

CS163 Test Plan

Develop the test plan: *For each member function that you plan to write, think about how to test it – what flow of control exists in the member function and how would you test out all conditions:*

Test Case(s)	Expected Result	Verified? (yes/no)
Push - Head is null / empty list	return 0 for failure.	
Push - top_index is less than 5	Fill top_index in array with experience. Return 1 for success.	
Push - top_index is greater than 4	Set top to zero, push a new node onto the stack and fill it with experience. ++index, return 1.	
Pop - Head is null / empty list	return 0 for failure.	
Pop - 1 list member.	call display function on the object, and delete list if there are no other nodes.	
Pop - multiple list members.	call display function from object at the top, delete it, decrement index & return 1 for success	
Peek - list has members.	display the first experience, return 1 don't change any data.	
Peek - empty list.	return 0 for failure.	
display_resume - empty list	return 0 for failure.	
display_resume - list with members	display each experience without changing list and return 1 for success.	
display_experience	display experience and return 1	
copy_entry	copy entry into the class objects data, return 1	
input_entry	store input from client into class object. Return 1 for success, 0 for invalid input.	
display_node - empty list	won't be called on an empty list, display experience will prevent this.	
display node, array with items	start at top object, and display each one, then reset temp index to 5 , return 1	

Verify correctness: Using the above test plan, create a test program that tests the interactions of all functions together.