

## Decision Table.

- \* Tabular Representation of condition and their respective actions.
- \* Used in Requirement Management as well as system testing, Rules. (T/F).

<u>Conditions</u>	<del>R1</del> <u>R2</u>	R3	R4
<u>Actions</u>			

e.g. ATM withdrawal system.

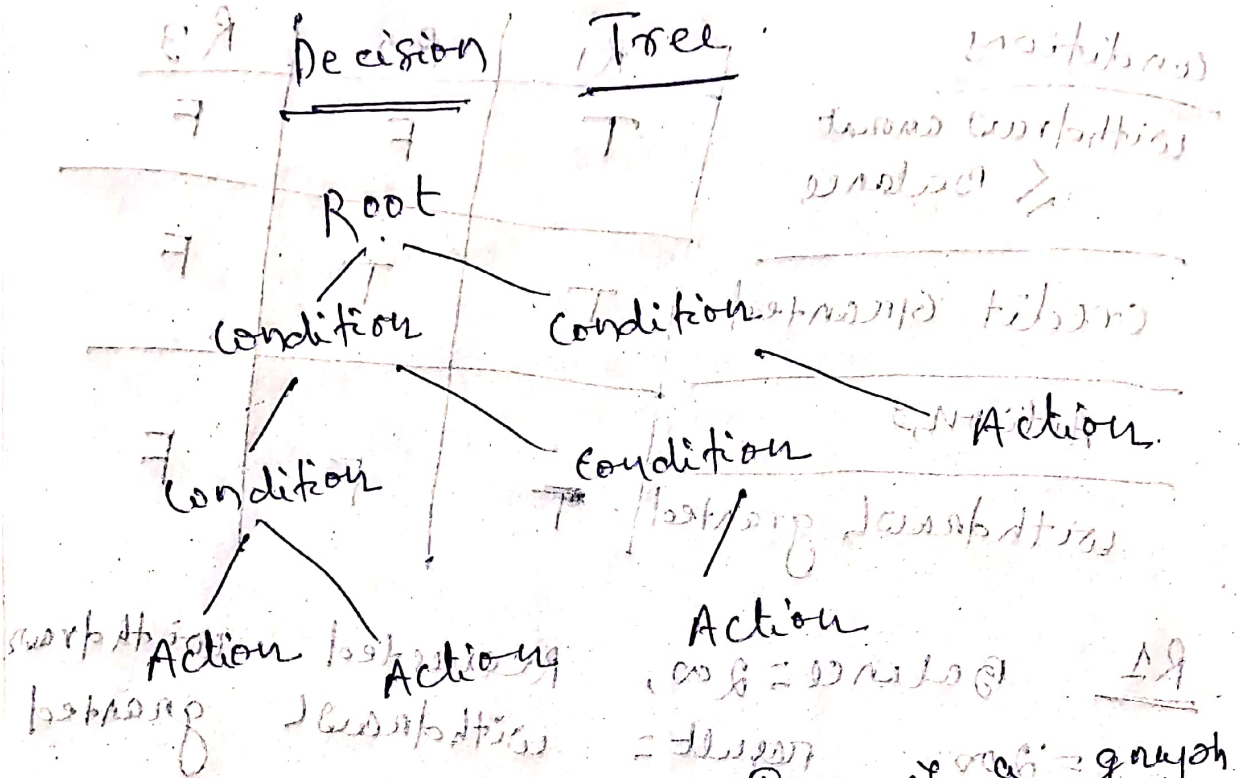
- Steps :
- i) identify Requirements & define conditions.
  - ii) Define Actions
  - iii) Define Rules
  - iv) 1) Rules for Actions also
  - v) Generate test cases.

Conditions	R1	R2	R3
Withdraw amount $\leq$ Balance	T	F	F
Credit Granted	T	T	F
Actions			
Withdraw granted	T	F	F

R1 Balance = 200, Requested Amount = 200, result = Withdraw granted

R2 Balance = 100, Requested Amount = 200, result = Withdraw denied

R3 Balance = 100, Requested Amount = 200, No Credit, result = Withdraw denied



A Decision Tree is a graph that uses a branching method to display all the possible outcomes of any decision.

- e.g. conditions included the sale amount (under \$50) & where the customer paid by cash or credit card. The four steps possible were to
- complete the sale after verifying the signature
  - complete the sale with no sign. needed
  - communicate electronically with the bank for credit card authorization
  - call the supervisor for approval

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