# The Philosophical Restaurant

## Challenge 1

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| Code for Challenge 1 |
| Paste the code here |

## Test Plan

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test No | What is being tested | Test Data | Expected outcome | Actual outcome | Evidence screenshot number | Marks Given |
| 1.1 | Ask for the customer's name (1) | Enter a blank | Rejected, asked to try again |  |  | /1 |
| 1.2 |  | Enter a non-blank name | Accepted |  |  |
| 1.3 | Ask for the customer's number (2) | Enter a non-numeric value | Should be rejected and asked to try again |  |  | /2 |
| 1.4 |  | Enter 0 | Should be rejected and asked to try again |  |  |
| 1.5 |  | Enter 10 (the size of the list) | Should be rejected and asked to try again |  |  |
| 1.6 |  | Enter 3 | Should be accepted |  |  |
| 1.7 | Display the list of starters (1) | Enter name and number | All the starters should be shown on the screen |  |  | /1 |
| 1.8 | Display the list of mains and puddings (1) | Choose a starter | All the mains should be shown on the screen |  |  | 1/ |
| 1.9 | Choose a main | All the puddings should be shown on the screen |  |  |
| 1.10 | Customer chooses a starter (2) | Enter nothing | Should be rejected and asked to try again |  |  | /2 |
| 1.11 | Enter ‘Apples’ | Should be rejected and asked to try again |  |  |
| 1.12 | Enter ‘Avocado’ | Should be accepted |  |  |
| 1.13 | Display the starter they will have (4) | Choose offset number '3' and ‘Soup’ | **Whitebait** should be the starter selected |  |  | /4 |
| 1.14 | Choose offset number '3' and ‘Bread | **Salad** should be the starter selected |  |  |
| 1.15 | Display the main they will have (4) | Choose offset number '3' and ‘Pizza | **Salad** should be the main selected |  |  | /4 |
| 1.16 | Display the pudding they will have (4) | Choose offset number '3' and ‘Tiramasu’ | **Apple Pie** should be the pudding selected |  |  | /4 |

## Screenshots

Paste and number your screenshots here.