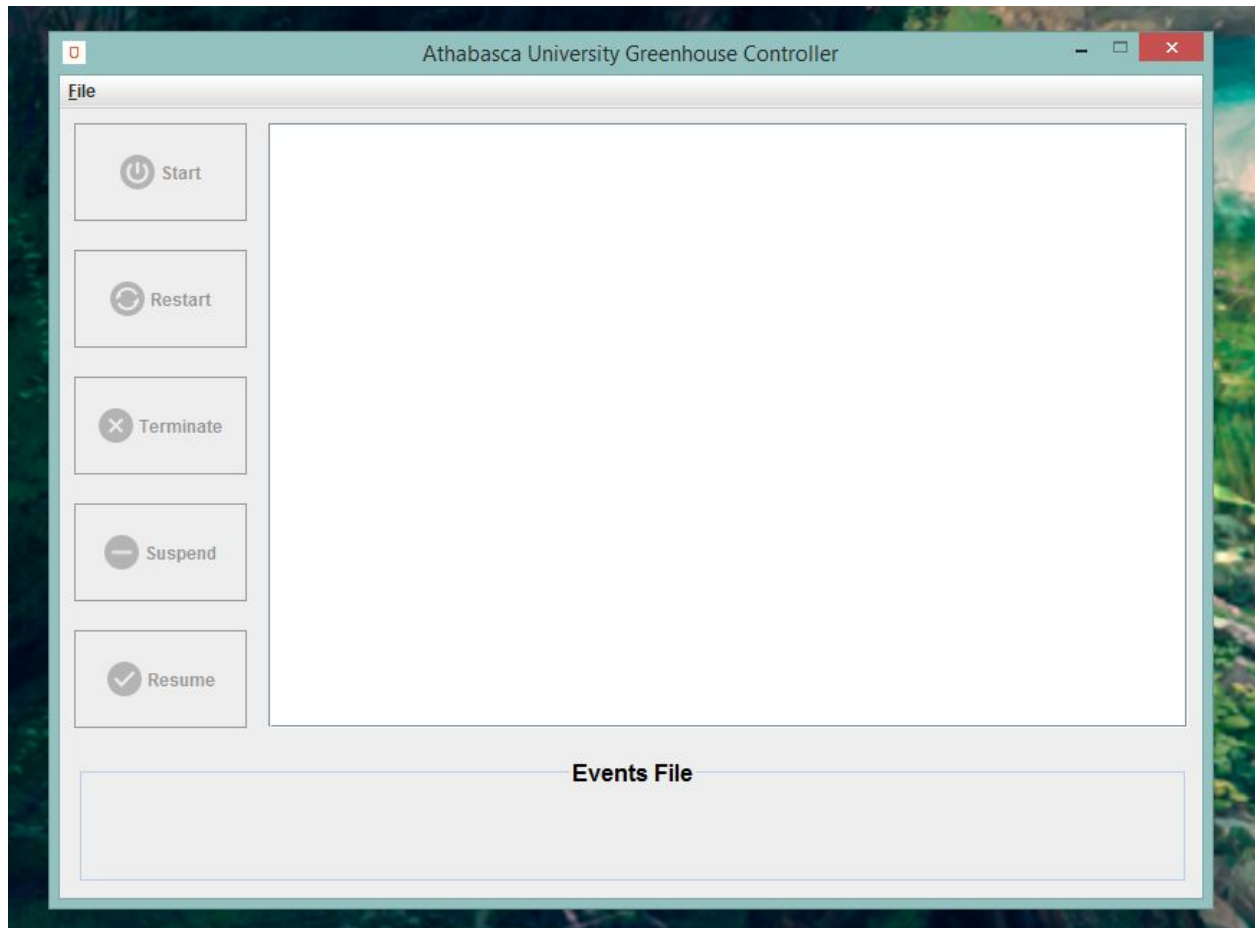


## TME4 Part 2 Test Plan

### Testing Opening the Application:

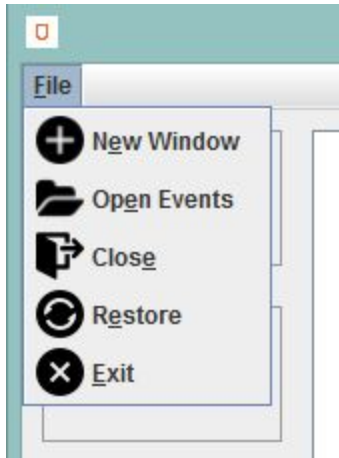
Simply opening the application will test the methods `createLayoutAndDisplay()`, `addComponent()`, `createGuiElements()`, `initializeGUI()`

### Result:



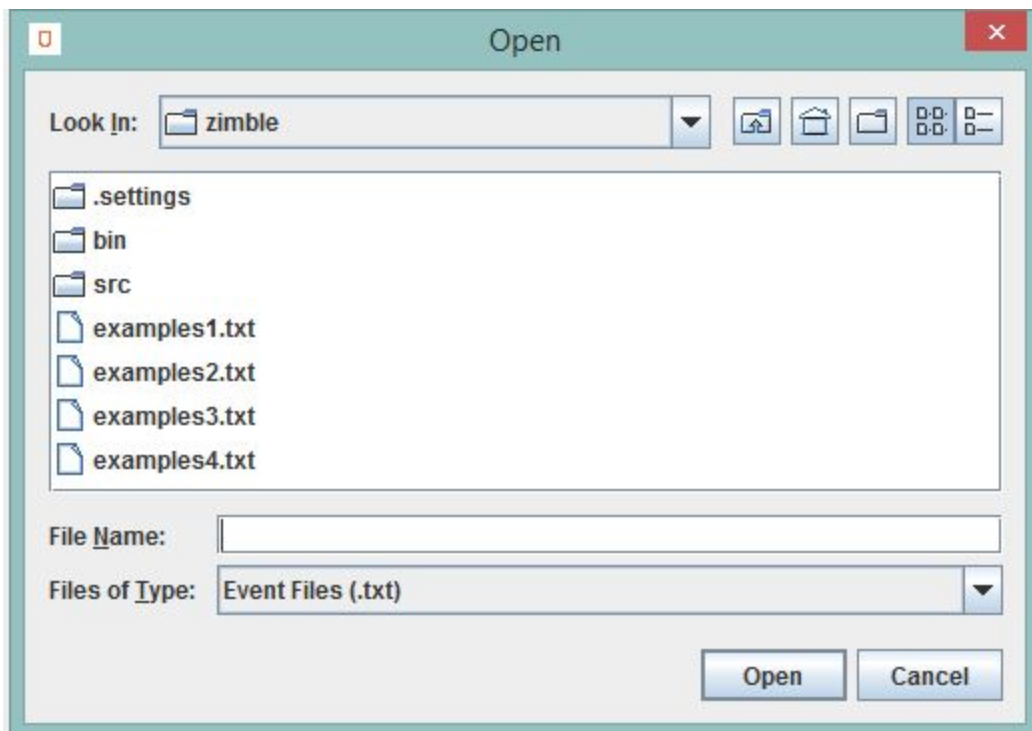
### Testing File Menu Items

In this test case the methods Tested are `openCheckAndReadDumpFile()`, `openCheckAndReadEventFile()`, `readGreenhouseControllerStatesDumpFile()`, `closeWindows()`

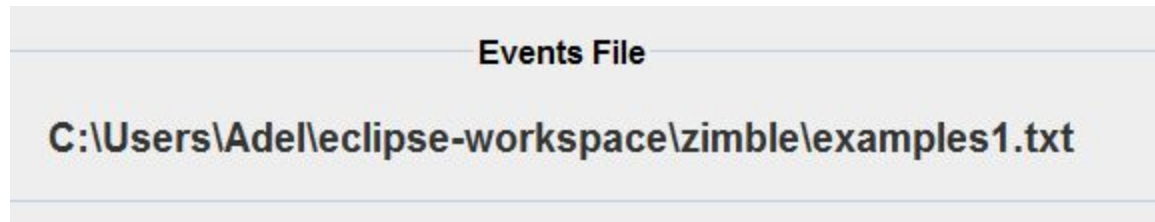


**Testing New Windows:** Testing new windows simply resets the windows and allows us to Load another Event file if we wish to do so.

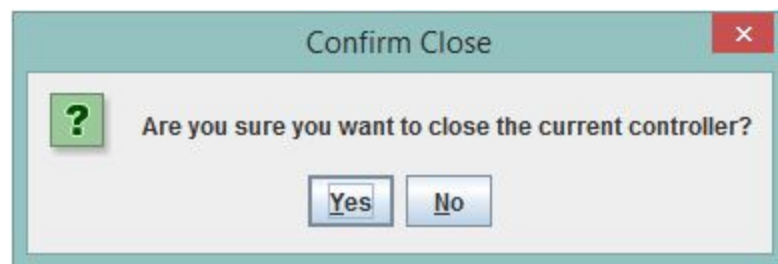
**Testing Open Events:** Clicking this menu item will prompt us to the following window where we can choose an event file of type .txt from our project directory.



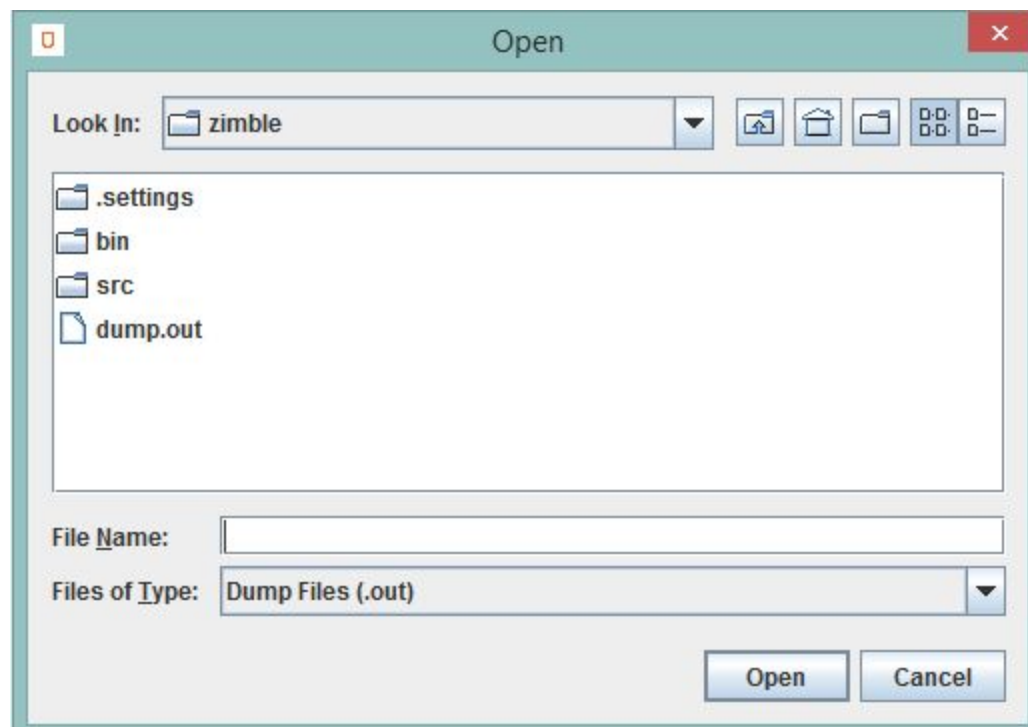
After choosing an Event file it will be loaded in and the directory of the event file will be displayed in the Event file field as follows.



**Testing Close:** Clicking close when there is no event running will simply close the application otherwise if there is an event running we will be promoted to a confirmation dialog as follows



**Testing Restore:** Similar to Open Event clicking restore will prompt us to the following window where we can choose an event file of type .out from our project directory.

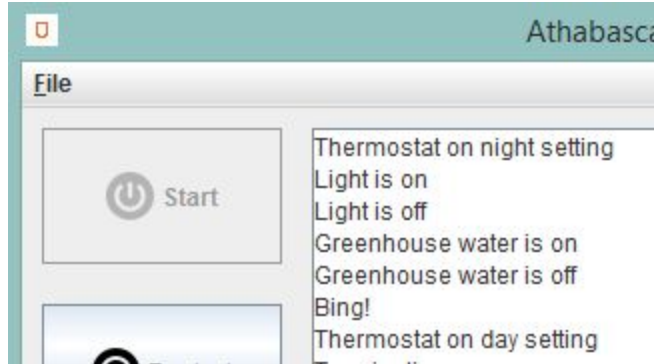


**Testing Close:** Clicking close will simply close the application.

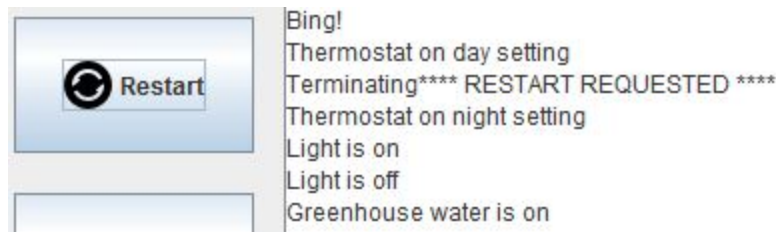
## Testing Main Buttons and Popout Menu

In this test case the methods Tested are updateGUI(), start(), restart, resume(), suspend(), shutdown(), outputGreenhouseStates(), getControllerState()

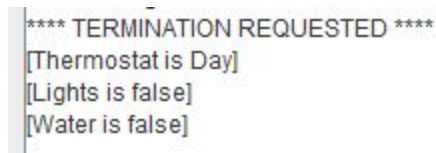
**Testing Start:** After loading in an event file clicking start will call being the event sequence and that will start populating the Text Field with each event.



**Testing Restart:** This will call the restart() method and similar to the start() method it will issue a restart and repopulate the Text field with the proper event sequence.



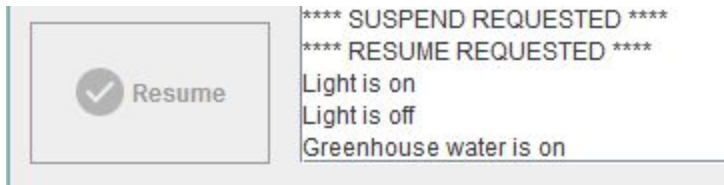
**Testing Terminate:** Pressing terminate will call the shutdown() method which will issue a termination request and will drop the event sequence.



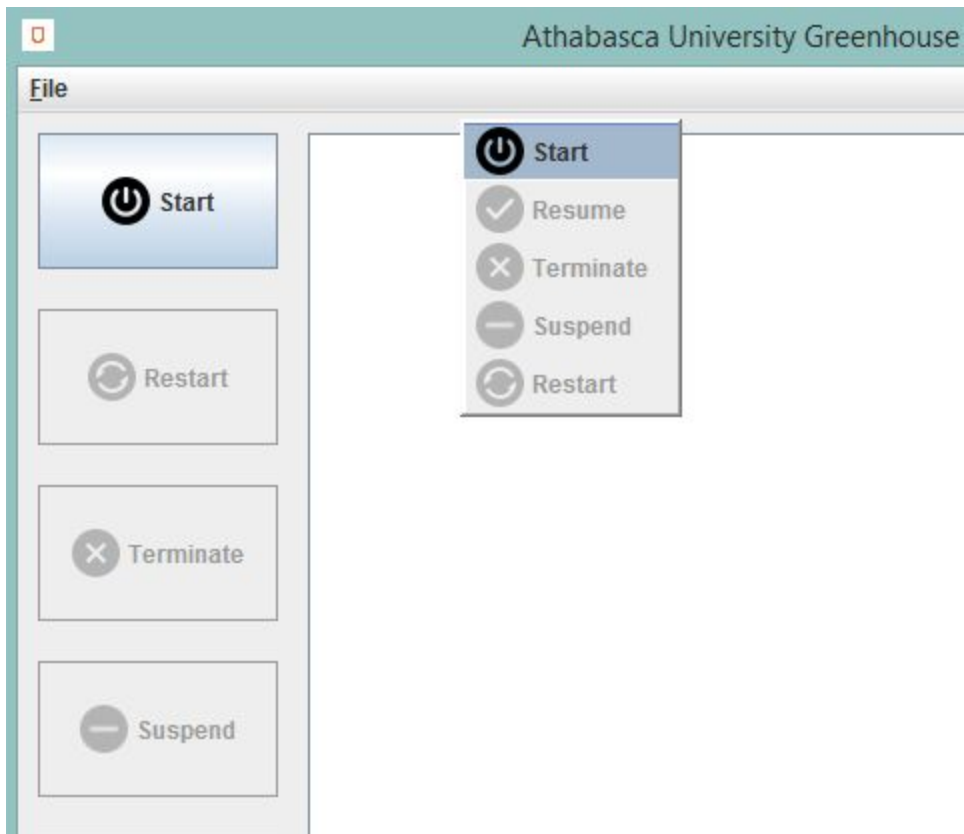
**Testing Suspend:** Pressing suspend will call the suspend() method and its gonna pause the event sequence by requesting it to the controller which will make the bool isSuspended true.



**Testing Resume:** When isSuspended becomes true we will be able to press the Resume button which will simply call the resume() method and in turn allowing us to continue the event sequence.



Finally we have our pop menu which will call the same methods as our buttons. The only thing I'm testing for here is making sure the right clicking will show us the menu which it does.



## **Conclusion**

In conclusion, testing all the methods listed above ran as expected with no errors and most importantly no unexpected crashes occurred.