

The 5 tests that I have come from 5 different files which are called

"Sudoku.txt"

"BadSudoku.txt"

"BadSudoku2.txt"

"GoodSudoku.txt"

"BadSudoku3.txt"

The first Sudoku txt as well as the Good Sudoku are regular sudoku puzzles that are different which are the gentle cases because they follow the normal rules of a sudoku puzzle. I picked these to test normal cases of sudoku. The program handles these two cases well and considers them both correct.

The first Bad Sudoku is an edge case because it is a proper functioning sudoku yet it has an extra digit so it goes out of bounds. The part of the sudoku that is taken in the array is still considered correct however yet the extra number would make it incorrect.

The next Bad Sudoku is also an edge case because it contains a 0 which is outside of the rules of sudoku. I chose this to see how a random number would affect the sudoku and I accounted for this in my code so it prints as incorrect.

The last Bad sudoku is a very rare case which makes it an edge case where the numbers of the sudoku are considered correct in both the rows and columns but only the boxes make the puzzle count as incorrect. I picked this to check if my box function was working and it is so this case is incorrect.