# Testing table

Name of task: Tournament

## Inputs tested

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Input | Range | Data type | Tested | Result |
| Enter the name of your team | Not blank | String | “”  Liverpool | Rejected Accepted |
| Enter the names of opposing teams. | Not blank  Not the same as the home team | String | “”  @!##@  Liverpool  Man U | Rejected  Accepted  Rejected  Accepted |
| Enter {team1} score | Not a decimal  Not blank  Not a string  Not negative | Integer | Henry  “”  1.5  -1  12345678987654321 | Rejected  Rejected  Rejected  Rejected  Accepted |

## Test cases

|  |  |
| --- | --- |
| Input | Output |
| “”  Liverpool  “”  Liverpool  Man U  “”  Chelsea  Arsenal  done  -100  1.5  “”  Goal  5  3  17890  -115  17890.5  17890  14  42 | Please input a valid team name  Please enter a valid opposing team  Don’t play a game against yourself!  Please enter a valid opposing team  Please enter a valid integer  Please enter a valid integer  Please enter a valid integer  Please enter a valid integer  You won!  Please enter a valid integer  Please enter a valid integer  You drew.  You lost…  Tournament complete!  Liverpool finished the tournament with 6 points |
| Liverpool  done | No opposing teams… so no points :) |
|  |  |
|  |  |

## User testing

|  |  |
| --- | --- |
| Who tested your program | What did they notice |
| Bevan Cooper | Program broke when entering scores (put same team twice). Variable score2 wasn’t defined. |
| James Hart | Program allowed you to play a game against yourself |
| Phil Adams | Program allowed you to play a game against nothing via spaces |
|  |  |
|  |  |