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| Test | Description | Change code | Expected Output | Passed |
| 1 | Check constructor initialises object | Vector<int> testVec; | m\_arrayLength = 0;  m\_arraySize = 0;  m\_theArray = NULL; | Y |
| 2 | Check SetSize function | Vector<int> testVec;  testVec.SetSize(10); | m\_arrayLength = 0;  m\_arraySize = 10;  m\_theArray = NOT NULL; | Y |
| 3 | Check SetSize function with 0 | Vector<int> testVec;  testVec.SetSize(0); | ERROR MSG  m\_arrayLength = 0;  m\_arraySize = 0;  m\_theArray = NULL; | Y |
| 4 | Check copy function | Vector<int> testVec, testVec02;  testVec.SetSize(10);  testVec02.CopyVec(testVec);  testVec02.print(); | Copy successful msg  m\_arrayLength = 0;  m\_arraySize = 10;  m\_theArray = NOT NULL; | Y |
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