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| --- | --- | --- | --- | --- | --- | --- |
| Class/Function | Expected | Actual | Pass/Fail | Purpose | Steps To Perform The Test | Additional Information |
| Manager/addCustomer() | 1 | 1 | pass | Add a new customer | Read in manager input for customer number or system generate a random number |  |
| Manager/addCustomer() | 2 | 1 | fail | Add a new customer | Ask manager to enter another number for the new customer or run the random generator again |  |
| Manager/printCustomerCard() | Successful Print | Successful  Print | Pass | Print Customer Card | N/A |  |
| Manager/printCustomerCard() | Successful Print | Run Again,  Customer Not registered! | Fail | Print Customer Card | Redirect to Manager/Administrator Page |  |
| Manager/printCustomerCard() | Successful Print | Run Again, Off the Network | Fail | Print Customer Card | Loop to print card again |  |
| Customer/laneRequest() | 8 | 8 | Pass | Assign a lane | Customer must check into the system to start a game | The number in “Expected” and “Actual” are random numbers |
| Customer/laneRequest() | 8 | Not Available | Fail | Assign a lane | The system must generate another lane because the chosen in use | The number in “Expected” and “Actual” are random numbers |
| Customer/checkout() | Game Finished | Game  Finished | Pass | Customer can checkout | The system can advance the customer through the checkout process |  |
| Customer/checkout() | Game Not Finished | Game Finished | Pass | Customer may want to quite ahead of time | The System can advance the customer though the checkout process | An alert/warning will appear to the customer, “Are you sure you want to quite” |
| Customer/generateId() | 2 | 2 | Pass | Id for Customer will be set to “Id:String” | When manager adds a customer, when customizing information the system will generate a random number for the new customer. | This may only happen once; when a new customer signs up.  The number in “Expected” and “Actual” are representational id numbers for customer. |
| Customer/generateId() | 2 | Already registered | Fail | Manger will be prompted to generate another number because this number is already assigned to a customer | The system will redirect the manager to “generateId()” | This process can happen many times until an available number for the new customer is unavailable and ready to set to “id:String” |
| Customer/setVipStatus() | true | True | Pass | “/vip:Boolean” will be set to “True” if they have spent 500 dollars or more | The system will check if the variable “amountSpent” is greater than or equal to 500 dollars |  |
| Customer/setVipStatus() | True | False | Fail | Discount is no longer provided | Bowling Alley decides to exclude this privilege. | This is only for special cases |
| Customer/setVipStatus() | False | False | Pass | Customer did not spend 500 dollars or more | System will check if the variable “amountSpent” is greater than or equal to 500 dollars |  |
| Customer/saveScore() | 1 | 1 | Pass | Customer will be able to save their score when they have finished the game | Allows the customer to store their scores |  |
| Customer/name | String | String | Pass | Gives the customer an identity in the system | Manager will type in an email address when prompt to in addCustomer() or editCustomer() | “name” attribute will only take Strings |
| Customer/name | String | Integer/Float/Double | Fail | Gives the customer an identity in the system | Manager will type in a valid email address when prompt to in addCustomer() or editCustomer() | The number in “Expected” and “Actual” are random numbers. “name” will only take Strings. |
| Customer/email | String | String | Pass | Give the manager a reference to contact the customer | Manager will enter the information while in addCustomer() or editCustomer() |  |
| Customer/email | String | Integer | Fail | Makes sure the “email” attribute can take a String | System will check if the email entered to something other than a String |  |
| Customer/email | String | NotValid | Fail | Checks if the email provided is a valid email | System will prompt the manager to enter a valid email |  |
| CardPrinter/printCard() | Print Running! | Print Running! | Pass | Print customer card | Manager will press print and new card will print |  |
| Lane/landNumber | Integer | Integer | Pass | Lane provided is an integer for a reference to customer to start a game at that lane. | System will generate a lane when the customer finishes registering/signing in and setting up a game |  |
| CheckOut/requestedById | String | String | Pass |  |  | Note: Not understanding what this attribute does. |
| CheckOut/playerIds | String-Array | String-Array | Pass | List of customers in a game | When customer is finished with game the list of all players will be loaded in this array |  |
| CheckOut/playerIds | String-Array | String-Array[empty] | Fail | Stores the list of customer in a game | Customer will be redirected to enter customer | This Array is to reference which customer would like to save their scores. This could be a GUI interface that can provide a list of players and once customer is accessed then the score is saved |
| Bill/amount | Money | Money | Pass |  |  | Question: Logically how will we test this?  Note not understanding Money <<Utility>> |
| Bill/splitBillNumberOfWays | Integer | Interger | Pass | Customer must enter a number | System will prompt the user to enter a integer value |  |
| Bill/splitBillNumberOfWays | Integer | String/Boolean | Fail | To assure the customer is entering a valid number | System will redirect the user to enter a valid number |  |
| Bill/splitBillNumberOfWays | <=max | <=max | Pass | To allow customers to split the bill and number of ways they would like | Once customer has entered the correct number system will proceed | Number must me less than or equal to the max number of players |
| Bill/splitBillNumberOfWays | <=max | >max | Fail |  |  | Question: Will non-players/customers be allowed to pay for a game?  Note: Because then the max wouldn’t matter. |
| Score/score | Integer | Integer | Pass | Allows customer to save score for future reference | Customer will be prompt to enter these scores in when saveScore() is executed |  |
| Score/score | Integer | String | Fail | Assures customer did not enter an invalid input | Customer is redirected to enter a valid number |  |