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| NUMBER | THE TEST | EXPECTED OUTCOME | ACTUAL OUTCOME | PASS? | SCREENSHOT |
| 1 | Running the Application by pressing “Start”. | The Application runs without any problems and opens with the Car Park program. | The Application runs without any problems and open into the Car Park program. | Yes |  |
| 2 | Checking the number of cars that stayed over the allotted time limit. | The number of cars that stayed over the allotted time limit should be displayed in the Allotted textbox. | The Time Limit – Times Stayed total is outputted in the Allotted textbox. | No |  |
| 3 | Calculating the percentage of cars that stayed over the time limit and whether or not a warden should be sent. | The number of cars that stayed over the time limit should be outputted in the percentage textbox, a message on whether the warden should be sent or not should also be outputted in the Warden textbox. | The number of cars that stayed over the time limit is not outputted and a message for whether the warden should be sent is also not outputted. | No |  |
| 4 | Checking whether or not the second program outputs to the correct textboxes with the correct values. | The number of cars that stayed over the time limit, percentage of cars that stayed over the time limit and whether a warden needs to be sent out should be outputted in the correct textboxes with the correct values. | The number of cars and percentage of cars that stayed over the time limit are outputted to the correct textboxes with the correct values. Whether a warden needs to be sent out however is not outputting anything based on the percentage code. | No |  |
| 5 | Changing the design of the program. | The program looks more professional and easier to understand as less text is used to describe each part of the program. Clearly labelling. | The program looks more professional and makes interacting with the program far easier than with the previous design. The text used in the labelled were changed so that they describe the program controls with less text, making it less confusing for the end user. |  | https://i.gyazo.com/c61f69454abdcab5463151ad56b152f8.png |
| 6 | Clicking the File tab from the menu strip. | When clicked the File tab should open a dropdown list containing save, load and exit options. | When clicked the File tab opens and displays a dropdown list containing save, load and exit options. | Yes |  |
| 7 | Clicking the Exit button to close the application. | When clicked the application should close and stop running for the user. | When clicked the application closes and the application stops running for the user. No freezing. | Yes |  |
| 8 | Saving the first car park program information to data1.txt. Checking if a message box is displayed to the user when clicked. | When the save1 button is clicked the information entered in the textboxes for the first program should be stored in a txt file named data1txt. A message box saying “Saved” should also be displayed to the user. | When the save1 button is clicked the information entered in the textboxes for the first program is stored in a txt file named data1.txt. A message box saying “Saved” is displayed to the user. | Yes |  |
| 9 | Saving the second car park program information to data2.txt. Checking if a message box is displayed to the user when clicked. | When the save2 button is clicked the information entered in the textboxes for the second program should be stored in a txt file named data2txt. A message box saying “Saved” should also be displayed to the user. | When the save2 button is clicked the information entered in the textboxes for the second program is stored in a txt file named data2txt. A message box saying “Saved” is displayed to the user. | Yes |  |
| 10 | Saving the third car park program information to data3.txt. Checking if a message box is displayed to the user when clicked. | When the save3 button is clicked the information entered in the textboxes for the third program should be stored in a txt file named data3txt. A message box saying “Saved” should also be displayed to the user. | When the save3 button is clicked the information entered in the textboxes for the third program is stored in a txt file named data3txt. A message box saying “Saved” is displayed to the user. | Yes |  |
| 11 | Loading the first car park program information to the Times textbox. Checking if a message box is displayed to the user when clicked. | When the load1 button is clicked the information previously saved and stored in the data1.txt file should be outputted into the Times textbox for the first program. A message box saying “Loaded” should also be displayed to the user. | When the load1 button is clicked the information previously saved and stored in the data1.txt file is outputted into the Times textbox for the first program. A message box saying “Loaded” is displayed to the user. | Yes |  |
| 12 | Loading the second car park program information to the Times textbox. Checking if a message box is displayed to the user when clicked. | When the load2 button is clicked the information previously saved and stored in the data2.txt file should be outputted into the Times textbox for the second program. A message box saying “Loaded” should also be displayed to the user. | When the load2 button is clicked the information previously saved and stored in the data2.txt file is outputted into the Times textbox for the second program. A message box saying “Loaded” is displayed to the user. | Yes |  |
| 13 | Loading the third car park program information to the Times textbox. Checking if a message box is displayed to the user when clicked. | When the load3 button is clicked the information previously saved and stored in the data3.txt file should be outputted into the Times textbox for the third program. A message box saying “Loaded” should also be displayed to the user. | When the load3 button is clicked the information previously saved and stored in the data3.txt file is outputted into the Times textbox for the third program. A message box saying “Loaded” is displayed to the user. | Yes |  |
| 14 | Clicking the Help tab in the menu strip. | When clicked a dropdown list should be opened containing the launch button. | When clicked a dropdown list is opened containing the launch button. | Yes |  |
| 15 | Launching the Help webpage from the launch button located inside the Help tab. | When the launch button is clicked the help webpage would be launched in the users default browser. | When the launch button is clicked the help webpage is opened up in internet explorer. | Yes |  |
| 16 | Entering text into the txtCarParkName textbox. | When clicked the textbox should be highlighted, the user should then be able to enter freehand text into the textbox with their keyboard. | When clicked the textbox is highlighted, the user is then able to enter any text they like inside it. | Yes |  |
| 17 | Entering text into the txtTimeLimit textbox. | When clicked the textbox should be highlighted, the user should then be able to enter freehand text into the textbox with their keyboard. | When clicked the textbox is highlighted, the user is then able to enter any text they like inside it. | Yes |  |
| 18 | Entering text into the txtTimes textbox. | When clicked the textbox should be highlighted, the user should then be able to enter freehand text into the textbox with their keyboard. | When clicked the textbox is highlighted, the user is then able to enter any text they like inside it. | Yes |  |
| 19 | Clicking the calculation button to then calculate the cars stayed over, percentage and whether or not a warden needs to be sent out. | When the calculation button is clicked it should calculate the number of cars that stayed over the time limit based on the Time Limit number and the Times entered. It should then calculate the percentage of these cars and say whether or not a warden needs to be sent out in the correct textboxes. | When the calculation button is clicked it calculates the number of cars that stayed over the time limit based on the Time Limit number and the Times entered. It then calculates the percentage of these cars and says whether or not a warden needs to be sent out in the correct textboxes. | Yes |  |
| 20 | Testing if the number of cars that stayed over the time limit is correct and outputted to the correct textbox. | When the calculation button is clicked the correct number of cars that stayed over the time limit should be outputted to txtAllotted. | When the calculation button is clicked the correct number of cars that stayed over the time limit is outputted to txtAllotted. | Yes |  |
| 21 | Testing if the percentage of cars that stayed over the time limit is correct and outputted to the correct textbox. | When the calculation button is clicked the correct percentage for the number of cars that stayed over the time limit should be outputted to txtOverPercent. | When the calculation button is clicked the correct percentage for the number of cars that stayed over the time limit is outputted to txtOverPercent. | Yes |  |
| 22 | Testing if the warden decision is correct and is outputted to the correct textbox. | When the calculation button is clicked the correct decision for whether should be outputted to txtWarden. | When the calculation button is clicked the correct decision for whether is outputted to txtWarden. | Yes |  |
| 23 | Entering text into the txtCarParkName2 textbox. | When clicked the textbox should be highlighted, the user should then be able to enter freehand text into the textbox with their keyboard. | When clicked the textbox is highlighted, the user is then able to enter any text they like inside it. | Yes |  |
| 24 | Entering text into the txtTimeLimit2 textbox. | When clicked the textbox should be highlighted, the user should then be able to enter freehand text into the textbox with their keyboard. | When clicked the textbox is highlighted, the user is then able to enter any text they like inside it. | Yes |  |
| 25 | Entering text into the txtTimes2 textbox. | When clicked the textbox should be highlighted, the user should then be able to enter freehand text into the textbox with their keyboard. | When clicked the textbox is highlighted, the user is then able to enter any text they like inside it. | Yes |  |
| 26 | Clicking the calculation2 button to then calculate the cars stayed over, percentage and whether or not a warden needs to be sent out. | When the calculation2 button is clicked it should calculate the number of cars that stayed over the time limit based on the Time Limit number and the Times entered. It should then calculate the percentage of these cars and say whether or not a warden needs to be sent out in the correct textboxes. | When the calculation2 button is clicked it calculates the number of cars that stayed over the time limit based on the Time Limit number and the Times entered. It then calculates the percentage of these cars and says whether or not a warden needs to be sent out in the correct textboxes. | Yes |  |
| 27 | Testing if the number of cars that stayed over the time limit is correct and outputted to the correct textbox. | When the calculation2 button is clicked the correct number of cars that stayed over the time limit should be outputted to txtAllotted2. | When the calculation2 button is clicked the correct number of cars that stayed over the time limit is outputted to txtAllotted2. | Yes |  |
| 28 | Testing if the percentage of cars that stayed over the time limit is correct and outputted to the correct textbox. | When the calculation2 button is clicked the correct percentage for the number of cars that stayed over the time limit should be outputted to txtOverPercent2. | When the calculation2 button is clicked the correct percentage for the number of cars that stayed over the time limit is outputted to txtOverPercent2. | Yes |  |
| 29 | Testing if the warden decision is correct and is outputted to the correct textbox. | When the calculation2 button is clicked the correct decision for whether should be outputted to txtWarden2. | When the calculation2 button is clicked the correct decision for whether is outputted to txtWarden2. | Yes |  |
| 30 | Entering text into the txtCarParkName3 textbox. | When clicked the textbox should be highlighted, the user should then be able to enter freehand text into the textbox with their keyboard. | When clicked the textbox is highlighted, the user is then able to enter any text they like inside it. | Yes |  |
| 31 | Entering text into the txtTimeLimit3 textbox. | When clicked the textbox should be highlighted, the user should then be able to enter freehand text into the textbox with their keyboard. | When clicked the textbox is highlighted, the user is then able to enter any text they like inside it. | Yes |  |
| 32 | Entering text into the txtTimes3 textbox. | When clicked the textbox should be highlighted, the user should then be able to enter freehand text into the textbox with their keyboard. | When clicked the textbox is highlighted, the user is then able to enter any text they like inside it. | Yes |  |
| 33 | Clicking the calculation3 button to then calculate the cars stayed over, percentage and whether or not a warden needs to be sent out. | When the calculation3 button is clicked it should calculate the number of cars that stayed over the time limit based on the Time Limit number and the Times entered. It should then calculate the percentage of these cars and say whether or not a warden needs to be sent out in the correct textboxes. | When the calculation3 button is clicked it calculates the number of cars that stayed over the time limit based on the Time Limit number and the Times entered. It then calculates the percentage of these cars and says whether or not a warden needs to be sent out in the correct textboxes. | Yes |  |
| 34 | Testing if the number of cars that stayed over the time limit is correct and outputted to the correct textbox. | When the calculation3 button is clicked the correct number of cars that stayed over the time limit should be outputted to txtAllotted2. | When the calculation3 button is clicked the correct number of cars that stayed over the time limit is outputted to txtAllotted2. | Yes |  |
| 35 | Testing if the percentage of cars that stayed over the time limit is correct and outputted to the correct textbox. | When the calculation2 button is clicked the correct percentage for the number of cars that stayed over the time limit should be outputted to txtOverPercent3. | When the calculation2 button is clicked the correct percentage for the number of cars that stayed over the time limit is outputted to txtOverPercent3. | Yes |  |
| 36 | Testing if the warden decision is correct and is outputted to the correct textbox. | When the calculation2 button is clicked the correct decision for whether should be outputted to txtWarden3. | When the calculation2 button is clicked the correct decision for whether is outputted to txtWarden3. | Yes |  |