**Summary**

For the final deliverable, I chose to create an executable jar application and write a test plan on it. The jar application is called Touring.jar. In this application, the user is touring with their band, moving from location to location, with their manager. At each location, the user can check to see if the location gives or takes money and the bands’ balance is automatically updated. Once the balance has reached $100, the user has the option to pay the manager. If the user tries to pay the manager prior to the balance reaching $100, the user automatically loses and is told they are sent to jail as punishment. If the user tries to pay the manager after reaching at least $100, the user wins.

I wrote 18 test cases in the test plan for 9 requirements which is good since having more than two times the number of requirements can be a sign of over-testing. I was also careful to make sure that each test case only tests one requirement. I began creating the test cases by testing at the first location, for each requirement applicable, for the edge case and testing at a random location, for each requirement applicable, for a non-edge case. The requirement TOUR\_WIN could only be tested using one test case, which is trying to pay the manager once the balance has reached at least $100, so I made three test cases to test TOUR\_BALANCE, the first case tests at the first location before checking the location for money, the second case tests at the first location after checking the location for money, and the third test case tests at a random location.