System Test Plan: Video Poker program

Introduction: Each test case below assumes that the cards directory contains the card image files The text in bold in the **Description** column represents the test inputs to the program. You can stop program execution by pressing Ctrl+C.

First 10 cards in Deck for seed of 1: [s7, h2, d5, h8, h4, h5, d13, h9, d14, s3]

List first 10 cards in Deck for other seeds used in your tests (from provided CardsFromDeck.java):

First 10 cards in Deck for seed of 5: [c10, s7, c9, c3, h9, c6, h14, h5, s2, h8]

First 10 cards in Deck for seed of 13: [d13, c11, s5, s2, d10, s3, s4, s8, c7, d9]

First 10 cards in Deck for seed of 42: [d4, s2, h10, h11, h8, c3, d10, c6, s10, d14]

Test ID	Description	Expected Results	Actual Results
testInitialGUI Author: Dr. Balik	$ java -cp bin VideoPokerGUI 1 (Ctrl+C to stop execution)	GUI entitled "Video Poker" is displayed with 5 Heart cards (10 - Ace), (disabled) Score Hand, New Game, Quit, and 5 Red Replace buttons. Status: Press New Game to Start! Points: 100	GUI entitled "Video Poker" is displayed with 5 Heart cards (10 - Ace), (disabled) Score Hand, New Game, Quit, and 5 Red Replace buttons. Status: Press New Game to Start! Points: 100
testNewGame Author: Dr. Balik	$ java -cp bin VideoPokerGUI 1 **Click on New Game button** (Ctrl+C to stop execution)	GUI displays cards: [s7, h2, d5, h8, h4] Points: 90	GUI displays cards: [s7, h2, d5, h8, h4] Points: 90

testQuit Author: Dr. Balik	$ java -cp bin VideoPokerGUI 1 **Click on Quit button**	GUI closes	GUI closes
Test ID	**Description**	**Expected Results**	**Actual Results**
testScoreHandWithNo Replacements Author: Dr. Balik	$ java -cp bin VideoPokerGUI 1 **Click on New Game button** **Click on Score Hand button**	GUI displays cards: [s7, h2, d5, h8, h4] Status: No Pair Points: 90	GUI displays cards: [s7, h2, d5, h8, h4] Status: No Pair Points: 90
testOneReplacement Author: Dr. Balik	$ java -cp bin VideoPokerGUI 1 **Click on New Game button** **Click on Replace button under first card** **Click on Score Hand button**	GUI displays cards: [h5, h2, d5, h8, h4] Status: One Pair Points: 97	GUI displays cards: [h5, h2, d5, h8, h4] Status: One Pair Points: 97

testTwoPairs
 	
Author: William Morgan
	$ java -cp bin VideoPokerGUI 5
	
	Click on New Game button
	Click on New Game button again
	Click on Score Hand button
		`GUI Displays`
		`[s2,h2,h5,s7,h7]`
		`Status: Two Pairs`
		`Points: 90`
			`GUI Displays`
			`[s2,h2,h5,s7,h7]`
			`Status: Two Pairs`
			`Points: 90`

testReplaceAll Author: William Morgan	$ java -cp bin VideoPokerGUI 5 **Click on New Game button** **Replace all cards** **Click on Score Hand button**	GUI displays: [c6, h14, h5, s2, h8] Status: No pair Points: 90	GUI displays: [c6, h14, h5, s2, h8] Status: No pair Points: 90

testFlush Author: William Morgan	$ java -cp bin VideoPokerGUI 5 **Click on New Game button Replace all non spade cards Click on Score Hand button**	GUI displays: [s3,s4,s5,s2,s8] Status: Flush Points: 120	GUI displays: [s3,s4,s5,s2,s8] Status: Flush Points: 120
testThreeofKind Author: William Morgan	$ java -cp bin VideoPokerGUI 5 **Click on New Game button Replace all non 10 cards Click on Score Hand button**	GUI displays: [c3,d10,h10,c6,s10] Status: Three of a Kind Points: 105	GUI displays: [c3,d10,h10,c6,s10] Status: Three of a Kind Points: 105
testRandomSeeds Author: William Morgan	$ java -cp bin VideoPokerGUI **Click on New Game button Click on Score Hand button**	GUI displays different cards each time the game is reset Status: changes Points: changes	GUI displays different cards each time the game is reset Status: changes Points: changes