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| **Variable**  TEST PLAN | **Input** | **Output** | **Action** |
| ch (character) | ch = ‘a’  when q!=0 | Sudoku Matrix with cursor moved backward | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch = ‘a’  when q==0 | Previously Displayed Sudoku | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch = ‘d’  when q!=8 | Sudoku Matrix with cursor moved forward | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch = ‘d’  when q==8 | Previously Displayed Sudoku | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch = ‘w’  when p!=0 | Sudoku Matrix with cursor moved upward | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch = ‘w’  when p==0 | Previously Displayed Sudoku | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch = ‘s’  when p!=8 | Sudoku Matrix with cursor moved downward | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch = ‘s’  when p==8 | Previously Displayed Sudoku | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch= ‘1’ , ‘2’ , ‘3’ , ’4’, ’5’ , ’6’ , ’7’, ’8’ or ’9’ | Sudoku Matrix with cursor position ‘filled’ | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch = ‘0’ | Sudoku Matrix with cursor position ‘empty’ | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch = ‘.’ | Displays “OPTIONS – Close, restart and go back” | Redirect to take value of ‘decide’ from user. |
| ch (character) | ch is integer value with more than 1 digit | (i) Display Sudoku Matrix with cursor position filled with first digit.  (ii) Display Sudoku Matrix with cursor position filled with second digit.  And so on. | Redirect to take value of ‘ch’ from user. |
| ch (character) | ch is floating value with decimal Places | Displays Error | (i)Display Sudoku Matrix with cursor position filled with first digit, then second digit and so on.  (ii) Go to Options  (iii) Take decide as number after decimal place. |
| ch (character) | ch!= ’a’, ‘d’, ‘w’, ‘s’ or  ‘0’ to ‘9’ | Previously Displayed Sudoku | Redirect to take value of ‘ch’ from user. |
| decide (character) | decide= ‘c’ or ‘C’ | Display ”Game Closed” | Close the Program Screen. |
| decide (character) | decide= ‘r’ or ‘R’ | Displays Sudoku as it was at the starting | Redirect to the start (beginning) of the program. |
| decide (character) | decide= ‘b’ or ‘B’ | Displays Soduko at its last stage | Redirect to the SUDOKU Display. |
| decide (character) | decide != ’b’, ’B’, ‘r’, ‘R’, ‘c’ or ‘C’ | Displays “Invalid Answer” | Redirect to take value of ‘decide’ from user. |
| decide (character) | decide is string with more than 1 character | Displays Error | Redirect to enter ‘decide’. |
| decide (character) | decide is integer with more than 1 digit | Displays Error | Redirect to enter ‘decide’. |
| decide (character) | decide is floating value | Displays Error | Redirect to enter ‘decide’. |
| decide (character) | decide is double value | Displays Error | Redirect to enter ‘decide’. |