Test Plan

High level test plan:

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| --- | --- | --- | --- | --- |
| ID | Description | Exp I/P | Exp O/P | Actual O/P |
| HR.01 | System should be able to display the 3×3 square board. | Run | 3×3 square board display | 3×3 square board display |
| HR.02 | Players should be able to enter inputs. | Numbers of their choice | Tokens occupy cell for the entered number | Tokens occupy cell for the entered number |
| HR.03 | System should provide the output. | Player’s winner | Winner or draw | Winner or draw |

Low level test plan:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | Description | Expected I/O | Expected O/P | Actual O/P |
| LR.01 | According to players choice, they should be able to enter X and O in the 3×3 square board. | Numbers of their choice | Tokens occupy cell for the entered number | Tokens occupy cell for the entered number |
| LR.02 | System should print if the place as already occupied. | Toggle turn | Display place has already occupied | Display place has already occupied |
| LR.03 | System should be able to print the player winner and draw of the match. | Store player1 winner / player2 winner/  Game draw | Display player1 winner / player2 winner/  Game draw | Display player1 winner / player2 winner/  Game draw |