1. Research and explain the purpose of a “Software Test Plan”.

A SoftwareTestPlan is a document describing thetesting scope and activities. It is the basis for formallytesting any software/product in a project. ISTQB Definition. testplan: A document describing the scope, approach, resources and schedule of intendedtest activities.

1. Research and explain the purpose of a “Software Test Case”.

A testcase is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly. The process of developing testcases can also help find problems in the requirements or design of an application.

1. Complete the following test cases as you work on your TicTacToe Program.

|  |  |  |
| --- | --- | --- |
| **ID** | **User Input** | **Result** |
| 1.1 | Player “X” enters a row number move | Select row inputted |
| 1.1 | Player “X” enters a column number move | Select coulomb inputted |
| 1.1 | Player “O” enters a row number move | Select row inputted |
| 1.1 | Player “O” enters a column number move | Select coulomb inputted |
|  |  |  |
| 2.1 | Player enters a row number move less than 0 | Receive message  Bad row try again |
| 2.2 | Player enters a row number move greater than 2 | Receive message  Bad row try again |
| 2.3 | Player enters a row number move greater that is not a number (i.e. includes letters or special characters) | Value error: invalid for int() |
| 2.4 | Player enters a column number move less than 0 | Receive message  Bad col try again |
| 2.5 | Player enters a column number move greater than 2 | Receive message  Bad col try again |
| 2.6 | Player enters a column number move greater that is not a number (i.e. includes letters or special characters) | Value error: invalid for int() |
| 2.7 | Player “X” makes a move that is already occupied by player “O” | Receive message  Move spot is already taken try again |
| 2.8 | Player “O” makes a move that is already occupied by player “X” | Receive message  Move spot is already taken try again |
|  |  |  |
| 3.1 | Player “X” wins the game | Player X wins game over |
| 3.2 | Player “O” wins the game | Player O wins game over |