

# ANDIE Testing Documentation

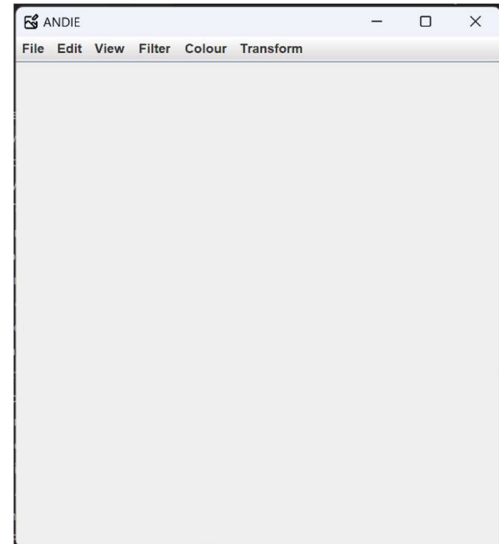
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This document serves as a record of tests completed on the ANDIE image editing software.

## Launching ANDIE

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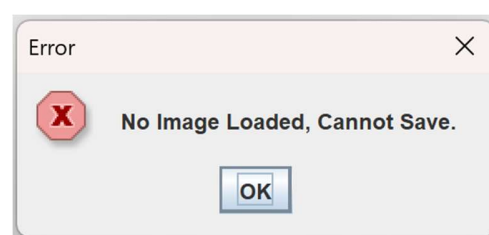
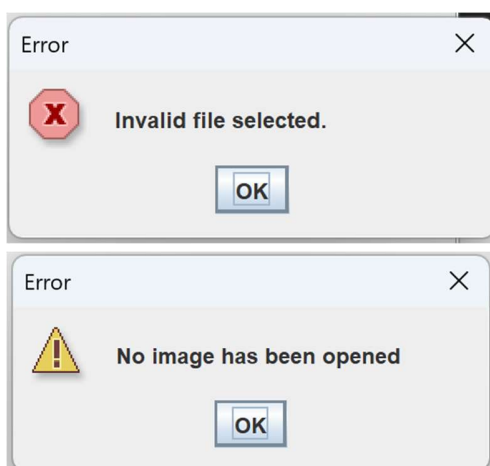
- Currently, ANDIE can only be launched from a code editor or run from the command line by executing the application class, "ANDIE.java".



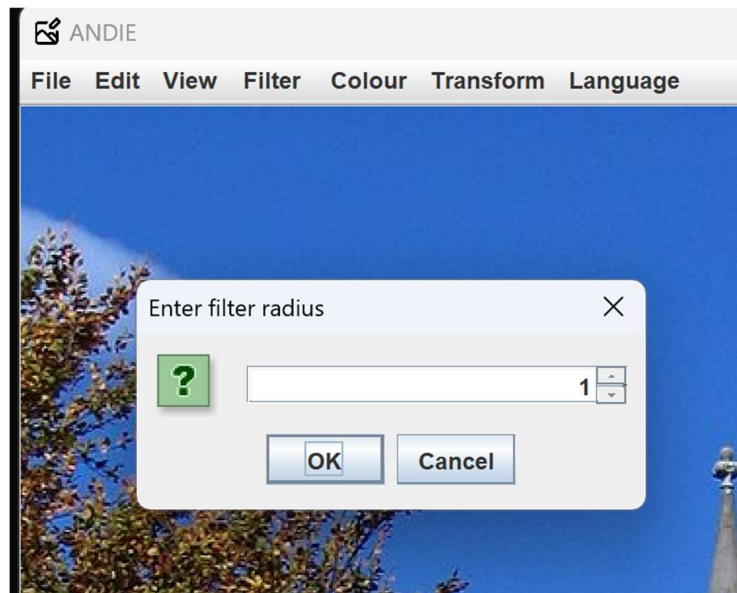
## Testing File Actions and the GUI

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- Select the "File" menu opens a window to navigate files. Previously, ANDIE would exit if an invalid file was opened. This has been fixed by adding a feature that prevents the user from doing so, while providing a warning.
- Similarly, as above, if the user tried to use save options, ANDIE would exit due to an exception. This has been dealt with by preventing the user from saving if no image is loaded. Below are examples of error messages.



- The GUI was tested by interacting with each of the menu items as they were implemented. For example, when implementing the Median filter, various radius inputs were tested through the GUI to ensure the intended outcome was achieved.



## Testing Image Operations

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- Testing of the features was conducted by applying the effect and ensuring the expected outcome is achieved. For instance, the radius option dialog for median filter or Gaussian-blur.
- Every feature that changes the image has an associated JUnit testing file within the GitLab ANDIE repository.
- These unit testing files look at specific methods and parameters in the class files of the features.
- Most classes that apply some change to our image have a common "apply" method. In most cases, the apply method was tested by taking 2 instances of the class being tested and comparing pixel values of one image to the other.
- The idea behind this test is that any instance of a class that applies some change to an image should have the exact same output. Therefore, we test pixel values in the same location of each image.