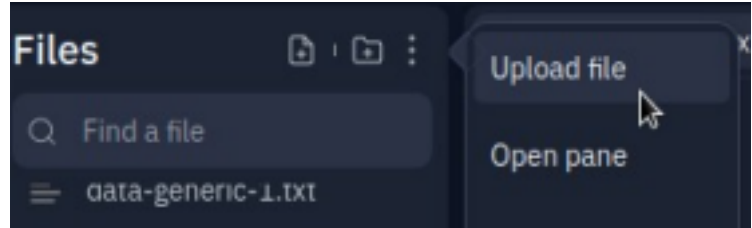


## MANUALLY TESTING THE PROGRAM

As part of this assignment you will also test the overall program and write out your results in a text document. This document should be uploaded into your REPLIT project as well. (MAKE SURE TO EXPORT AS A PDF!)



You can copy/paste the table below as a base for your test results:

Test #	Steps	Expected result	Pass?
1	1. Run program 2. Select (1) Admin login 3. Select (1) View all items	A list of all Generic items are displayed, as well as a list of all Book items are displayed.	<b>PASS</b>
2a	1. Run program 2. Select (1) Admin login 3. Select (2) View generic item by ID 4. Enter 0 and hit ENTER	RESULT NAME: Zebra Mildliner 5 Color Set PRICE: \$8.00 TYPE: Highlighter	<b>PASS</b>
2b	1. Run program 2. Select (1) Admin login 3. Select (2) View generic item by ID 4. Enter 1 and hit ENTER	RESULT NAME: Pentel Double-Sided Highlighter 8 Color Set PRICE: \$12.50 TYPE: Highlighter	<b>PASS</b>
3a	1. Run program 2. Select (1) Admin login 3. Select (3) View book item by ID 4. Enter 0 and hit ENTER	RESULT NAME: Extra Lives: Why Video Games Matter PRICE: \$14.59 TYPE: Book AUTHOR: Tom Bissell COVER: Paperback ISBN: 978-0307474315	<b>PASS</b>

3b	1. Run program 2. Select (1) Admin login 3. Select (3) View book item by ID 4. Enter 1 and hit ENTER	RESULT NAME: The Pragmatic Programmer PRICE: \$28.75 TYPE: Book AUTHOR: David Thomas COVER: Hardcover ISBN: 978-0135957059	<b>PASS</b>
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<b>Test #</b>	<b>Steps</b>	<b>Expected result</b>	<b>Pass?</b>
4a	1. Run program 2. Select (1) Admin login 3. Select (4) Create new product list 4. Select (1) Generic items 5. Enter a size of 4 for the list 6. Select (1) View all items	All the generic items should now be 4 empty items: 0 0.00 unset unset	<b>PASS</b>
4b	1. Run program 2. Select (1) Admin login 3. Select (4) Create new product list 4. Select (2) Book items 5. Enter a size of 3 for the list 6. Select (1) View all items	All the book items should now be 3 empty items:  0 0.00 Unknown unset unset	<b>PASS</b>
5a	1. Run program 2. Select (1) Admin login 3. Select (5) Modify existing item 4. Select (1) Generic items 5. Enter ID 2 6. Select (1) Name to update 7. Enter name "Test Item" and hit ENTER 8. Select (1) View all items	Generic item #2 in the list should now have a name of "Test Item".	<b>PASS</b>
5b	1. Run program 2. Select (1) Admin login 3. Select (5) Modify existing item 4. Select (1) Generic items 5. Enter ID 1 6. Select (2) Price to update	Generic item #1 should now have a price of 1.11.	<b>PASS</b>

	7. Enter price 1.11 and hit ENTER 8. Select (1) View all items		
5c	1. Run program 2. Select (1) Admin login 3. Select (5) Modify existing item 4. Select (1) Generic items 5. Enter ID 2 6. Select (3) Product type to update 7. Enter "Test Type" and hit ENTER 8. Select (1) View all items	Generic item #2 should now have a type of "Test Type".	<b>PASS</b>

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<b>Test #</b>	<b>Steps</b>	<b>Expected result</b>	<b>Pass?</b>
5d	1. Run program 2. Select (1) Admin login 3. Select (5) Modify existing item 4. Select (2) Books 5. Enter ID 0 6. Select (1) to edit Name 7. Enter "Test Name" and hit ENTER 8. Select (1) View all items	Book item #0 should now have a name of "Test Name".	<b>PASS</b>
5e	1. Run program 2. Select (1) Admin login 3. Select (5) Modify existing item 4. Select (2) Books 5. Enter ID 1 6. Select (2) to edit Price 7. Enter 3.33 and hit ENTER 8. Select (1) View all items	Book item #1 should now have a price of 3.33	<b>PASS</b>
5f	1. Run program 2. Select (1) Admin login 3. Select (5) Modify existing item 4. Select (2) Books 5. Enter ID 2 6. Select (3) to edit Product type 7. Enter "Test Type" and	Book item #2 should now have a name of "Test Type".	<b>PASS</b>

	hit ENTER 8. Select (1) View all items		
5g	1. Run program 2. Select (1) Admin login 3. Select (5) Modify existing item 4. Select (2) Books 5. Enter ID 3 6. Select (4) to edit Author 7. Enter "Test Author" and hit ENTER 8. Select (2) to View book item by ID 9. Enter 3	Book should now have an author of "Test Author".	<b>PASS</b>
5h	1. Run program 2. Select (1) Admin login 3. Select (5) Modify existing item 4. Select (2) Books 5. Enter ID 0 6. Select (5) to edit ISBN 7. Enter "TestISBN" and hit ENTER 8. Select (1) View all items	Book item #0 should now have an ISBN of "TestISBN".	<b>PASS</b>

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<b>Test #</b>	<b>Steps</b>	<b>Expected result</b>	<b>Pass?</b>
5i	1. Run program 2. Select (1) Admin login 3. Select (5) Modify existing item 4. Select (2) Books 5. Enter ID 1 6. Select (6) to edit Cover Type 7. Select (1) to set it to Hardcover 8. Select (1) View all items	Book item #1 should now have a cover of Hardcover now.	<b>PASS</b>
5j	1. Run program 2. Select (1) Admin login 3. Select (5) Modify existing item 4. Select (2) Books 5. Enter ID 1 6. Select (6) to edit Cover Type 7. Select (2) to set it to Paperback 8. Select (1)	Book item #1 should now have a cover of Paperback now.	<b>PASS</b>

	View all items		
6a	1. Run program 2. Select (1) Admin login' 3. Select (6) Load product file 4. Select (1) for Generic items 5. Enter filename "data-generic-2.txt" 6. Select (1) View all items	It should say 10 items were loaded  Items under Generic items view should match the data file – Pencils, pens, notebooks, and other office supplies	<b>PASS</b>
6b	1. Run program 2. Select (1) Admin login 3. Select (6) Load product file 4. Select (2) for Books 5. Enter filename "data-book-2.txt" 6. Select (1) View all items	It should say 10 items were loaded  Items under Books should match the file loaded in, including "Dungeons & Dragons", "Dungeon Master's Guide", and more.	<b>PASS</b>
7a	1. Run program 2. Select (1) Admin login 3. Select (7) Save product file 4. Select (1) for Generic items 5. Enter a filename of "TEST.txt" 6. Open "TEST.txt"	All generic item data should be saved in this file.	<b>PASS</b>
7b	1. Run program 2. Select (1) Admin login 3. Select (7) Save product file 4. Select (2) for Book items 5. Enter a filename of "TEST.txt" 6. Open "TEST.txt"	All book item data should be saved in this file.	<b>PASS</b>

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<b>Test #</b>	<b>Steps</b>	<b>Expected result</b>	<b>Pass?</b>
8	1. Run program 2. Select (1) Customer login 3. Select (1) View all items	List of all generic items and books should be displayed	<b>PASS</b>
9	1. Run program 2. Select (1) Customer login 3. Select (2) View generic item by ID 4. Enter an ID of 0	RESULT NAME: Zebra Mildliner 5 Color Set PRICE: \$8.00 TYPE: Highlighter	<b>PASS</b>

10	1. Run program 2. Select (1) Customer login 3. Select (3) View book item by ID 4. Enter an ID of 1	<b>RESULT</b> NAME: The Pragmatic Programmer PRICE: \$28.75 TYPE: Book AUTHOR: David Thomas COVER: Hardcover ISBN: 978-0135957059	<b>PASS</b>
11	1. Run program 2. Select (1) Customer login 3. Select (4) Add item to cart 4. Select (1) Generic items 5. Select ID 0 6. Select (4) Add item to cart 7. Select (2) Book2 8. Select ID 0 9. Select (5) View cart 10. Select (6) Check out and print receipt	View Cart should have the two items you added displayed in the cart and a total price.  Check Out and Print Receipt should write a receipt file, such as "receipt 1667849592.txt" (it will be different each time). Open the file to make sure it lists the two items, a subtotal, the tax, and the final total price.  <b>THANK YOU FOR SHOPPING</b> <b>AT Books 'n' More</b>  Zebra Mildliner 5 Color Set @ \$8 Extra Lives: Why Video Games Matter @ \$14.59  Subtotal: 22.59 Tax: 9.1% Total: 24.6457	<b>PASS</b>