Testing Database/ Admin Abilities UI Report

Signed off by Stephanie Racca

1 Introduction

1.1 Background

This document provides adequate testing of the database via the UI

2 Overview

This document tests:

4.a - Edit Maps Brings Up Proper UI

4.b - Add Node

I - Brings Up Proper UI

II - Properly Add Node to DB

III - Properly Edit Existing Node in DB

IV - Remove Existing Node in DB

4.c - Edit Path/Changing Edges

I - Brings Up Proper UI

II - Properly Add Edge to DB

III - Properly Edit Existing Node in DB

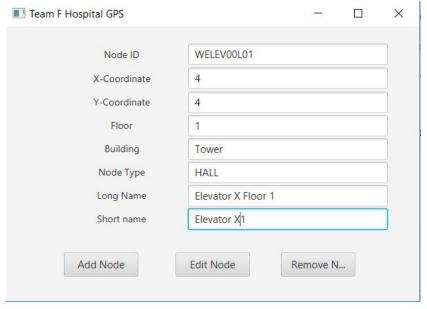
IV - Remove Existing Node in DB

3 Assessment

Component testing of this was doing prior in the files. Not only do all proper UIs get brought up with the correct items, Nodes and Edges are properly modified.

4 Results

- a) Edit Maps Brings Up Proper UI Did exactly that. (Success)
- b) Edit Node
 - i) Brings Up Proper UI Did exactly that. (Success)
 - ii) Properly Add Node to DB Properly added node with correct parameters (Success)

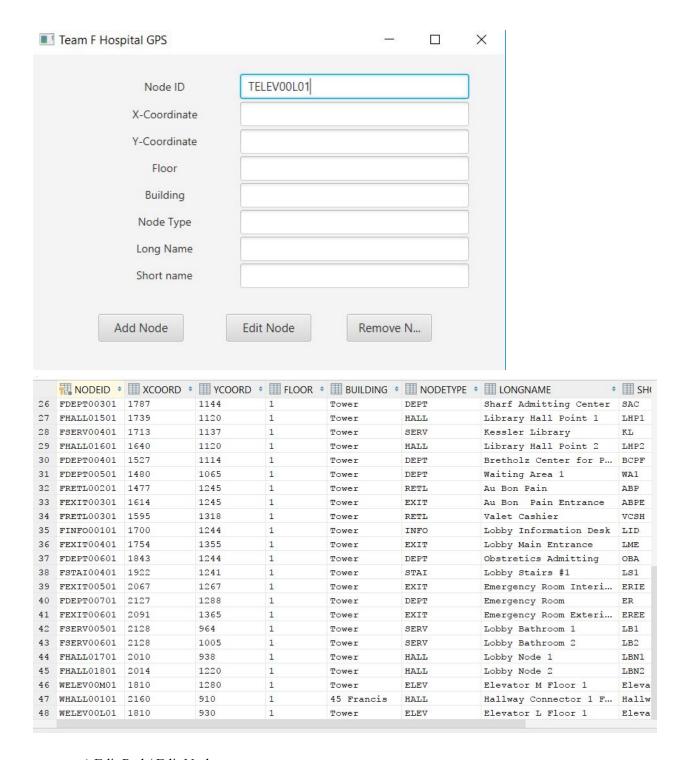


	NODEID *	XCOORD *	YCOORD *	FLOOR •	BUILDING *	■ NODETYPE •	III LONGNAME •	III SH
27	FHALL01501	1739	1120	1	Tower	HALL	Library Hall Point 1	LHP1
28	FSERV00401	1713	1137	1	Tower	SERV	Kessler Library	KL
29	FHALL01601	1640	1120	1	Tower	HALL	Library Hall Point 2	LHP2
30	FDEPT00401	1527	1114	1	Tower	DEPT	Bretholz Center for P	BCPF
31	FDEPT00501	1480	1065	1	Tower	DEPT	Waiting Area 1	WA1
32	FRETL00201	1477	1245	1	Tower	RETL	Au Bon Pain	ABP
33	FEXIT00301	1614	1245	1	Tower	EXIT	Au Bon Pain Entrance	ABPE
34	FRETL00301	1595	1318	1	Tower	RETL	Valet Cashier	VCSH
35	FINF000101	1700	1244	1	Tower	INFO	Lobby Information Desk	LID
36	FEXIT00401	1754	1355	1	Tower	EXIT	Lobby Main Entrance	LME
37	FDEPT00601	1843	1244	1	Tower	DEPT	Obstretics Admitting	OBA
38	FSTAI00401	1922	1241	1	Tower	STAI	Lobby Stairs #1	LS1
39	FEXIT00501	2067	1267	1	Tower	EXIT	Emergency Room Interi	ERIE
40	FDEPT00701	2127	1288	1	Tower	DEPT	Emergency Room	ER
41	FEXIT00601	2091	1365	1	Tower	EXIT	Emergency Room Exteri	EREE
42	FSERV00501	2128	964	1	Tower	SERV	Lobby Bathroom 1	LB1
43	FSERV00601	2128	1005	1	Tower	SERV	Lobby Bathroom 2	LB2
44	FHALL01701	2010	938	1	Tower	HALL	Lobby Node 1	LBN1
45	FHALL01801	2014	1220	1	Tower	HALL	Lobby Node 2	LBN2
46	WELEV00M01	1810	1280	1	Tower	ELEV	Elevator M Floor 1	Eleva
47	WHALLO0101	2160	910	1	45 Francis	HALL	Hallway Connector 1 F	Hallw
48	WELEV00L01	1810	930	1	Tower	ELEV	Elevator L Floor 1	Eleva
49	TELEVOOL01	4	4	1	Tower	HALL	Elevator X Floor 1	Eleva

iii) Edit Existing Node in DB - Succesfully changed node to the new parameters (Success)

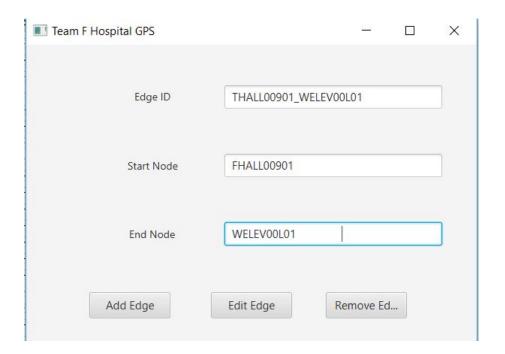
I	Team F	Hospital	GPS				-		
			Node ID		TELEV00L01				
		X-	Coordinate		5				
	Y-Coordinate Floor Building Node Type				5				
	Long Name Short name								
		Add N	Node	(1)	Edit Node	R	emove N		
70.7		1		10 7 2		4.777.777.77			
45	FHALL01801	2014	1220	1	Tower	HALL	Lobby N		LBN2
46	WELEV00M01	1810	1280	1	Tower	ELEV		r M Floor 1	Eleva
47	WHALL00101	2160	910	1	45 Francis	HALL	Hallway	Connector 1 F	. Hallw
48	WELEV00L01	1810	930	1	Tower	ELEV	Elevato	r L Floor 1	Eleva
49	TELEVOOL01	5	5						

iv) Delete Existing Node in DB - Removed node with no trace in sight (Success)

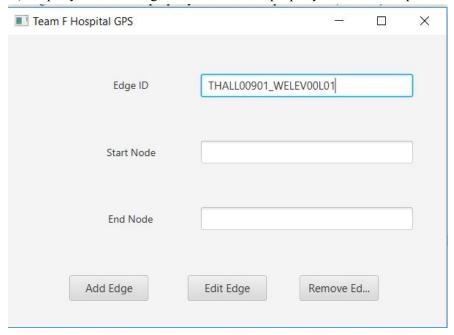


- c) Edit Path/ Edit Nodes
 - i) Brings Up Proper UI Does exactly that. (Success)
 - ii) Properly Add Edge to DB Are properly added and seen in the Database

(Success)

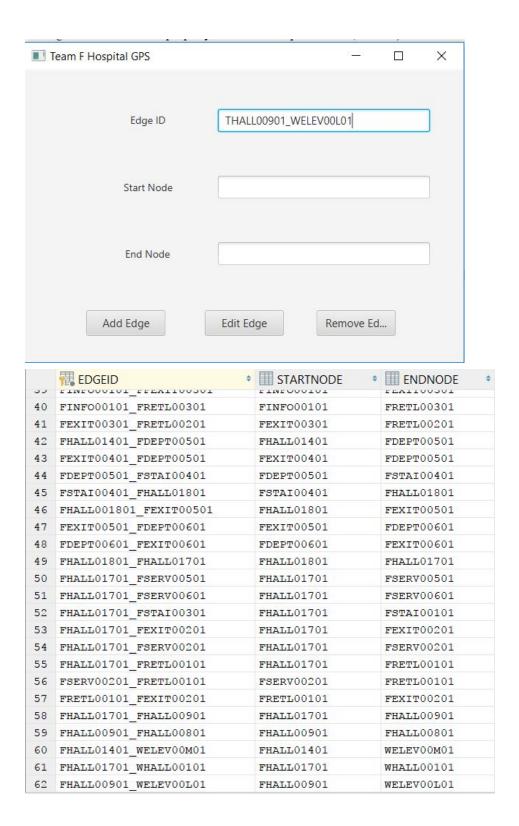


iii) Properly Edit Existing Node in DB - Are properly edited to new parameters (Success)



10	EDGEID •	STARTNODE *	ENDNODE \$
41	FEXIT00301 FRETL00201	FEXIT00301	FRETL00201
42	FHALL01401 FDEPT00501	FHALL01401	FDEPT00501
43	FEXIT00401_FDEPT00501	FEXIT00401	FDEPT00501
44	FDEPT00501_FSTAI00401	FDEPT00501	FSTAI00401
45	FSTAI00401_FHALL01801	FSTAI00401	FHALL01801
46	FHALL001801_FEXIT00501	FHALL01801	FEXITO0501
47	FEXIT00501_FDEPT00601	FEXIT00501	FDEPT00601
48	FDEPT00601_FEXIT00601	FDEPT00601	FEXIT00601
49	FHALL01801_FHALL01701	FHALL01801	FHALL01701
50	FHALL01701_FSERV00501	FHALL01701	FSERV00501
51	FHALL01701_FSERV00601	FHALL01701	FSERV00601
52	FHALL01701_FSTAI00301	FHALL01701	FSTAI00101
53	FHALL01701_FEXIT00201	FHALL01701	FEXIT00201
54	FHALL01701_FSERV00201	FHALL01701	FSERV00201
55	FHALL01701_FRETL00101	FHALL01701	FRETL00101
56	FSERV00201_FRETL00101	FSERV00201	FRETL00101
57	FRETL00101_FEXIT00201	FRETL00101	FEXIT00201
58	FHALL01701_FHALL00901	FHALL01701	FHALL00901
59	FHALL00901_FHALL00801	FHALL00901	FHALL00801
60	FHALL01401_WELEV00M01	FHALL01401	WELEV00M01
61	FHALL01701_WHALL00101	FHALL01701	WHALL00101
62	FHALL00901_WELEV00L01	FHALL00901	WELEV00L01
63	THALL00901		

iv) Removing Existing Node in DB - Are removed with no DB traces (Success)



5 Summary of Activities

Item	Success	Out Of
Properly Brings Out UI	5	5
Modify Nodes	5	5
Modify Edges	5	5