System Test Plan: Connect4 program

NOTE: You can stop program execution by pressing Ctrl+C.

Test ID	Description	Expected Results	Actual Results
testPlayerOWin	\$ java Connect4	Program starts	Program starts
		Board is displayed	Board is displayed
		Player O wins!	Player O wins!
		Program exits	Program exits
testPlayerXWin	\$ java Connect4	Program starts	Program starts
		Board is displayed	Board is displayed
		Player X wins!	Player X wins!
		Program exits	Program exits
testFullColumnShouldT ie	\$ java Connect4	Program starts	Program starts
ie ie		Board is displayed	Board is displayed
		Game over, it's a tie!	Game over, it's a tie!
		Program exits.	Program exits.

testInvalidColumnInpu tInteger	\$ java Connect4	Program starts	Program starts
tinteger		Board is displayed	Board is displayed
		Player X, choose a column (1-8): 20	Player X, choose a column (1-8): 20
			Invalid input, please enter a number
		Invalid input, please enter a number between 1 and 8.	between 1 and 8.
		Drogram ovits	Program exits.
		Program exits.	
testInvalidColumnInpu tChar	\$ java Connect4	Program starts	Program starts
tenar		Board is displayed	Board is displayed
		Player X, choose a column (1-8): hello	Player X, choose a column (1-8): hello
		(= 5)*	Invalid input, please enter a number
		Invalid input, please enter a	between 1 and 8.
		number between 1 and 8.	
			Program exits.
		Program exits.	
testInvalidColumnInpu tEmptyString	\$ java Connect4	Program starts	Program starts
temptysting		Board is displayed	Board is displayed
		Player X, choose a column (1-8):	Player X, choose a column (1-8):

		Invalid input, please enter a number between 1 and 8:	Invalid input, please enter a number between 1 and 8:
testInvalidColumnInpu tDouble	\$ java Connect4	Program starts	Program starts
		Board is displayed	Board is displayed
		Player X, choose a column (1-8): 20	Player X, choose a column (1-8): 20
			Invalid input, please enter a number
		Invalid input, please enter a number between 1 and 8:	between 1 and 8:
testValidArgs	\$ java Connect4	Program starts	Program starts
		Board is displayed	Board is displayed
testInvalidArgsNone	\$ java Connect4	Usage: java Connect4 <name 1=""> <name 2=""></name></name>	Usage: java Connect4 <name 1=""> <name 2=""></name></name>
		<program exits=""></program>	<program exits=""></program>
testGameWonByColum	\$ java Connect4	Program starts	Program starts
ns		Board is displayed	Board is displayed
		Player X won!	Player X won!
		Program exits	Program exits

\$ java Connect4 Player1	Program starts	Program starts
r tayer 2	Board is displayed	Board is displayed
	Player X won!	Player X won!
	Program exits.	Program exits.
\$ java Connect4 Player1	Program starts	Program starts
r tayer 2	Board is displayed	Board is displayed
	Player O won!	Player O won!
	Program exits.	Program exits.
\$ java Connect4 Player1	Program starts	Program starts
r tayer 2	Board is displayed	Board is displayed
	Player X, choose a column (1-8): 1	Player X, choose a column (1-8): 1
	Poard is displayed	Board is displayed
		Player O, choose a column (1-8): 4
	Player O, choose a column (1-8): 4	Board is displayed
	Board is displayed	
		Game over, it's a tie!
	Player2 \$ java Connect4 Player1 Player2	Player 2 Board is displayed Player X won! Program exits. \$ java Connect4 Player1 Player O won! Program exits. \$ java Connect4 Player1 Program exits. \$ program exits. Program starts Board is displayed Player O won! Program exits. \$ java Connect4 Player1 Player O won! Program exits. Board is displayed Player X, choose a column (1-8): 1 Board is displayed Player O, choose a column (1-8): 4 Board is displayed

Game over, it's a tie!
