

# Medicine Management System for a Pharmacy

## Requirements and Test Cases

1. Users should be able to create orders through a graphical interface

Test case name: Order Taking

Objective: To verify that an order can be created and accessed

Action: In the order taking page, fill in all required details (e.g. Customer name, drug type, dose), and click “Create Order” button.

Assert: The user is shown a “success” message, and the order can be accessed from the orders page. The user is shown a “failure” message if the order is not able to be completed (not in inventory, etc.).

2. Users should be able to track drug information with a search function

Test case name: Finding Drug Information

Objective: To verify that information about a drug can be accessed through a search function.

Action: Type the drug name into a search bar, and click “Search” button

Assert: The user is redirected to a page containing information about the drug, such as dosages, side effects, etc.

3. Users should be able to monitor the drug inventory

Test case name: Monitoring Inventory

Objective: To verify that all drugs in the inventory can be monitored accurately.

Action: User moves to the inventory page

Assert: The user is shown a complete list of drugs in the inventory, and can see information such as: amount remaining, expiry date, etc.

4. Users should be able to modify and cancel existing orders.

Test case name: Modifying orders

Objective: to ensure orders can be modified or cancelled

Action: User clicks the “Modify” button attached to an order on the “orders” page

Assert: The user is shown a menu where they can modify customer information, dosages, etc. The user is also able to cancel the order. When the user is finished, they are shown a “success” message, and the order is removed from the system.

5. Users should be able to view existing orders through a graphical interface and complete them when they’re finished.

Test case name: Viewing orders

Objective: to ensure all orders can be viewed

Action: User navigates to the “Orders” page

Assert: The user is shown all orders, and can see important information such as customer name, drug type and dosage. Each order has a modify and complete button under it.

6. Users should be able to modify the inventory

Test case name: Modifying inventory

Objective: to ensure inventory can be modified as needed

Action: User navigates to the inventory page and clicks “Modify” button

Assert: The user is shown a menu where they are able to add or remove from the quantity of a specific drug, when the user clicks “apply”, the changes are immediately applied to the inventory

7. Users should be able to “complete” orders

Test case name: Completing Orders

Objective: To verify that an order can be successfully completed

Action: User clicks the “complete” button attached to an order and clicks confirm on the confirmation window.

Assert: The order is removed from the system, the drug and dosage are subtracted from the inventory, and the user is shown a “success” message

## Figma Designs

[Requirements 1-6](#)

[Requirement 7](#)