1. Research and explain the purpose of a “Software Test Plan”.

* **Software Test Plan** is a document describing the testing scope and activities
* It is the basis for formally testing any software/product in a project.

1. Research and explain the purpose of a “Software Test Case”.

* Test case is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly
* The process of developing test cases can also help find problems in the requirements or design of an application.

1. Complete the following test cases as you work on your TicTacToe Program.

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| --- | --- | --- |
| **ID** | **User Input** | **Result** |
| 1.1 | Player “X” enters a row number move | Picks a row for user x |
| 1.1 | Player “X” enters a column number move | Picks a column for user x |
| 1.1 | Player “O” enters a row number move | Picks a row for user o |
| 1.1 | Player “O” enters a column number move | Picks a column for user o |
|  |  |  |
| 2.1 | Player enters a row number move less than 0 | Tells the player to “Try Again…”(enter a number equal or less than 2 or greater or equal to 0). |
| 2.2 | Player enters a row number move greater than 2 | Tells the player to “Try Again…”(enter a number equal or less than 2 or greater or equal to 0). |
| 2.3 | Player enters a row number move greater that is not a number (i.e. includes letters or special characters) | Tells the player to “Try Again…”(enter a number equal or less than 2 or greater or equal to 0). |
| 2.4 | Player enters a column number move less than 0 | Tells the player to “Try Again…”(enter a number equal or less than 2 or greater or equal to 0). |
| 2.5 | Player enters a column number move greater than 2 | Tells the player to “Try Again…”(enter a number equal or less than 2 or greater or equal to 0). |
| 2.6 | Player enters a column number move greater that is not a number (i.e. includes letters or special characters) | Tells the player to “Try Again…”(enter a number equal or less than 2 or greater or equal to 0). |
| 2.7 | Player “X” makes a move that is already occupied by player “O” | Tells the player “Too Late! Spot is Already Taken!” |
| 2.8 | Player “O” makes a move that is already occupied by player “X” | Tells the player “Too Late! Spot is Already Taken!” |
|  |  |  |
| 3.1 | Player “X” wins the game | Concludes the game saying, “Player x wins.” |
| 3.2 | Player “O” wins the game | Concludes the game saying, “Player x wins.” |
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