

## Black Box Test Plan for DealGame

The text in bold in the **Description** column represents the test inputs to the program. You can stop program execution by pressing Ctrl+C.

Test ID	Description	Expected Results	Actual Results
testAcceptOfferInFirstRound  Author: Dr. Balik	<b>Precondition:</b> Delete highscore.txt  \$java -cp bin DealGameGUI -t  Player Box: Box 3  Round 1: ·      Box 17 ·      Box 15 ·      Box 25 ·      Box 26 ·      Box 6 ·      Box 9  Player accepts offer.  Player selects OK.  Player selects OK.  Game ends.	Player offered \$8,190.83  You have accepted the offer of \$8,190.83. Your box contained \$5.00, so you have made a GOOD DEAL!  You have set a new high score!!! \$8,190.83	Player offered \$8,190.83  You have accepted the offer of \$8,190.83. Your box contained \$5.00, so you have made a GOOD DEAL!  You have set a new high score!!! \$8,190.83
testSetNewHighScore  Author Thomas Tillis	\$java -cp bin DealGameGUI -t  Exit game	High Score: \$8190.83 displayed in GUI	High Score: \$8190.83 displayed in GUI

testSecondRound  Author: Thomas Tillis	<p><b>Precondition:</b> Delete highscore.txt</p> <p>\$java -cp bin DealGameGUI -t</p> <p>Player Box: Box 1</p> <p>Round 1:</p> <ul style="list-style-type: none"> <li>· Box 2</li> <li>· Box 3</li> <li>· Box 4</li> <li>· Box 5</li> <li>· Box 6</li> <li>· Box 7</li> </ul> <p>Player rejects offer.</p> <p>Round 2:</p> <ul style="list-style-type: none"> <li>· Box 8</li> <li>· Box 9</li> <li>· Box 10</li> <li>· Box 11</li> <li>· Box 12</li> <li>· Box 13</li> </ul> <p>Player selects OK.</p> <p>Player selects OK.</p> <p>Game ends.</p>	<p>Player offered \$8,190.83</p> <p>Player rejects offer.</p> <p>You have accepted the offer of \$45,556.67. Your box contained \$5.00, so you have made a GOOD DEAL!</p> <p>Player selects OK.</p> <p>Player selects OK.</p> <p>You have set a new high score!!! \$45,556.67</p> <p>Game ends.</p>	<p>Player offered \$8,190.83</p> <p>Player rejects offer.</p> <p>You have accepted the offer of \$45,556.67. Your box contained \$5.00, so you have made a GOOD DEAL!</p> <p>Player selects OK.</p> <p>Player selects OK.</p> <p>You have set a new high score!!! \$45,556.67</p> <p>Game ends.</p>
testSecondArgument  Author: Thomas Tillis	<p>\$java -cp bin DealGameGUI -t -argument</p> <p>Usage: java DealGameGUI [-t]</p>	<p><b>Usage: java DealGameGUI [-t]</b></p>	<p>Usage: java DealGameGUI [-t]</p>

testClickYourBox  Author: Thomas Tillis	\$java -cp bin DealGameGUI -t  Player Box: Box 1 Player selects button with "Your Box" written on it.  GUI	Player Box: Box 1 Player selects button with "Your Box" written on it. *Nothing happens	Player Box: Box 1 Player selects button with "Your Box" written on it. *Nothing happens
testEditHighScore  Author: Thomas Tillis	\$java -cp bin DealGameGUI -t  Player Box: Box 1 Player attempts to select and edit High Score text from within GUI  GUI	Player Box: Box 1 Player attempts to select and edit High Score text from within GUI *Nothing Happens	Player Box: Box 1 Player attempts to select and edit High Score text from within GUI *Nothing Happens