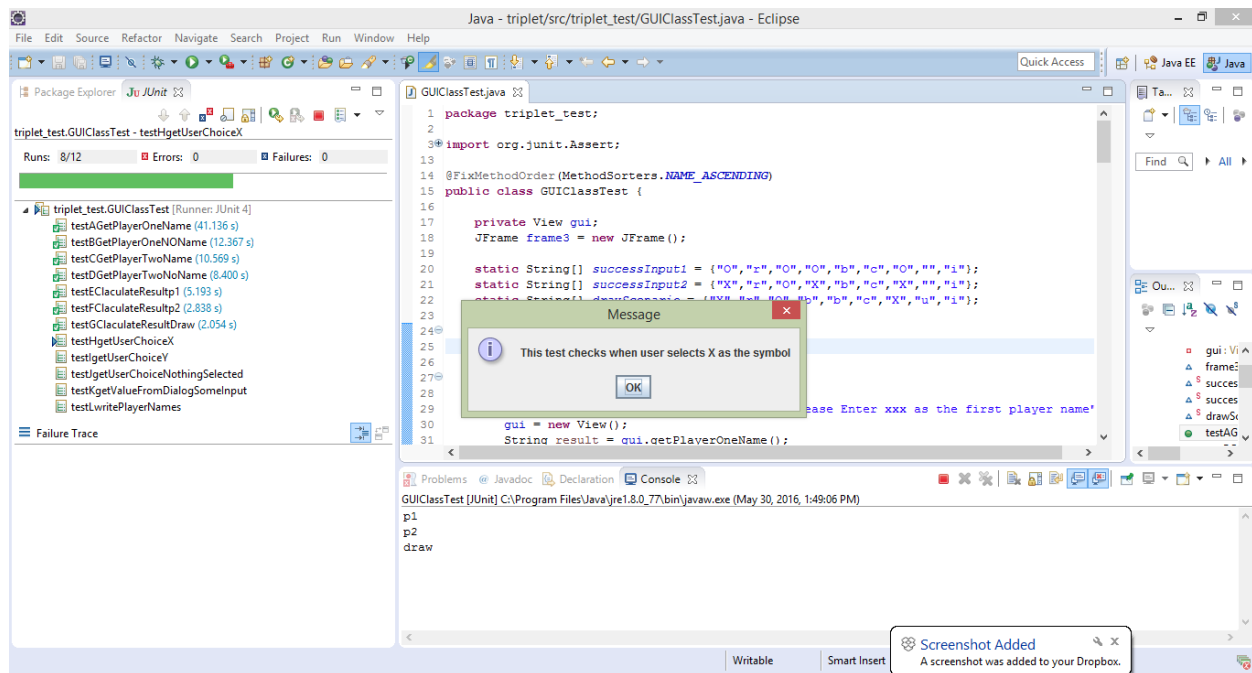
## Test case 7

Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC7
Test Name	testGClaculateResultDraw()
Test Description	This test checks the condition in which we do not have any winner
Items to be tested	Controller.claculateResult()



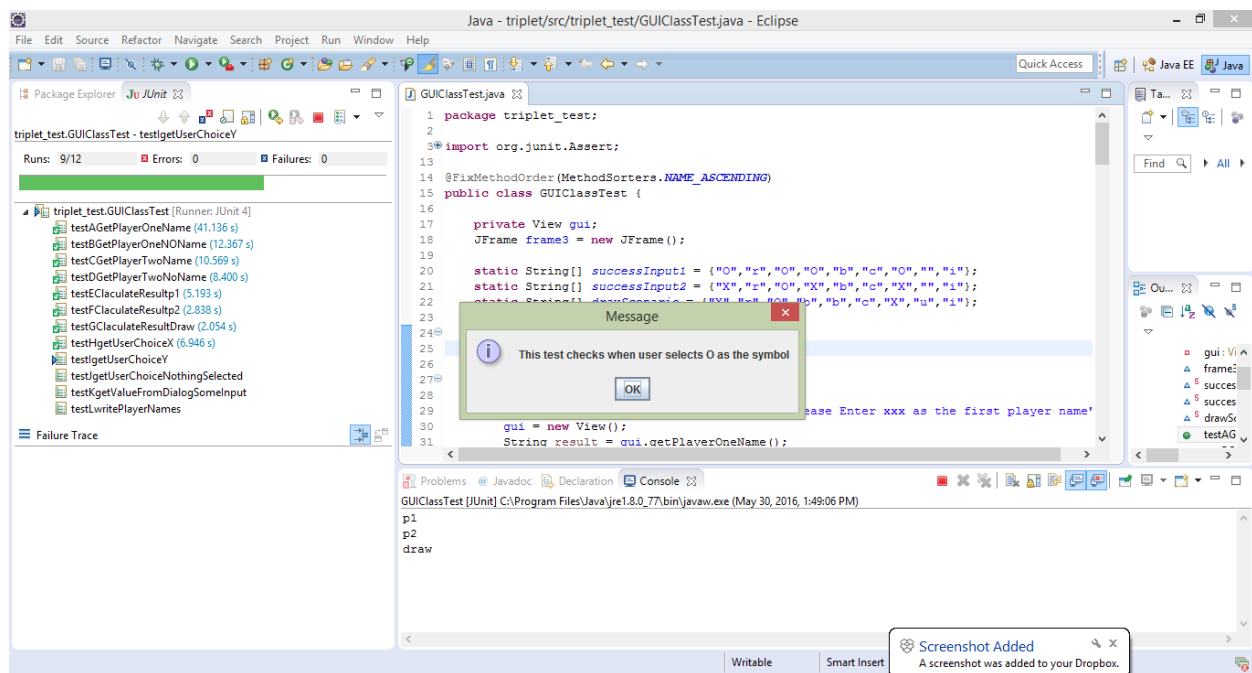
## Test case 8

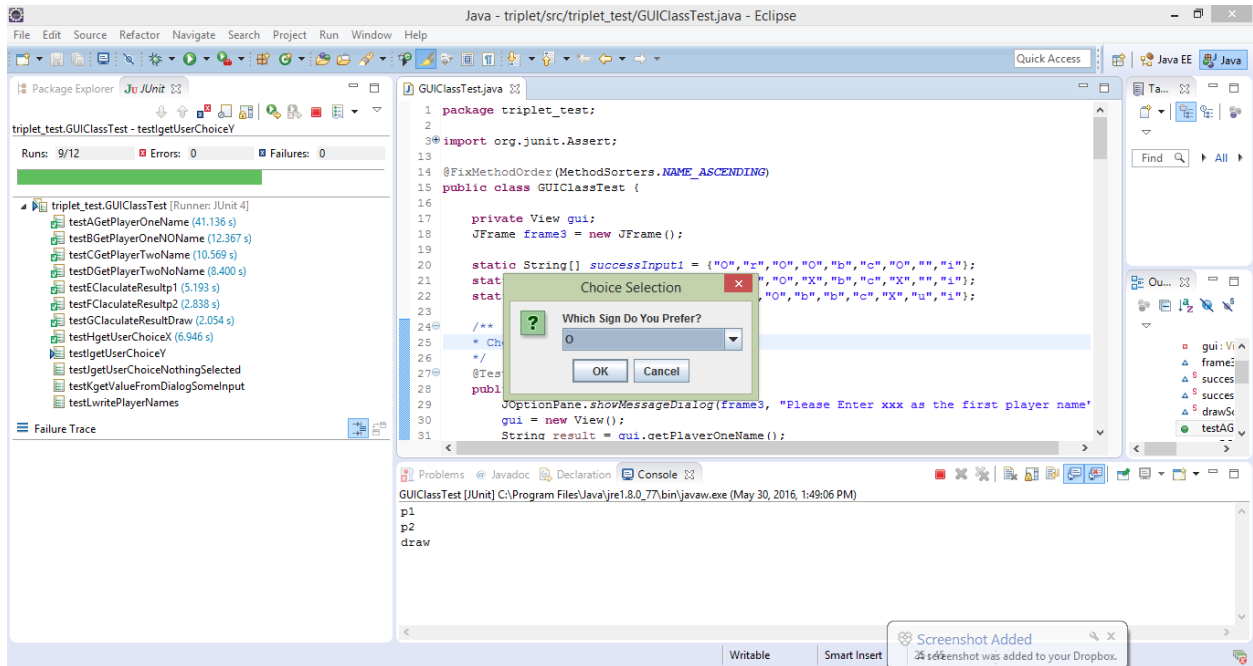
Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC8
Test Name	testHgetUserChoiceX()
Test Description	This test checks when user selects X as the symbol
Items to be tested	gui.getUserChoice()



## Test case 9

Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC9
Test Name	testIgetUserChoiceY()
Test Description	This test checks when user selects O as the symbol
Items to be tested	gui.getUserChoice()

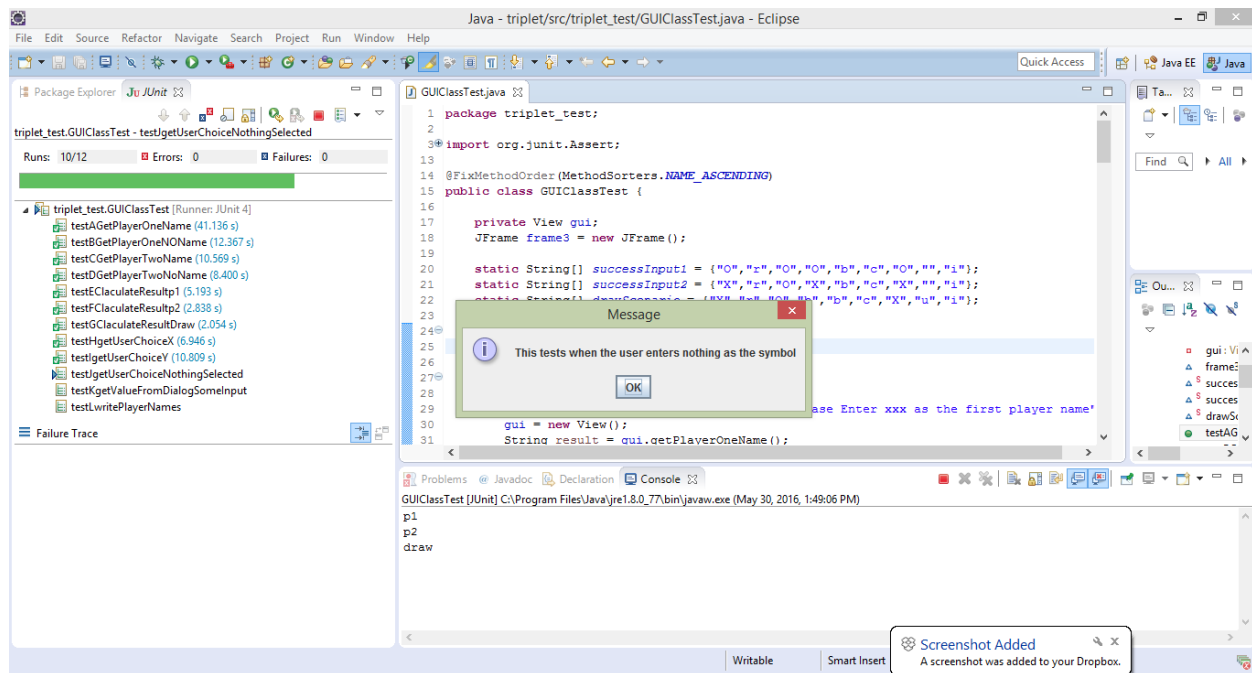






## Test case 10

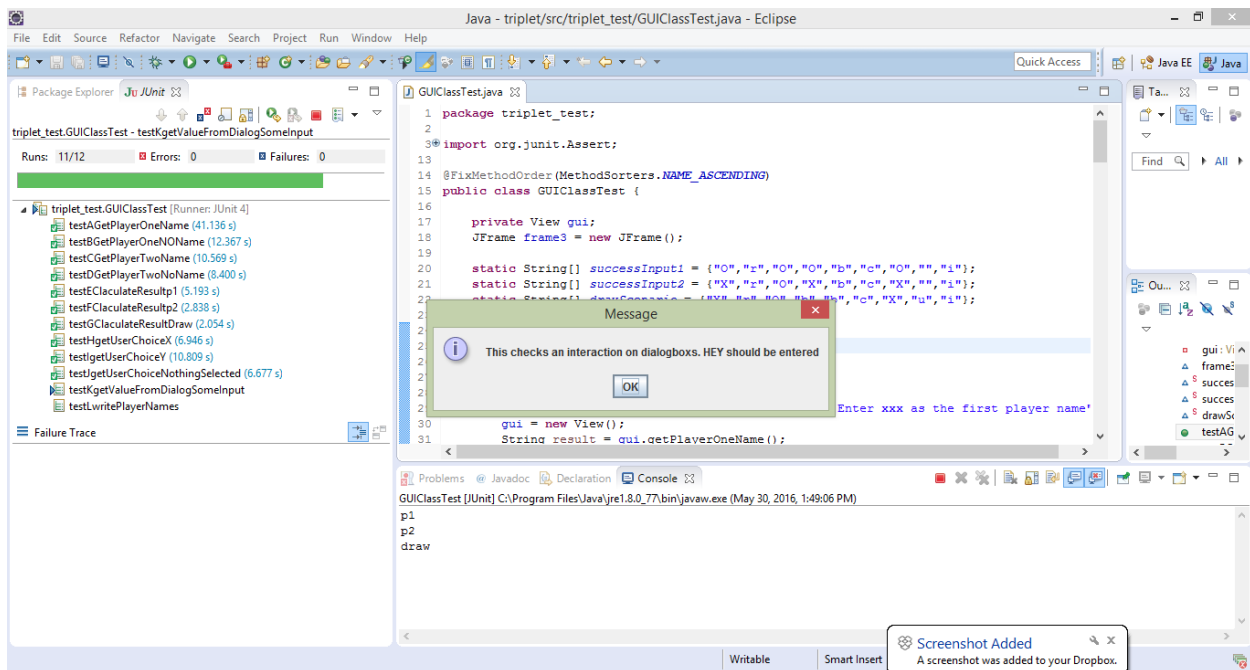
Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC10
Test Name	testJgetUserChoiceNothingSelected()
Test Description	This test is executed when the user enters nothing as the symbol
Items to be tested	gui.getUserChoice()

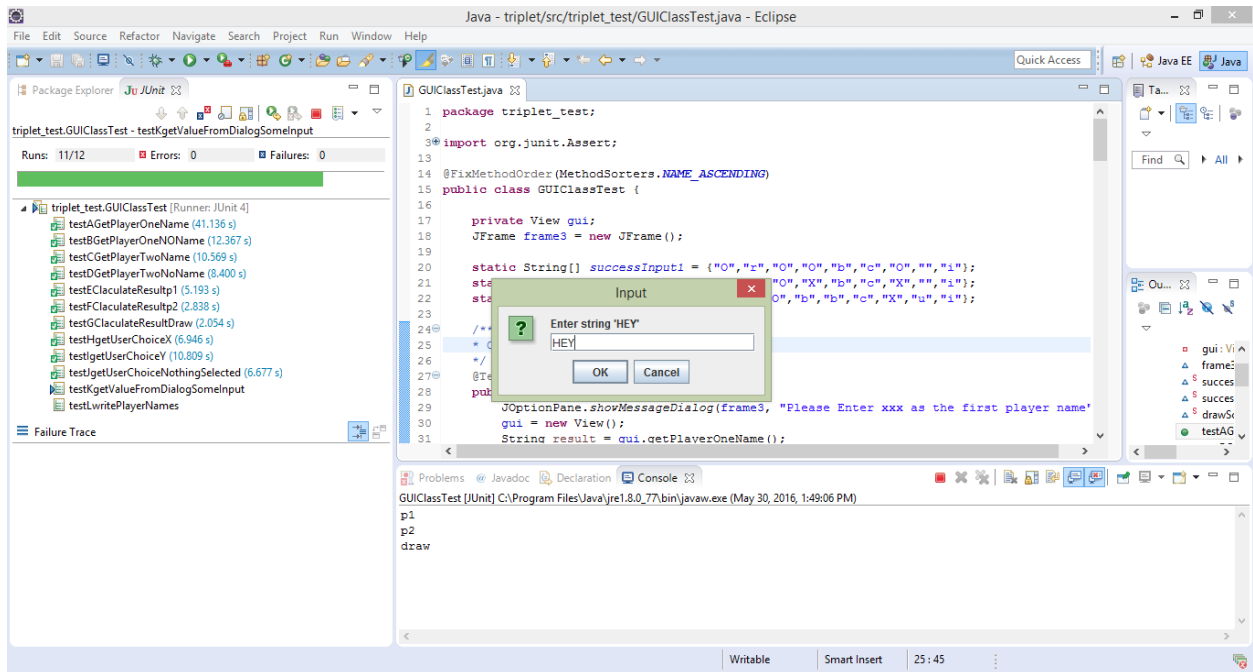




## Test case 11

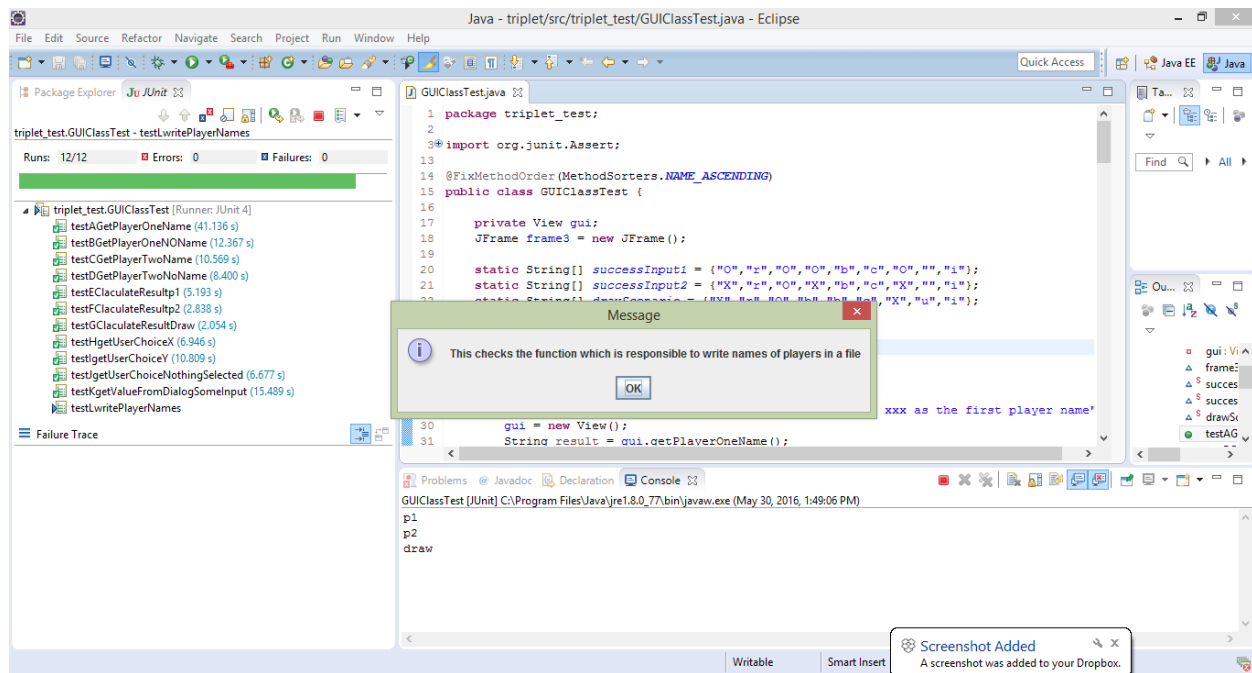
Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC11
Test Name	testKgetValueFromDialogSomeInput()
Test Description	This checks an interaction on dialog boxes. HEY should be entered
Items to be tested	gui.getValueFromDialog()

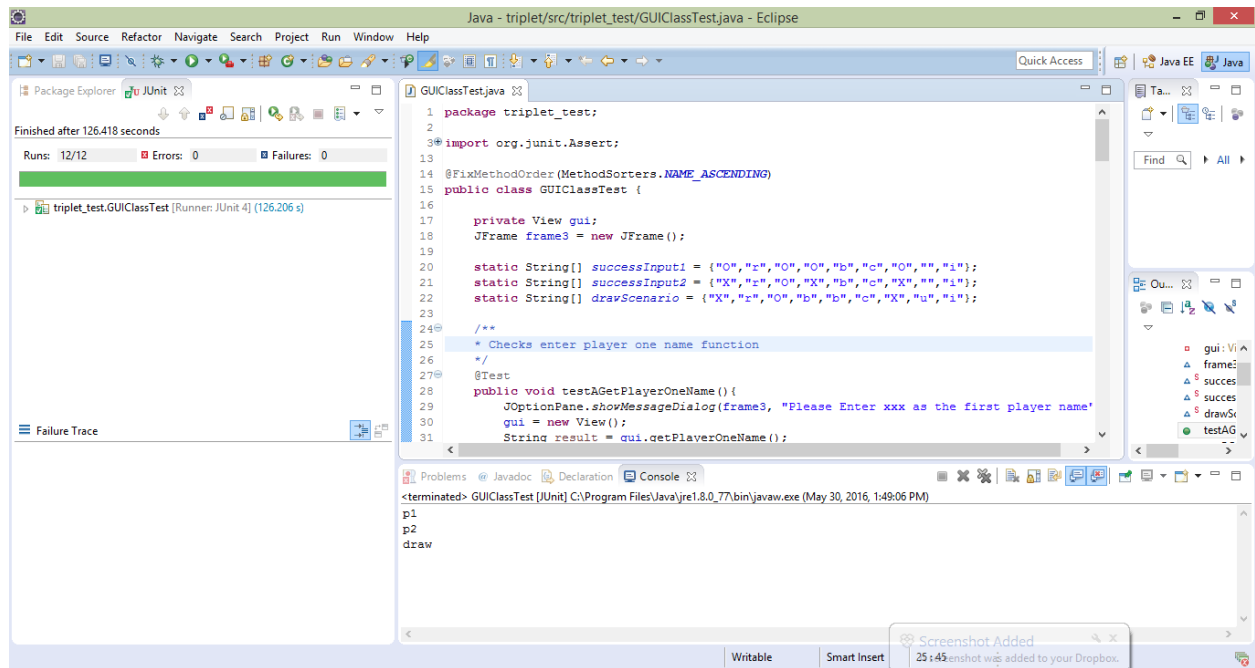




## Test case 12

Tested By	Team TripleT
Test Type	Unit testing
Test Case Number	Test case TC12
Test Name	testLwritePlayerNames()
Test Description	This checks the function which is responsible to write names of players in a file
Items to be tested	gui.writePlayerNames()





## Test case 13

<b>Tested By</b>	Team TripleT
<b>Test Type</b>	Unit testing
<b>Test Case Number</b>	Test case TC13
<b>Test Name</b>	testMPlay_audio()
<b>Test Description</b>	This checks the function which is responsible for playing the audio file
<b>Items to be tested</b>	View.Play_audio();

