## **MODULE TESTED:**

- Sodoku (int size)
  SetPossibleValues(values)
- SetCellValue(x,y,letter)

Test ID	Test Scenario	Test Case	Pre-Condition	Test Steps (Method)	User	Actual Result	Additional Comments	Status
ID	1. n <sup>2</sup> x n <sup>2</sup> grid is generated	valid size	integer size in range (1 to n²)	Sodoku (size)	Input size=3	Returns True	Comments	
TC_001	by Sudoku(n)	valid x value	integer x in range (1 to size <sup>2</sup> )	SetPossibleValues(values)	value={1 to 9}	Returns True	no .of values are (size <sup>2</sup> )	PASS
	2. generated value set of	valid y value	integer y in range (1 to size <sup>2</sup> )		x=3  y=4	Neturns rrue	value of x,y are in range (1, size <sup>2</sup> )	
	size (n <sup>2</sup> )	valid letter value	letter should be in value set	SetCellValue(x,y,letter)	letter=5	Returns True	letter value is from <b>value</b> set	
	3. set value of an empty cell	valid letter value	ietter snould be in value set	<u> </u>	ictter-5		letter value is from <b>value</b> set	
	3. Set value of all empty cell							
TO 000	1. n <sup>2</sup> x n <sup>2</sup> grid is generated	valid size	integer size in range (1 to n²)	Sodoku (size)	size=4	Returns True		FAIL
	by Sudoku(n)	invalid x value	integer x in range (1 to size <sup>2</sup> )	SetPossibleValues(values)	<b>value</b> ={1 to 16}	Returns True	Value of x is out of range (1, size <sup>2</sup> )	
TC_002	2. generated value set of	valid y value	integer y in range (1 to size²)		x=19 y=14			
	size (n²)	valid letter value	letter should be in value set	SetCellValue(x,y,letter)	letter=9	Returns False		
	3. set value of an empty cell							•
TC_003	1. n <sup>2</sup> x n <sup>2</sup> grid is generated	valid size	integer size in range (1 to n²)	Sodoku (size)	size=4	Returns True		
	by Sudoku(n)	valid x value	integer x in range (1 to size <sup>2</sup> )	SetPossibleValues(values)	value={A to P}	Returns True	Value of y is out	FAIL
10_003	2. generated value set of	invalid y value	integer y in range (1 to size²)	SetCellValue(x,y,letter)	x=4 y=23	Returns False	of range (1, size 2)	FAIL
	size (n²)	valid letter value	letter should be in value set	SetCellvalue(x,y,letter)	letter=K	Neturns raise		
	3. set value of an empty cell							
TC_004	1. n <sup>2</sup> x n <sup>2</sup> grid is generated	valid size	integer size in range (1 to n²)	Sodoku (size)	size=6	Returns True	letter is out	
	by Sudoku(n)	valid x value	integer x in range (1 to size²)	SetPossibleValues(values)	<b>value</b> ={1 to 36}	Returns True	of value set	FAIL
16_001	2. generated value set of	valid y value	integer y in range (1 to size²)	SetCellValue(x,y,letter)	x=4 y=23	Returns False	range (1 , 36)	' ' ' '
	size (n²)	invalid letter value	letter should be in value set	Section value(x,y,letter)	letter=37	rectarris raise	Tunge (1, 30)	
	3. set value of an empty cell						1	
	1. n <sup>2</sup> x n <sup>2</sup> grid is generated	valid size	integer size in range (1 to n²)	Sodoku (size)	size=3	Returns True		
TC_005	by Sudoku(n)	invalid x value	integer x in range (1 to size <sup>2</sup> )	SetPossibleValues(values)	value={1 to 9}	Returns True	Value of x & y is out	FAIL
	2. generated value set of	invalid y value	integer y in range (1 to size²)	SetCellValue(x,y,letter) x=14 y=12	Returns False	of range (1, size 2)		
	size (n²)	valid letter value	letter should be in value set	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	letter=6			
	3. set value of an empty cell						1	
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TC_006	1. n <sup>2</sup> x n <sup>2</sup> grid is generated	valid size	integer size in range (1 to n²)	Sodoku (size)	size=3	Returns True		FAIL
	by Sudoku(n)	null x value	integer x in range (1 to size <sup>2</sup> )	SetPossibleValues(values)	value={1 to 9}	Returns True	x & y can't accept NULL values	
	2. generated value set of	null y value	integer y in range (1 to size <sup>2</sup> )	SetCellValue(x,y,letter)	x=NULL y=NULL Returns Fals	Returns False		
	size (n²)	valid letter value	letter should be in value set		letter=6			
	3. set value of an empty cell							
	1. n <sup>2</sup> x n <sup>2</sup> grid is generated	valid size	integer size in range (1 to n2)	Sodoku (size)	size=3	Returns True		
TC_007	by Sudoku(n)	valid x value	integer size in range (1 to n²) integer x in range (1 to size²)	SetPossibleValues(values)	value={1 to 9}	Returns True	letter can't	
	2. generated value set of		integer x in range (1 to size <sup>2</sup> )		<del>                                     </del>		accept NULL values	FAIL
	z. generateu value set of	valid y value	integer y in range (1 to size-)	SatCall\/alua/v v lattar\	x=2 y=1	Raturne Falca	accept NOLL values	

	size (n²)	null letter value	letter should be in value set	Jetcenvalue(x,y,letter)	letter=NULL	ו/כנעוווט ו מוטכ		
	3. set value of an empty cell							
TC_008	1. n <sup>2</sup> x n <sup>2</sup> grid is generated	valid size	integer size in range (1 to n²)	Sodoku (size)	size=3	Returns True	x & y ara passed correct values but not as integer but string which is not allowed	FAIL
	by Sudoku(n)	x =String value	integer x in range (1 to size <sup>2</sup> )	SetPossibleValues(values)	<b>value</b> ={1 to 9}	Returns True		
	2. generated value set of	y=String value	integer y in range (1 to size²)	SetCellValue(x,y,letter)	x="2" y="1"	Returns False		
	size (n²)	valid letter value	letter should be in value set		letter=7			
	3. set value of an empty cell							
TC_009	1. n <sup>2</sup> x n <sup>2</sup> grid is generated	valid size	integer size in range (1 to n²)	Sodoku (size)	size=4	Returns True	this is a boundary case where x, y and letter are not within their respective ranges	FAIL
	by Sudoku(n)	invalid x value	integer x in range (1 to size <sup>2</sup> )	SetPossibleValues(values)	value={A to P}	Returns True		
	2. generated value set of	invalid y value	integer y in range (1 to size²)	SetCellValue(x,y,letter)	x=34 y=20	Returns False		
	size (n²)	invalid letter value	letter should be in value set		letter=Z	Neturns Faise		
	3. set value of an empty cell				-			