**Chapter 6**

**TESTING**

Testing in general means validation and verification. It shows that the system conforms to its specifications and system meets all expectation of the user.

6.1 Test case for keyboard:

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| --- | --- | --- | --- | --- |
| Sl. No. | Test Case Description | Expected Result | Actual Result | Remarks |
| 1. | Click the p or P on the display screen. | Deadlock situation of dining philosopher problem  Should be displayed. | Deadlock situation of dining philosopher problem  Is displayed. | Pass |
| 2. | Click the s or S on the display screen. | Solution of the dining philosopher problem Should be displayed. | Solution of the dining philosopher problem  Is displayed. | Pass |

6.2 Test case for menu options:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sl. No. | Test Case Description | Expected Result | Actual Result | Remarks |
| 1. | Press 1 for  the project option | A short description of the project should be displayed on the window. | A short description of the project is displayed on the window. | Pass |
| 3. | Press 2 for  the top view. | The user should be able to toggle between problem statement and solution. | The user is able to toggle between the problem statement and solution. | Pass |
| 4. | Press 3 for  the Quit option | The window should be terminated. | The window is terminated. | Pass |