**集成测试用例文档**

**团队名称**：天天小组

**编写人员**：马超

**相关组件和消息：**

|  |  |
| --- | --- |
| **相关的系统层次** | **相关的组件** |
| 展示层 | **UI** |
| 业务逻辑层 | **algorithm** |
| **communication** |
| **gametool** |
| **login\_register** |
| **blservice** |
| **corperationgame** |
| **datamanagement** |
| **friendsmanagement** |
| **pkgame** |
| **singlegame** |
| 数据层 | **communication** |
| **dataservice** |
| **dataoperation** |

|  |  |  |  |
| --- | --- | --- | --- |
| **消息编号** | **消息名** | **消息发送者** | **消息接收者** |
| [Msg0001] | 用户请求 | UI | blservice |
| [Msg0002] | 调用服务名称 | blservice | communication |
| [Msg0003] | 数据操作请求 | communication | dataservice |
| [Msg0004] | 存储和读取信息 | dataservice | dataoperation |

**Integation Test Case L1**

**测试用例标题：**游戏注册的组件集成测试

**设计人员：**马超

**设计日期：**2014-04-17

**测试用例表：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **测试用例ID** | **测试用例描述** | **输入数据** | | | **预期输出** | **实际输出** | **Pass/Fail** | **备注** |
| **昵称** | **密码** | **再次输入** |
| Version-001 | 用户注册 | abc | 123 | 123 | 注册成功，显示ID（123） |  |  |  |
| Version-002 | null | 123 | 123 | 请输入昵称 |  |  |  |
| Version-003 | abc | 123 | 456 | 密码前后不一致 |  |  |  |
| Version-004 | abc | null | 123 | 请输入密码 |  |  |  |
| Version-005 | abc | 123 | null | 请再次输入密码 |  |  |  |

**Integation Test Case L2**

**测试用例标题：**游戏登录的组件集成测试

**设计人员：**马超

**设计日期：**2014-04-17

**测试用例表：**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **测试用例ID** | **测试用例描述** | **输入数据** | | **预期输出** | **实际输出** | **Pass/Fail** | **备注** |
| **ID** | **密码** |
| Version-001 | 使用Integation Test Case L1中的账号密码登录 | 123 | 123 | 登录成功 |  |  |  |
| Version-002 | null | 123 | 请输入ID |  |  |  |
| Version-003 | 123 | null | 请输入密码 |  |  |  |
| Version-004 | 123 | 456 | 密码错误 |  |  |  |
| Version-005 | 111 | 123 | 该用户不存在 |  |  |  |

**Integation Test Case L3**

**测试用例标题：**单机游戏的组件集成测试

**设计人员：**马超

**设计日期：**2014-04-17

**测试用例描述：**使用给定的游戏初始界面，进行消除和道具的测试，输出均为消除后未掉落的界面

**初始游戏界面：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | 5 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 1 | 4 | 5 | 3 | 6 | 4 | 1 |
| 2 | 3 | 4 | 1 | 5 | 1 | 1 | 15 | 2 |
| 3 | 1 | 4 | 6 | 1 | 4 | 6 | 20 | 4 |
| 1 | 3 | 5 | 17 | 1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-001

**输入数据：**交换（4,0），（4,1）

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | 5 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 1 | 4 | 5 | 3 | 6 | 4 | 1 |
| 2 | -1 | 4 | 1 | 5 | 1 | 1 | 15 | 2 |
| 1 | -1 | 4 | 6 | 1 | 4 | 6 | 20 | 4 |
| 1 | -1 | 5 | 17 | 1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-002

**输入数据：**交换（6,4），（7,4）

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | 5 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 1 | 4 | 5 | 3 | 6 | 4 | 1 |
| 2 | 3 | 4 | 1 | 5 | 1 | 1 | 15 | 2 |
| 3 | 1 | 4 | 6 | 1 | 4 | 6 | 20 | 4 |
| 1 | 3 | 5 | 17 | 1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | -1 | -1 | -1 | 6 | 3 | 2 |
| 1 | 3 | 2 | -1 | -1 | -1 | 6 | 4 | 1 |
| 4 | 6 | 7 | -1 | -1 | -1 | 1 | 3 | 5 |

**测试用例ID：**Version-003

**输入数据：**交换（1,3），（1,4）

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | -1 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | 16 | -1 | 7 | 1 | 2 | 3 |
| 5 | 6 | 1 | 4 | -1 | 3 | 6 | 4 | 1 |
| 2 | 3 | 4 | 1 | -1 | 1 | 1 | 15 | 2 |
| 3 | 1 | 4 | 6 | 1 | 4 | 6 | 20 | 4 |
| 1 | 3 | 5 | 17 | 1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-004

**输入数据：**交换（2,3），（2,2）

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | -1 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | -1 | 5 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 20 | 1 | 5 | 3 | 6 | 4 | 1 |
| 2 | 3 | -1 | 1 | 5 | 1 | 1 | 15 | 2 |
| 3 | 1 | -1 | 6 | 1 | 4 | 6 | 20 | 4 |
| 1 | 3 | 5 | 17 | 1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-005

**输入数据：**交换（3,3），（3,4）

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | 5 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 1 | 4 | 5 | 3 | 6 | 4 | 1 |
| 2 | 3 | 4 | 5 | 11 | -1 | -1 | 15 | 2 |
| 3 | 1 | 4 | 6 | -1 | 4 | 6 | 20 | 4 |
| 1 | 3 | 5 | 17 | -1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-006

**输入数据：**交换（4,6），（5,6）

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | 5 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 1 | 4 | 5 | 3 | 6 | 4 | 1 |
| 2 | 3 | 4 | 1 | 5 | 1 | 1 | 15 | 2 |
| 3 | 1 | 4 | 6 | 1 | 4 | 3 | 20 | 4 |
| 1 | 3 | 5 | 17 | 1 | -1 | 20 | -1 | -1 |
| 4 | 2 | 6 | 6 | 13 | 7 | -1 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | -1 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-007

**输入数据：**使用道具a（6,4）

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | 5 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 1 | 4 | 5 | 3 | 6 | 4 | 1 |
| 2 | 3 | 4 | 1 | 5 | 1 | 1 | 15 | 2 |
| 3 | 1 | -1 | -1 | -1 | 4 | 6 | 20 | 4 |
| 1 | 3 | -1 | -1 | -1 | -1 | 3 | 6 | 6 |
| 4 | 2 | -1 | -1 | -1 | -1 | 6 | 3 | 2 |
| 1 | 3 | 2 | -1 | -1 | -1 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-008

**输入数据：**使用道具a（3,7）

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | 5 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 1 | 4 | 5 | 3 | -1 | -1 | -1 |
| 2 | 3 | 4 | 1 | 5 | 1 | -1 | -1 | -1 |
| 3 | 1 | 4 | 6 | 1 | 4 | -1 | 20 | -1 |
| 1 | 3 | 5 | 17 | 1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-001

**输入数据：**使用道具b（4,7）

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | -1 | 2 |
| 2 | 3 | 4 | 5 | 16 | 7 | 1 | -1 | 3 |
| 5 | 6 | 1 | 4 | 5 | 3 | -1 | -1 | -1 |
| 2 | 3 | 4 | 1 | 5 | 1 | -1 | -1 | -1 |
| -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 |
| 1 | 3 | 5 | 17 | 1 | 6 | 3 | -1 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | -1 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | -1 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | -1 | 5 |

**Integation Test Case L4**

**测试用例标题：**单机游戏的组件集成测试

**设计人员：**马超

**设计日期：**2014-04-17

**测试用例描述：**使用给定的游戏消除后未掉落的界面，进行不同掉落的测试

**游戏消除后的界面：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | -1 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 1 | -1 | 5 | 3 | 6 | 4 | 1 |
| 2 | 3 | -1 | -1 | -1 | -1 | 1 | 15 | 2 |
| 3 | 1 | -1 | 12 | -1 | 4 | 6 | 20 | 4 |
| 1 | 3 | -1 | -1 | -1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-001

**掉落方式：**自顶向下

**输入数据：**无

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | \* | \* | \* | \* | 7 | 1 | 2 |
| 2 | 3 | \* | \* | \* | 6 | 1 | 2 | 3 |
| 5 | 6 | \* | \* | \* | 7 | 6 | 4 | 1 |
| 2 | 3 | 4 | \* | 5 | 3 | 1 | 15 | 2 |
| 3 | 1 | 4 | 4 | 16 | 4 | 6 | 20 | 4 |
| 1 | 3 | 1 | 12 | 5 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-001

**掉落方式：**自左向右

**输入数据：**无

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| \* | 2 | 3 | 5 | 16 | 7 | 1 | 2 | 3 |
| \* | 5 | 6 | 1 | 5 | 3 | 6 | 4 | 1 |
| \* | \* | \* | \* | 2 | 3 | 1 | 15 | 2 |
| \* | \* | 3 | 1 | 12 | 4 | 6 | 20 | 4 |
| \* | \* | \* | 1 | 3 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**Integation Test Case L5**

**测试用例标题：**单机游戏的组件集成测试

**设计人员：**马超

**设计日期：**2014-04-17

**测试用例描述：**使用给定的游戏界面，判断是否存在可直接消除的位置，将可消除的位置均消除

**给定的游戏界面：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | 1 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 4 | 5 | 3 | 1 | 6 | 4 | 1 |
| 2 | 3 | 4 | 1 | 1 | 1 | 1 | 15 | 2 |
| 3 | 1 | 4 | 6 | 1 | 4 | 6 | 20 | 4 |
| 1 | 3 | 5 | 17 | 1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-001

**输入数据：**无

**预期输出：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | -1 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | -1 | 1 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | -1 | 5 | 3 | 1 | 6 | 4 | 1 |
| 2 | 3 | -1 | -1 | 20 | -1 | -1 | 15 | 2 |
| 3 | 1 | 20 | 6 | -1 | 4 | 6 | 20 | 4 |
| 1 | 3 | 5 | 17 | -1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**Integation Test Case L6**

**测试用例标题：**单机游戏的组件集成测试

**设计人员：**马超

**设计日期：**2014-04-17

**测试用例描述：**使用给定的游戏界面，判断是否存在交换后可消除的位置，输出交换坐标

**给定的游戏界面：**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 4 | 4 | 5 | 6 | 7 | 1 | 2 |
| 2 | 3 | 4 | 5 | 16 | 7 | 1 | 2 | 3 |
| 5 | 6 | 1 | 4 | 5 | 3 | 6 | 4 | 1 |
| 2 | 3 | 4 | 1 | 5 | 1 | 1 | 15 | 2 |
| 3 | 1 | 4 | 6 | 1 | 4 | 6 | 20 | 4 |
| 1 | 3 | 5 | 17 | 1 | 6 | 3 | 6 | 6 |
| 4 | 2 | 6 | 6 | 13 | 7 | 6 | 3 | 2 |
| 1 | 3 | 2 | 3 | 7 | 3 | 6 | 4 | 1 |
| 4 | 6 | 7 | 1 | 2 | 1 | 1 | 3 | 5 |

**测试用例ID：**Version-001

**输入数据：**无

**预期输出：**（1,2），（2,2）