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.

|  |  |  |
| --- | --- | --- |
| **ID** | **User Input** | **Result** |
| 1.1 | Player “X” enters a row number move | Selects row for user x |
| 1.1 | Player “X” enters a column number move | Selects Colum for user x and places down the move in row and column chosen |
| 1.1 | Player “O” enters a row number move | Selects row for user o |
| 1.1 | Player “O” enters a column number move | Selects Colum for user o and places down the move in row and column chosen |
|  |  |  |
| 2.1 | Player enters a row number move less than 0 | Move invalid |
| 2.2 | Player enters a row number move greater than 2 | Move invalid |
| 2.3 | Player enters a row number move greater that is not a number (i.e. includes letters or special characters) | error |
| 2.4 | Player enters a column number move less than 0 | error |
| 2.5 | Player enters a column number move greater than 2 | error |
| 2.6 | Player enters a column number move greater that is not a number (i.e. includes letters or special characters) | error |
| 2.7 | Player “X” makes a move that is already occupied by player “O” | Move spot is already taken try again |
| 2.8 | Player “O” makes a move that is already occupied by player “X” | Move spot is already taken try again |
|  |  |  |
| 3.1 | Player “X” wins the game | NOT DONE |
| 3.2 | Player “O” wins the game | NOT DONE |
|  |  |  |