

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 Board is displayed Player O wins! Program exits	Program starts Board is displayed Player O wins! Program exits
testPlayerXWin	\$ java Connect4	Program starts Board is displayed Player X wins! Program exits	Program starts Board is displayed Player X wins! Program exits
testFullColumnShouldTie	\$ java Connect4	Program starts Board is displayed Game over, it's a tie! Program exits.	Program starts Board is displayed Game over, it's a tie! Program exits.

testInvalidColumnInputInteger	\$ java Connect4	<p>Program starts</p> <p>Board is displayed</p> <p>Player X, choose a column (1-8): 20</p> <p>Invalid input, please enter a number between 1 and 8.</p> <p>Program exits.</p>	<p>Program starts</p> <p>Board is displayed</p> <p>Player X, choose a column (1-8): 20</p> <p>Invalid input, please enter a number between 1 and 8.</p> <p>Program exits.</p>
testInvalidColumnInputChar	\$ java Connect4	<p>Program starts</p> <p>Board is displayed</p> <p>Player X, choose a column (1-8): hello</p> <p>Invalid input, please enter a number between 1 and 8.</p> <p>Program exits.</p>	<p>Program starts</p> <p>Board is displayed</p> <p>Player X, choose a column (1-8): hello</p> <p>Invalid input, please enter a number between 1 and 8.</p> <p>Program exits.</p>
testInvalidColumnInputEmptyString	\$ java Connect4	<p>Program starts</p> <p>Board is displayed</p> <p>Player X, choose a column (1-8):</p>	<p>Program starts</p> <p>Board is displayed</p> <p>Player X, choose a column (1-8):</p>

		Invalid input, please enter a number between 1 and 8:	Invalid input, please enter a number between 1 and 8:
testInvalidColumnInputDouble	\$ java Connect4	Program starts Board is displayed Player X, choose a column (1-8): 20 Invalid input, please enter a number between 1 and 8:	Program starts Board is displayed Player X, choose a column (1-8): 20 Invalid input, please enter a number between 1 and 8:
testValidArgs	\$ java Connect4	Program starts Board is displayed	Program starts Board is displayed
testInvalidArgsNone	\$ java Connect4	Usage: java Connect4 <Name 1> <Name 2> <Program exits>	Usage: java Connect4 <Name 1> <Name 2> <Program exits>
testGameWonByColumns	\$ java Connect4	Program starts Board is displayed Player X won! Program exits	Program starts Board is displayed Player X won! Program exits

testGameWonByRows	\$ java Connect4 Player1 Player2	Program starts Board is displayed Player X won! Program exits.	Program starts Board is displayed Player X won! Program exits.
testGameWonDiagonally	\$ java Connect4 Player1 Player2	Program starts Board is displayed Player O won! Program exits.	Program starts Board is displayed Player O won! Program exits.
testGameTied	\$ java Connect4 Player1 Player2	Program starts 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 ...	Program starts 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!

		Game over, it's a tie!	
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