MODULE TESTED :

1. Sodoku (int size)
2. SetPossibleValues(values)
3. SetCellValue(x,y,letter)
4. Solve()

Test ID	Test Scenario	Test Case	Pre Condition	Test Steps (Method)	User Input	Actual Result	Additional Comments	Status
TC_01	1. n^2 x n^2 grid is made by Sudoku(n) 2. generated value set of size (n^2) 3. set value of empty cell 4. Call Solve() to solve sudoku	valid size	integer size in range (1 to n^2)	Sudoku (size)	size=3	Return True	Size can be any positive value	PASS
		valid **values** String	No. of unique character = size^2	SetPossibleValues (values)	**value**= {a to i}	Return True	no .of values are (size ^{2})	
		valid **x,y** value	integer x,y in range (1 to size^2)	SetCellValue (x,y,letter)	x=3 y=4	Return True	x,y, letter are validated	
		valid **letter** value	letter should be in value set		letter= f			
				Solve()	No i/p	Return True	sudoku will be solved	
TC_02	1. n^2 x n^2 grid is made by Sudoku(n) 2. generated value set of size (n^2) 3. set value of empty cell 4. Call Solve() to solve sudoku	valid size	integer size in range (1 to n^2)	Sudoku (size)	size=3	Return True	Size can be any positive value	FAIL
		valid **values** String	No. of unique character = size^2	SetPossibleValues (values)	**value**= {a to i}	Return True	no .of values are (size ^{2})	
		valid **x,y** value	integer x,y in range (1 to size^2)	SetCellValue (x,y,letter)	x=3 y=4	Return True	x,y, letter are validated	
		valid **letter** value	letter should be in value set		letter= f		sudoku will not be solved as no possible solution found	
				Solve()	No i/p	Return False		

NOTE:

1. Here, TC_02 is only one of the best case where every method was executed successfully but Solve() method return False as no possible solutions was found.
2. It's worth noting that there will be cases where Solve() will return False when one of the previous executable method (Sudoku(size), SetPossibleValues(values),SetCellValue(x,y,letter)) also return False.