**Test Plan**

1. Test Case 1
   1. Requirement: TOUR\_ITERATION
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “h” “b” “c” “p” “e” “w”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “h”
      5. You will be shown the menu listing the commands
      6. Enter “b”
      7. You will be shown that you have no balance
      8. Enter “c”
      9. You will earn $50 for the first location
      10. Enter “e”
      11. You will be taken to Location 3
      12. Enter “w”
      13. You will be taken to Location 5
      14. Enter “p”
      15. You will lose the game since you didn’t collect at least $100
   5. Output Values:

(h): “’h’: Displays the list of possible commands

‘b’: Displays your current balance

‘c’: Checks for collection or loss of money at a location

‘p’: Pays the manager the money from the balance

‘e’: Takes you to the next location, East

‘w’: Takes you to the next location, West”

(b): “Your balance is: $50”

(c): “At this location: $50

Your balance is: $50”

(e): “You are at Location 3!”

(w): “You are at Location 5!”

(p): “Oops! Your balance is: $50

You did not have enough money, you will be going to jail”

* 1. Post Conditions: The program exits.

1. Test Case 2
   1. Requirement: TOUR\_ITERATION
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “h” “b” “c” “p” “e” “w”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “e” then enter “w”
      5. You will be at Location 5
      6. Enter “h”
      7. You will be shown the menu listing the commands
      8. Enter “b”
      9. You will be shown that you have no balance
      10. Enter “c”
      11. You will lose $50
      12. Enter “e”
      13. You will be taken to Location 7
      14. Enter “w”
      15. You will be taken to Location 1
      16. Enter “p”
      17. You will lose the game since you didn’t collect at least $100
   5. Output Values:

(h): “’h’: Displays the list of possible commands

‘b’: Displays your current balance

‘c’: Checks for collection or loss of money at a location

‘p’: Pays the manager the money from the balance

‘e’: Takes you to the next location, East

‘w’: Takes you to the next location, West”

(b): “Your balance is: $0”

(c): “At this location: $-50

Your balance is: $-50”

(e): “You are at Location 7!”

(w): “You are at Location 1!”

(p): “Oops! Your balance is: $-50

You did not have enough money, you will be going to jail”

* 1. Post Conditions: The program exits.

1. Test Case 3
   1. Requirement: TOUR\_UNKNOWN
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “n” “s”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “n”
      5. You will be told it is an invalid command
      6. Enter “s”
      7. You will be told it is an invalid command
   5. Output Values

(n): “Invalid command”

(s): “Invalid command”

* 1. Post Conditions: You will remain at Location 1.

1. Test Case 4
   1. Requirement: TOUR\_UNKNOWN
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “east” “west”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “east”
      5. You will be told it is an invalid command
      6. Enter “west”
      7. You will be told it is an invalid command
   5. Output Values

(east): “Invalid command”

(west): “Invalid command”

* 1. Post Conditions: You will remain at Location 1.

1. Test Case 5
   1. Requirement: TOUR\_CAPS
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “h” “b” “c” “p” “e” “w”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “h”
      5. You will be shown the menu listing the commands
      6. Enter “b”
      7. You will be shown that you have no balance
      8. Enter “c”
      9. You will earn $50 for the first location
      10. Enter “e”
      11. You will be taken to Location 3
      12. Enter “w”
      13. You will be taken to Location 5
      14. Enter “p”
      15. You will lose the game since you didn’t collect at least $100
   5. Output Values:

(h): “’h’: Displays the list of possible commands

‘b’: Displays your current balance

‘c’: Checks for collection or loss of money at a location

‘p’: Pays the manager the money from the balance

‘e’: Takes you to the next location, East

‘w’: Takes you to the next location, West”

(b): “Your balance is: $50”

(c): “At this location: $50

Your balance is: $50”

(e): “You are at Location 3!”

(w): “You are at Location 5!”

(p): “Oops! Your balance is: $50

You did not have enough money, you will be going to jail”

* 1. Post Conditions: The program exits.

1. Test Case 6
   1. Requirement: TOUR\_CAPS
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “H” “B” “C” “P” “E” “W”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “Q”
      3. You will be at the first location
      4. Enter “H”
      5. You will be shown the menu listing the commands
      6. Enter “B”
      7. You will be shown that you have no balance
      8. Enter “C”
      9. You will earn $50 for the first location
      10. Enter “E”
      11. You will be taken to Location 3
      12. Enter “W”
      13. You will be taken to Location 5
      14. Enter “P”
      15. You will lose the game since you didn’t collect at least $100
   5. Output Values:

(H): “’h’: Displays the list of possible commands

‘b’: Displays your current balance

‘c’: Checks for collection or loss of money at a location

‘p’: Pays the manager the money from the balance

‘e’: Takes you to the next location, East

‘w’: Takes you to the next location, West”

(B): “Your balance is: $50”

(C): “At this location: $50

Your balance is: $50”

(E): “You are at Location 3!”

(W): “You are at Location 5!”

(P): “Oops! Your balance is: $50

You did not have enough money, you will be going to jail”

* 1. Post Conditions: The program exits.

1. Test Case 7
   1. Requirement: TOUR\_MOVE
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “e” “w”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “e”
      5. You will move to Location 3
      6. Enter “w”
      7. You will move to Location 5
   5. Output Values

(e): “You are at Location 3!”

(w): “You are at Location 5!”

* 1. Post Conditions: You will be at Location 5.

1. Test Case 8
   1. Requirement: TOUR\_MOVE
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “e” “w”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “e” then “w”
      5. You will be at Location 5
      6. Enter “e”
      7. You will move to Location 7
      8. Enter “w”
      9. You will move to Location 1
   5. Output Values

(e): “You are at Location 7!”

(w): “You are at Location 1!”

* 1. Post Conditions: You will be at Location 1

1. Test Case 9
   1. Requirement: TOUR\_WIN
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “e” “c” “p”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “c”
      5. You will collect $50
      6. Enter “e” then “c”
      7. You will collect another $50 and it will show that your balance is $100
      8. Enter “p”
      9. You win since you have paid your manager at least $100
   5. Output Values

“You are at Location 1!

At this location: $50

Your balance is: $50

You are at Location 3!

At this location: $50

Your balance is: $100

Congratulations!

You have paid your manager at least $100.”

* 1. Post Conditions: The program exits.

1. Test Case 10
   1. Requirement: TOUR\_LOSE
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “p”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “p”
      5. You will lose the game
   5. Output Values

“You are at Location 1!

Oops! Your balance is: $0

You did not have enough money, you will be going to jail.”

* 1. Post Conditions: The program exits.

1. Test Case 11
   1. Requirement: TOUR\_LOSE
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “e” “w” “c” “p”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “c”
      5. You will collect $50
      6. Enter “e” then “c”
      7. You will collect another $50 and it will show that your balance is $100
      8. Enter “w” then “c”
      9. You will lose $50 and it will show that your balance is $50
      10. Enter “p”
      11. You lose since you are paying your manager prior to collecting at least $100
   5. Output Values

“You are at Location 1!

At this location: $50

Your balance is: $50

You are at Location 3!

At this location: $50

Your balance is: $100

You are at Location 5!

At This location $-50

Your balance is: $50

Oops! Your balance is: $50

You did not have enough money, you will be going to jail.”

* 1. Post Conditions: The program exits.

1. Test Case 12
   1. Requirement: TOUR\_BALANCE
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “b”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “b”
      5. You will be shown that you have a $0 balance
   5. Output Values

“Your balance is: $0”

* 1. Post Conditions: You will remain at Location 1

1. Test Case 13
   1. Requirement: TOUR\_BALANCE
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “b” “c”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “c”
      5. You will collect $50
      6. Enter “b”
      7. You will be shown that you have a $50 balance
   5. Output Values

“Your balance is: $50”

* 1. Post Conditions: You will remain at Location 1

1. Test Case 14
   1. Requirement: TOUR\_BALANCE
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “b” “c” “e” “w”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “c” then “e” then “c” then “w” then “c”
      5. You will lose $50 and be shown the balance is $50
      6. Enter “b”
      7. You will be shown that you have a $50 balance
   5. Output Values

“You are at Location 1!

At this location: $50

Your balance is: $50

You are at Location 3!

At this location: $50

Your balance is: $100

You are at Location 5!

At this location: $-50

Your balance is: $50

Your balance is: $50”

* 1. Post Conditions: You remain at Location 5

1. Test Case 15
   1. Requirement: TOUR\_CHECK
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “c”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “c”
      5. You will collect $50 and be shown the balance is $50
   5. Output Values

“You are at Location 1!

At this location: $50

Your balance is: $50”

* 1. Post Conditions: You remain at Location 1

1. Test Case 16
   1. Requirement: TOUR\_CHECK
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “c” “e” “w”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “e” then “w”
      5. You will be at Location 5
      6. Enter “c”
      7. You will loss $50 and be shown the balance is -$50
   5. Output Values

“You are at Location 1!

You are at Location 3!

You are at Location 5!

At this location: $-50

Your balance is: $-50”

* 1. Post Conditions: You remain at Location 5

1. Test Case 17
   1. Requirement: TOUR\_MENU
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “h”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “h”
      5. You will be shown the list of possible commands
   5. Output Values

“’h’: Displays the list of possible commands

‘b’: Displays your current balance

‘c’: Checks for collection or loss of money at a location

‘p’: Pays the manager the money from the balance

‘e’: Takes you to the next location, East

‘w’: Takes you to the next location, West”

* 1. Post Conditions: You remain at Location 1

1. Test Case 18
   1. Requirement: TOUR\_MENU
   2. Preconditions: Run “Touring.jar”
   3. Input Values: “h” “e” “w”
   4. Execution Steps:
      1. You will be given the option to read the menu with the list of commands or begin touring
      2. Enter “q”
      3. You will be at the first location
      4. Enter “e” then “w”
      5. Enter “h”
      6. You will be shown the list of possible commands
   5. Output Values

“You are at Location 1!

You are at Location 3!

You are at Location 5!

’h’: Displays the list of possible commands

‘b’: Displays your current balance

‘c’: Checks for collection or loss of money at a location

‘p’: Pays the manager the money from the balance

‘e’: Takes you to the next location, East

‘w’: Takes you to the next location, West”

* 1. Post Conditions: You remain at Location 5