Stage 1: Input number of pads connect to controller

|  |  |  |
| --- | --- | --- |
| Test case | Expected output | Real output |
| 1 to 8 | 1 to 8 pads are registered |  |
| Any other string | Invalid |  |

Stage 2: Input pad number

|  |  |  |
| --- | --- | --- |
| Test case | Expected output | Real output |
| 1 to number of registered pad | 1 to number of registered pad |  |
| Any other strings | Invalid |  |

Stage 3: Input for rocket number:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test case <For rocket number>   |  |  |  | | --- | --- | --- | | 1. | 2 | 3 | | Expected output | Real output |
| 1 | Allow access to rocket1 system |  |
| 2 | Allow access to rocket2 system |  |
| Invalid input(2) | InputException |  |

Invalid input:

* Null
* Number other than 1 or 2
* Random string

Stage 4: Input Action

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test case <For action>   |  |  |  | | --- | --- | --- | | 1. | 2 | 3 | | Expected output | Real output |
| …-> Invalid input(1) -> … | ActionException |  |
| Invalid input -> … | ActionException |  |
| … -> … -> Invalid input | ActionException |  |
| Activate -> Armed -> Launch | Launch successfully |  |
| Activate -> Armed -> Activate | ActionException |  |
| Activate -> Armed -> Armed | Reset rocket system |  |
| Armed -> … | ActionException |  |
| Launch-> … | ActionException |  |
| Activate -> no input (in 10 seconds) | Reset rocket system |  |
| Activate -> Launch | ActionException |  |
| Activate -> Armed | launchAvailable Control Button state |  |
| Activate -> Activate | ActionException |  |
|  |  |  |

1. Invalid input:

* Null
* A number (Example: -1,01,2)
* Random strings( Example: asdasd)