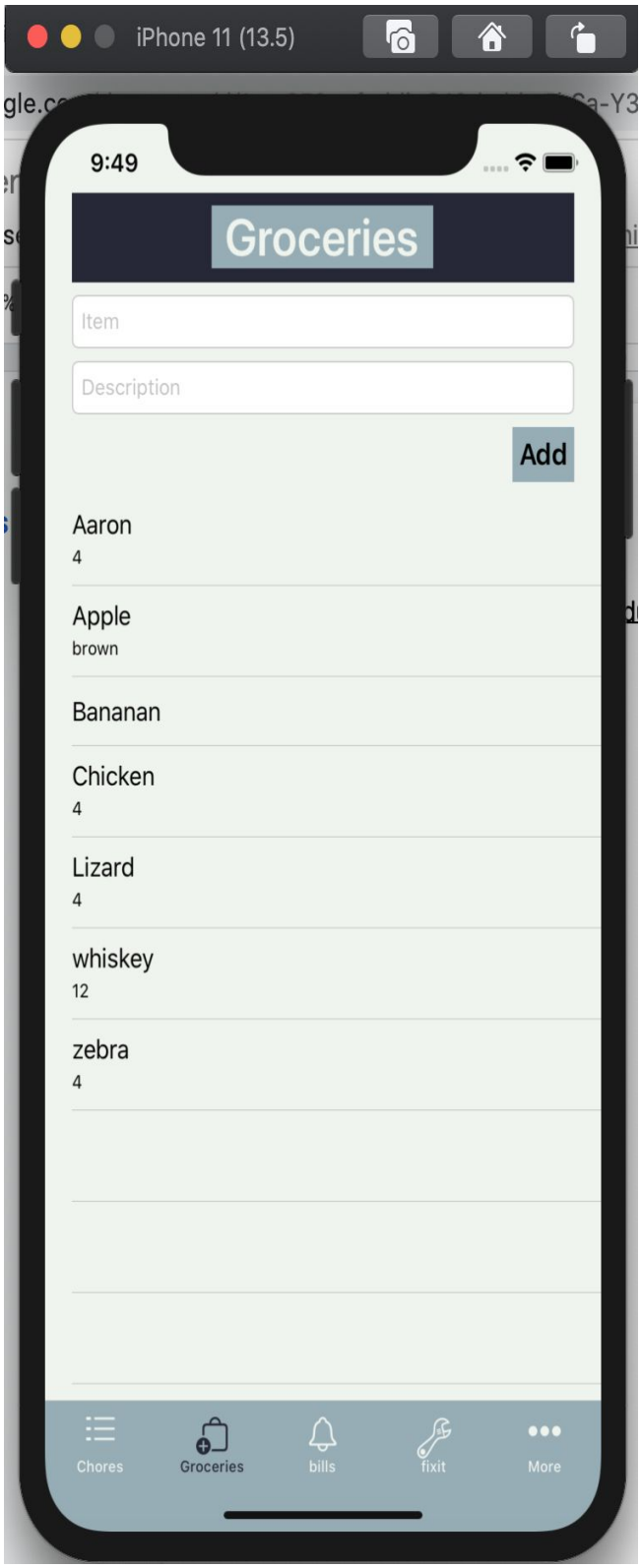
Neel Thronson (DEV)
CSE 115A
T/Th

Unit Tests for Groceries Module



- General feature description: In this HouseHub application, once a user is logged in, that user can select the “Grocery” tab on the bottom tab bar. Once there, they will see the screen (to the left) where they will be able to add or remove items on the grocery list.
- Test 1: Add Item to grocery list
    - Tap into “item” textbox
    - Type out the name of the item that you want to add to the grocery list
    - Tap the “description” textbox
    - Type out the description for the item
    - Press “Add”
    - The user should then be able to see the item they added in the list.
    - STATUS: PASSED
- Test 2: Delete item from grocery list
    - Tap and hold on item you wish to delete.
    - Slide finger to the left to show “delete” button
    - Press delete button
    - The user should then be able to see their updated grocery list, with the item removed.
    - STATUS: PASSED

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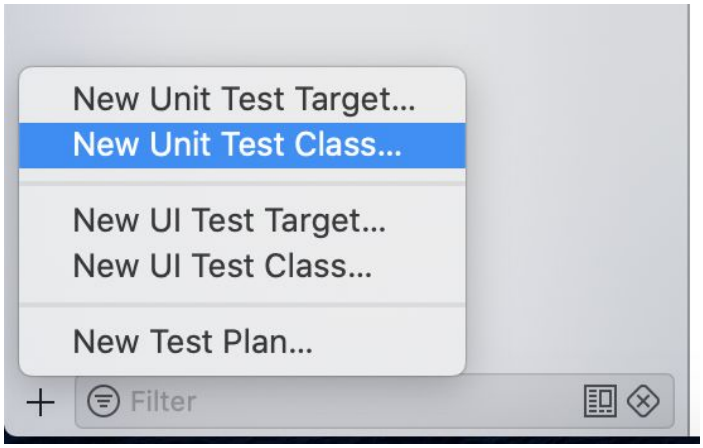
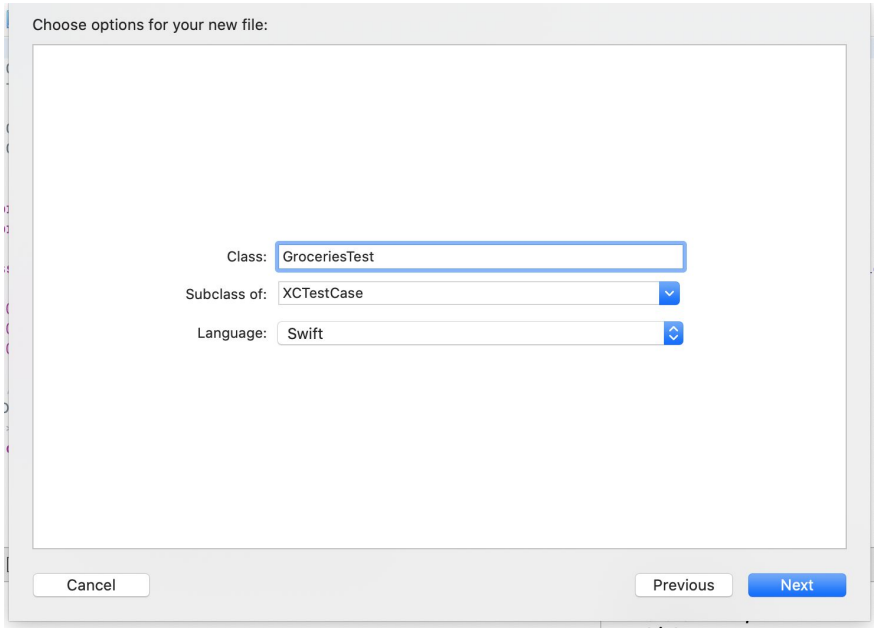
Creation of Unit Test Cases:

1. Create test class
2. Name the test class, as this results in the creation of a file named "<TESTCLASSNAME>" being added to the project
3. All tests classes are subclasses of XCTestClasses





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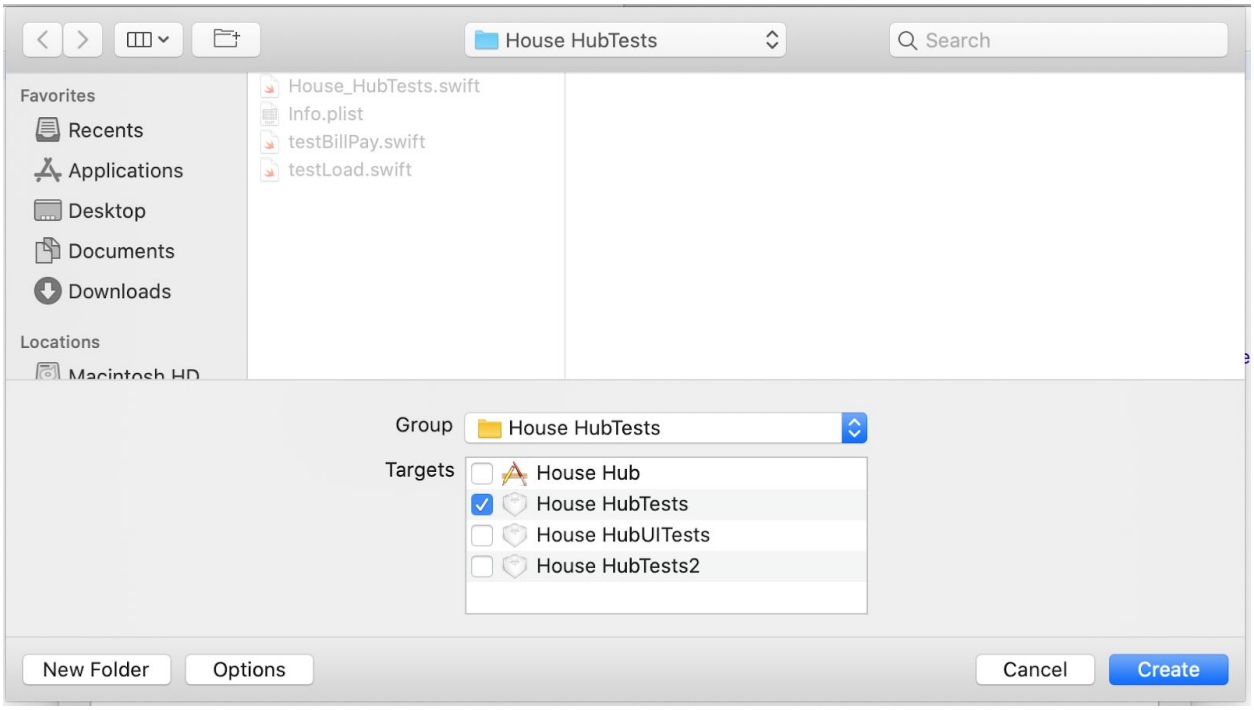
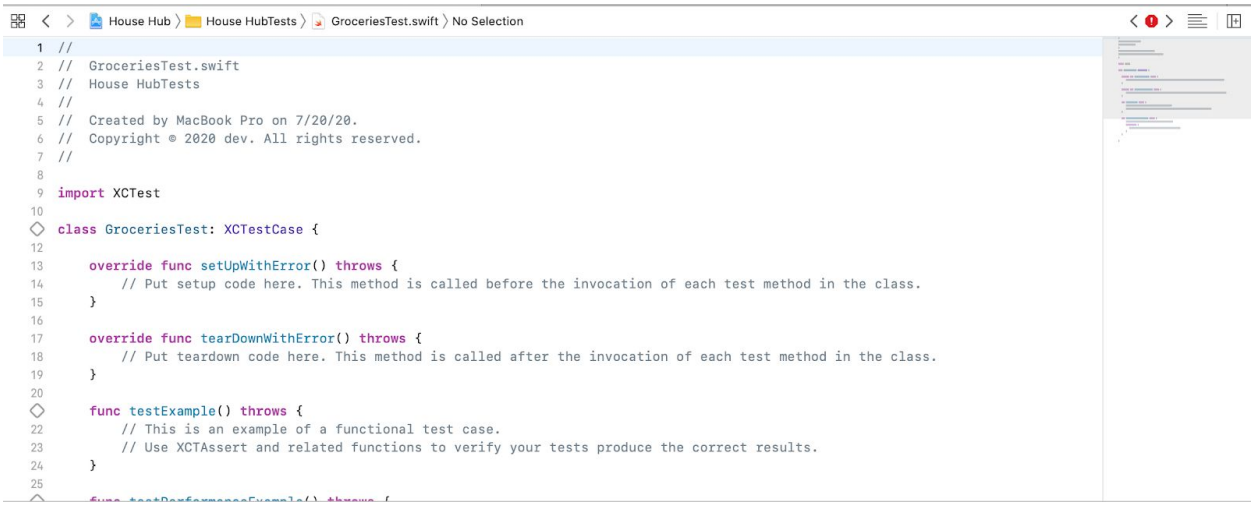


Test Class Structure

Test classes have this basic structure below:



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Writing Test Methods

You can add tests to a test class by writing test methods. A test method is an instance method of a test class that begins with the prefix “test,” takes no parameters, and returns void. A test method exercises code in your project, and if that code doesn’t produce the expected result, reports failures using a set of assertion APIs. For a test method to access the code to be tested, import the corresponding header files into your test class.