Test Cases

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| Test Case ID | Test Scenario | Test Steps | Test Data |
| T01 | Check user input being X token | 1. Run program 2. Enter first token option | 1. Token = 1 |
| T02 | Check user input being O token | 1. Run program 2. Enter second token option | 1. Token = 2 |
| T03 | Check board output for current state | 1. Run Program 2. Enter Token 3. Enter a 0 to 8 location in board | 1. Token = 1 2. Move = 3 |
| T04 | Check for invalid response for giving same move twice. | 1. Run Program 2. Enter Token 3. Enter a 0 to 8 location in board 4. Enter the same location | 1. Token = 1 2. Move = 3 3. Move = 3 |
| T05 | Check for bot response in a three in row chance for user in next turn for diagonal rows | 1. Run Program 2. Enter Token 3. Enter a location which is in diagonal row 4. Enter a location from the same row of previous entry | 1. Token = 1 2. Move = 4 3. Move = 8 |
| T06 | Check for bot response in a three in row chance for user in next turn for Vertical rows | 1. Run Program 2. Enter Token 3. Enter a location which is in Vertical row 4. Enter a location from the same row of previous entry | 1. Token = 1 2. Move = 1 3. Move = 7 |
| T07 | Check for bot response in a three in row chance for user in next turn for Horizontal rows | 1. Run Program 2. Enter Token 3. Enter a location which is in horizontal row 4. Enter a location from the same row of previous entry | 1. Token = 1 2. Move = 8 3. Move = 7 |
| T08 | Check for program response for three in a row for user | 1. Run Program with bot function not called 2. Enter token 3. Enter Three location of the same row | 1. Token = 1 2. Move = 3 3. Move = 4 4. Move = 6 |
| T09 | Check for program response for three in a row for the bot | 1. Run program 2. Enter token 3. Enter three location from corners of the board | 1. Token = 1 2. Move = 0 3. Move = 2 4. Move = 8 |
| T10 | Check for program response for all 9 turns being exhausted without a three in a row condition | 1. Run program without calling the bot function 2. Enter token 3. Enter all the nine location | 1. Token = 1 and 2 2. Move = 0 3. Move = 1 4. Move = 2 5. Move = 3 6. Move = 4 7. Move = 5 8. Move = 6 9. Move = 7 10. Move = 08 |