**What is a Test case?**

A test case is a document, which has a set of test data, preconditions, expected results and post conditions, developed for a particular test scenario in order to verify compliance against a specific requirement. Test Case acts as the starting point for the test execution, and after applying a set of input values, the application has a definitive outcome and leaves the system at some end point or also known as execution post condition.

**Typical Test Case Parameters:**

**Test case id: (you can just use 1, 2, 3, etc.)  
Scenario:** What to be verified? **Test step description:** Variables and their values **Expected result:  
Actual result:  
Status (pass/fail):  
Comments:**

**Here is a basic format of test case statement:**

**Verify “” Using** [tool name, tag name, dialog, etc] **With or by** [conditions]  
**To** [what is returned, shown, demonstrated]

Let us say that we need to check an input field that can accept maximum of 10 characters. The test case statement would say:

Verify **that the input field that can accept maximum of 10 characters** Using **GameMaker by** logging in to application and key in 10 characters to **demonstrate if the application accepts all 10 characters.**

Example of test case reporting:

While developing the test cases for the above scenario, the test cases are documented the following way. In the below example, the first case is a pass scenario while the second case is a FAIL.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | **Scenario/Test Case** | **Test Step Description** | **Expected Result** | **Actual Result** | **Status** | **Comment** |
| 1 | Verify that the input field that can accept maximum of 10 characters | Login to application and key in 10 characters | Application should be able to accept all 10 characters. | Application accepts all 10 characters. | Pass |  |

If the expected result doesn't match with the actual result, then we log a defect. The defect goes through the defect life cycle and the testers address the same after fix.

Example 2:

