Software Testing Report

QT Unit Test Cases

ID	testCaseMyTimer	Description:	Creates a timer
Test Type: Unit	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	This timer is created
•			for the saving
			function.
List of	Qt with QTesting		
equipment/requirements			
Setup instruction	Run the program (Timer starts as soon as p	program starts)
Failure correction procedure	Report back to dev	eloper	
Engineer(s)/Technician(s)	Harry Evans-Softw	are Tester	
Individual results:		d d d d	
Test Date:	29/2/20	Result	Creates a timer

ID	testCaseSortAscendingName	Description:	Sort images
			into ascending
			order by name
Test Type: Unit	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	A bubble sort
			is used to
			implement
			this algorithm.
List of	Qt with QTesting		
equipment/requirements			
Setup instruction	 Once image/class nan 	nes loaded to correct v	vidget
	2. Select sort by Name (A	Asc) from the dropdow	/n
	3. Press Sort		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans – Software Tester		_

Individual results:	Pass sortingAlgorithm ********* Start testing of Config: Using QtTest libra 7.3.0) PASS : sort::initTestCas PASS : sort::test_case1 PASS : sort::test_case2 PASS : sort::cleanupTest Totals: 4 passed, 0 failed ********** Finished testing Fail (Purposely) FAIL! : sort::test_case2 Actual (sortedList): Expected (list2): "dee/sortingAlgorithm/tst s PASS : sort::cleanupTest Totals: 3 passed, 1 failed ************************************	se() () () () tCase() d, 0 skipped, 0 blackl g of sort ******** 2() Compared lists di : "tiger" er" sortasc.cpp(85) : fai stCase() ed, 0 skipped, 0 black	listed, 27ms ffer at index 0. lure location
Test Date:	26/03/2020	Result	Passed as expected.

ID	testCaseSortDescendingName	Description:	Sort images
			into
			descending
			order by name
Test Type: Unit	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	Another
			bubble sort is
			used to
			implement the
			descending
			algorithm.
List of	Qt with QTesting		
equipment/requirements			
Setup instruction	1. Once image/class name	es loaded to correct v	vidget
	2. Select sort by Name (De	esc) from the dropdo	wn
	3. Press Sort		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans – Software Tester		
Individual results:	Pass		
	sortingAlgorithm ☑ ********** Start testing of sort		
	Config: Using QtTest library 5.		-little_endian-i
	7.3.0)		
	PASS : sort::initTestCase() PASS : sort::test_case1()		
	PASS : sort::test_case2()		
	PASS : sort::cleanupTestCase(•	
	Totals: 4 passed, 0 failed, 0 skipped, 0 blacklisted, 27ms ************************************		, 27ms
	Fail (Purposely)	• • •	• •
	I and a posciyy		

	Actual (sortedList) Expected (list2): "cor/sortingAlgorithm/tst: PASS : sort::cleanupTes	w" <u>sortasc.cpp(85)</u> : failure l stCase() ed, 0 skipped, 0 blackliste	Location
Test Date:	26/03/2020	Result	Passed as expected.

ID	testCaseSearchImage	Description:	The user will be able to search for an image located in the image widget list.
Test Type: Unit	Quantity	Success criteria:	Pass
Number of attempts:	2	Comments	This is a binary search algorithm.
List of	Qt with QTesting		
equipment/requirements			
Setup instruction	Type desired image into images window Press Enter	the search bar locat	ed above the
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s) Individual results:	Harry Evans — Software Tester ******** Start testing of search ******** Config: Using QtTest library 5.14.1, Qt 5.14.1 (x86_64-little_endian-llp6-PASS : search::initTestCase() PASS : search::test_case1() PASS : search::cleanupTestCase() Totals: 3 passed, 0 failed, 0 skipped, 0 blacklisted, 43ms ********** Finished testing of search ********* 18:42:30: C:\Users\Harry\Documents\Uni\Year 2\Software Design and Implemental Purposely: ********* Start testing of search ********** Config: Using QtTest library 5.14.1, Qt 5.14.1 (x86_64-little_endian-llp6-PASS : search::test_case1() ***********************************		
	PASS : search::initTestCase(FAIL! : search::test_case1() Actual (m) : 1 Expected (testIndex): 2 \searchAlgorithm\tst search. PASS : search::cleanupTestCa Totals: 2 passed, 1 failed, 0 *********** Finished testing of) Compared values are of the compared values are of the compared in the compar	not the same
Test Date:	27/03/2020	Result	Passed as expected.

ID	testCaseLinkedList	Description:	The linked list
			will be used to
			store data for
			each image.
Test Type: Unit	Quantity	Success criteria:	Pass

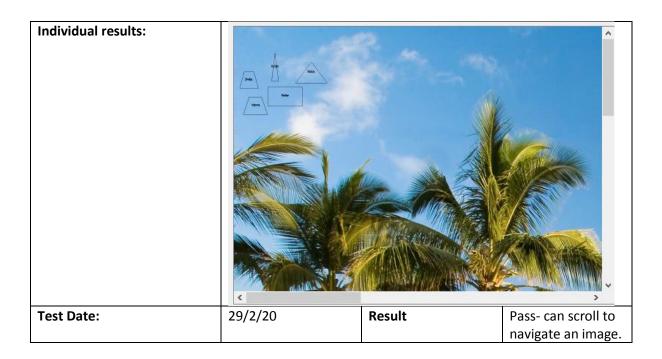
Number of attempts:	1	Comments	This is a QTest for the linked list.
List of	Qt with QTesting		iist.
equipment/requirements	_		
Setup instruction	No setup instruction		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans – Software Tester		
Individual results:	******** Start testing of linkedList ******* Config: Using QtTest library 5.14.1, Qt 5.14.1 (i386-little_endian-ilp32 s PASS : linkedList::initTestCase() PASS : linkedList::cleanupTestCase() Totals: 2 passed, 0 failed, 0 skipped, 0 blacklisted, 3ms ********** Finished testing of linkedList ********* 18:52:27: C:\Users\Harry\Documents\Uni\Year 2\Software Design and Implemen		
Test Date:	04/04/2020	Result	Fail- QTest works as expected but linked list failed to be implemented in source code.

Functional and Acceptance Testing

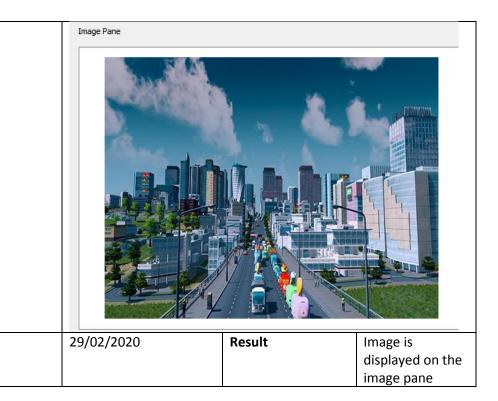
For the functional and acceptance tests, all functionalities of the program, recognised by the specification and the requirements list are included below in the Test Cases. The acceptance tests, those carried out by an end user can also be found below.

Test Cases

ID	testCaseCustomView	Description:	When an image is loaded, the scroll
			bars on the
			graphics view
			allowing the user
			to scroll up/down
			and left/right.
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	Extra functionality
			for the user when
			editing an image.
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM, 500		
equipment/requirements	MHz CPU, 1 GHz prefe	rred for 60-FPS velvet-s	mooth UI, OpenGL
	ES 2.0 support		
Setup instruction	1. Load an image		
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)	Harry Evans-Software	Tester	



ID	testCaseOpenImage	Description:	Open an image and display to
			the screen
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	3	Comments	The user should
			be able to
			navigate through
			file explorer for
			the desired
			image.
List of	Qt Creator, Windows 7 or	10 32-bit or 64-bit, 25	6 MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferre	d for 60-FPS velvet-sm	ooth UI, OpenGL
	ES 2.0 support		
Setup instruction	 Press File 		
	Select Open		
	Choose Image		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans-Software Tes	ter	
Individual results:			
	File Edit	MainWindow	_ D ×
	Images Name (Asc)	Open A File	×
	(Organiz		Search TestData
	Add Image Classifier Path Name (Asc): □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	megroup s PC esktop ccuments ownloads apples Beach Beach	city space
	<u>₩</u> ħ	flusic ictures volcano ideos Vindows® OS (C	

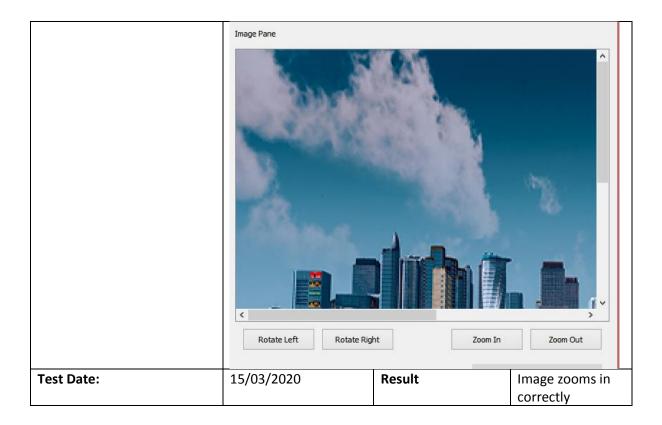


ID	testCaseImageFormat	Description:	The system shoul
		2001,	be compatible
			with different
			image files (.jpg,
			.png etc)
Test Type:	Quality	Success criteria	
Number of attempts:	1	Comments	This test checks
p.s.			what images the
			system is
			compatible with.
List of	Qt Creator, Windows 7 o	or 10 32-bit or 64-k	· · · · · · · · · · · · · · · · · · ·
equipment/requirements	MHz CPU, 1 GHz preferre	ed for 60-FPS velve	et-smooth UI, OpenGL
	ES 2.0 support		•
Setup instruction	No setup instruction req	uired	
Failure correction	Report back to develope	r	
procedure			
Engineer(s)/Technician(s)	Harry Evans-Software Te	ster	
Individual results:		_	
	Images		
	city.jpg	18:07	23/04/20 ^
	forest.jpg	16:49	29/03/20
	space.jpg	18:07	23/04/20
	stormy.png		23/04/20
	search.cpp	15:39	25/04/20 🗸
	<		>
Test Date:	25/04/2020	Result	Pass – the
			system does
			allow the user to

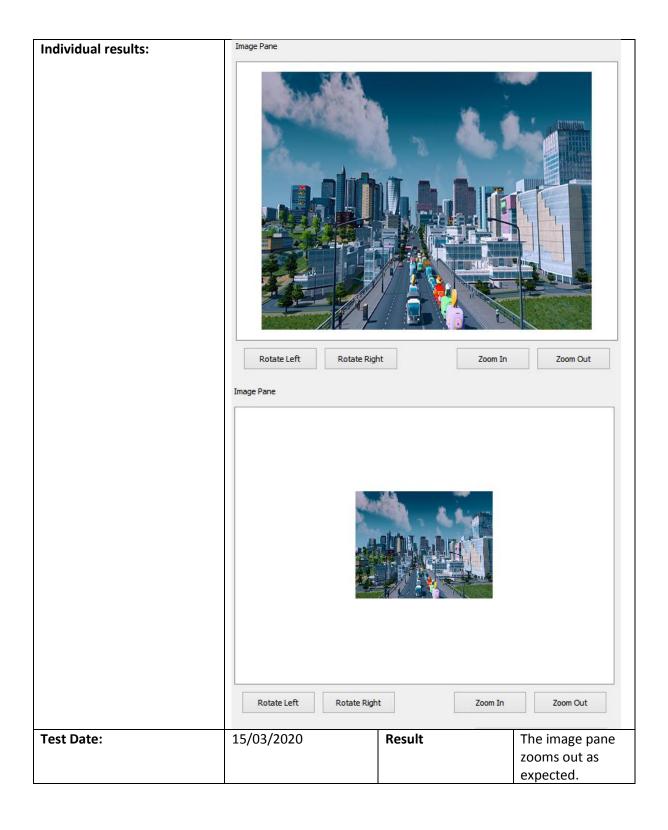
Test Date:

add a file but
only the
compatible files
are loaded to the
image pane and
to the widget list
when starting
the program.

ID	testCaseScaleIn	Description:	Zoom into an image
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	The button version of allowing a user to zoom in.
List of	Qt Creator, Windows 7	or 10 32-bit or 64-bit,	256 MB of RAM,
equipment/requirements	500 MHz CPU, 1 GHz pr OpenGL ES 2.0 support		lvet-smooth UI,
Setup instruction		the Image pane	
Failure correction procedure	Report back to develop		
Engineer(s)/Technician(s)	Harry Evans-Software T	ester	
	Rotate Left Rotate R	ight Zoom	In Zoom Out



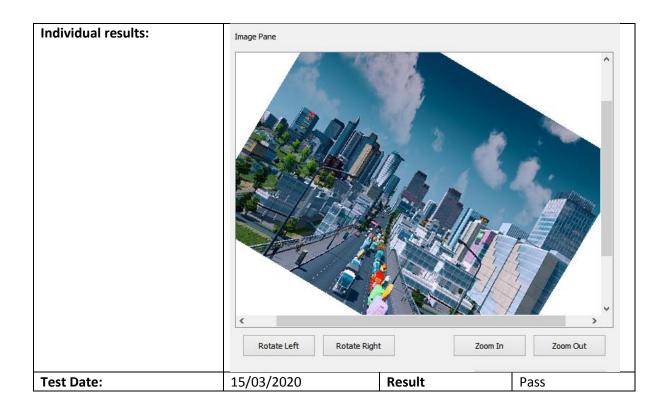
ID	testCaseScaleOut	Description:	Zoom out an
			image
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	The button
			version of
			allowing a user to
			zoom out.
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM, 500		
equipment/requirements	MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI, OpenGL		
	ES 2.0 support		
Setup instruction	Open Image to the Image pane		
	2. Press Zoom out		
Failure correction procedure	Report back to develope	r	
Engineer(s)/Technician(s)	Harry Evans-Software Te	ester	



ID	testCaseRotateLeft	Description:	Rotate an image
			to the left
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	The user may
			need functionality

			allowing them to rotate the image.
List of	Qt Creator, Windows 7 o	ı or 10 32-bit or 64-bit. 2	
equipment/requirements	MHz CPU, 1 GHz preferr		
	ES 2.0 support		
Setup instruction	1. Open Image to t	he Image pane	
	Press Rotate Lef	t	
Failure correction procedure	Report back to develope		
Engineer(s)/Technician(s)	Harry Evans- Software To	ester	
Individual results:	Image Pane		
	Rotate Left Rotate Rig		Zoom Out
Test Date:	15/03/2020	Result	Pass

ID	testCaseRotateRight	Description:	Rotate an image
			to the right
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	The user may
			need
			functionality
			allowing them to
			rotate the image.
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM, 500		
equipment/requirements	MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI, OpenGL		
	ES 2.0 support		
Setup instruction	 Open Image to tl 	ne Image pane	
	Press Rotate Right	nt	
Failure correction procedure	Report back to develope	r	
Engineer(s)/Technician(s)	Harry Evans – Software T	ester	



ID	testCaseSetShapes	Description:	The user must	
			only be able to	
			use the provided	
			shapes to draw	
			on top of an	
			image. Only the	
			borders of the	
			shape will be	
			visible.	
Test Type:	Quality	Success criteria:	Pass	
Number of attempts:	1	Comments	This test is to	
			make sure we are	
			only including the	
			functionalities	
			asked for on the	
			spec.	
List of	Qt Creator, Windows 7	7 or 10 32-bit or 64-bit,	256 MB of RAM,	
equipment/requirements	500 MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI,			
	OpenGL ES 2.0 support			
Setup instruction	No setup Instruction required			
Failure correction procedure	Report back to developer			
Engineer(s)/Technician(s)	Harry Evans	Harry Evans		

Individual results:	Draw Triangle	Draw Rectangle	
	Draw Trapezium	Draw Polygon	
		Сору	
	Select	Paste	
	Select	Delete	
		Resize	
Test Date:	20/04/2020	Result	Pass

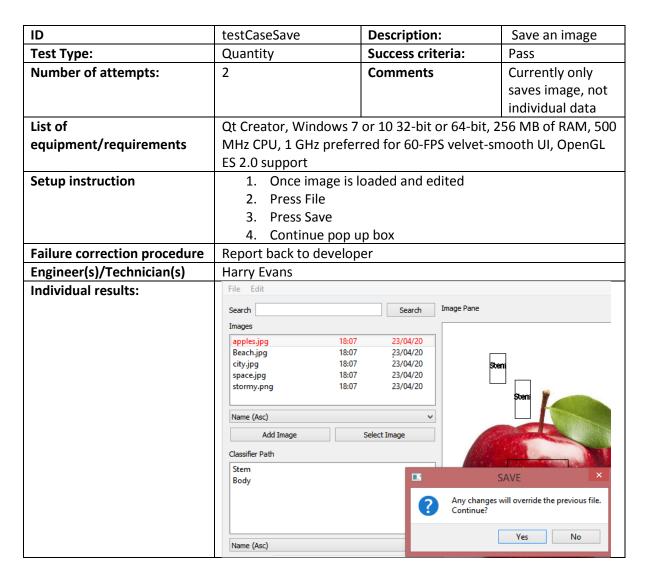
ID	testCaseQuit	Description:	Quit the
			application
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	Allows the user to exit the program when desired instead
			of having to close the application
			manually.
List of equipment/requirements	Qt Creator, Windows 7 or 500 MHz CPU, 1 GHz prefe OpenGL ES 2.0 support	•	56 MB of RAM,
Setup instruction	Press File Press Quit		
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)	Harry Evans – Software Te	st	
Individual results:	File Edit Open Save Quit	Name (Asc) 🗸	Sort
Test Date:	15/03/202	Result	Application Closes

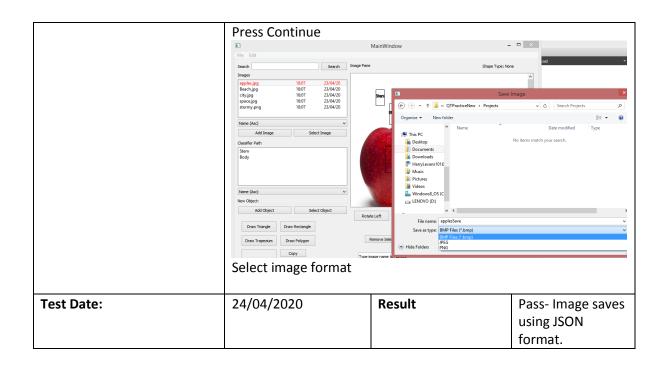
ID	testCaseChangeFilename	Description:	The user must
			be able to
			change the
			filename of their
			annotation

Test Type:	Quantity	Success criteria:	Pass	
Number of attempts:	2	Comments	Allows the user	
			to further	
			personalise their	
			annotation, as	
			well as not	
			having duplicate	
			filenames.	
List of	Qt Creator, Windows 7 or			
equipment/requirements	500 MHz CPU, 1 GHz prefe	erred for 60-FPS velve	t-smooth UI,	
	OpenGL ES 2.0 support			
Setup instruction	1) Select image to replace			
	2) Type new image name in the correct type box			
	3) Press Replace			
Failure correction procedure	Report back to developer			
Engineer(s)/Technician(s)	Harry Evans			
Individual results:	Fail			
Test Date:	23/04/2020	Result	Fail- can update	
			file name on GUI	
			but not in file	
			directory	
			although the	
			user does have	
			access to do this	
			manually.	

ID	testCaseFileFormat	Description:	Each annotation must follow the hierarchial data format 5 (HDF5) or JSON.	
Test Type:	Quantity	Success criteria:	Pass	
Number of attempts:	2	Comments	This format will	
			be followed when	
			an annotation is	
			saved.	
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM, 500			
equipment/requirements	MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI, OpenGL			
	ES 2.0 support			
Setup instruction	Follows procedure once image is saved.			
Failure correction procedure	Report back to developer			
Engineer(s)/Technician(s)	Harry Evans			

```
Individual results:
                                                  //JSON
                                                  int listSize = shape->shapeList.size();
                                                  QJsonObject Root;
                                                 Root["Number of Annotations"] = listSize;
                                                 QJsonArray images;
for(int i = 0; i < filesInDirectory.size(); i++){
                                                      QJsonObject individualImage;
individualImage["ImageName"] = filesInDirectory[i].name;
                                                      individualImage["Shapes"] =
                                                 QJsonObject individualImage;
                                                 Gosnowjet no Wide table in the interpretation of the int i = 0; i < filesInDirectory.size(); i++){
    QJsonArray shapesInImage;</pre>
                                                       if (classFileName.split(".")[0] == filesInDirectory[i].name.split(".")
                                                            for (int j = 0; j \le \text{shape-} > \text{shapeList.size()}; j++) { } \triangle \text{comparisor}
                                                                 QJsonObject point;
                                                                 QJsonArray pointsArray;
                                                                 for (int k = 0; k < shape->shapeList[j]->pointsVector.size();
                                                                      point["x"] = shape->shapeList[j]->shape[k].x();
                                                                      point["y"] = shape->shapeList[j]->shape[k].y();
                                                                      pointsArray.append(point);
                                                                 QJsonObject shapeData;
                                                                 shapeData["Shape Type"] = shape->shapeList[j]->shapeType;
shapeData["Class Type"] = shape->shapeList[j]->classType;
shapeData["Points"] = pointsArray;
Test Date:
                                                                                                                        Pass-follows
                                                24/04/2020
                                                                                       Result
                                                                                                                        JSON
```





ID	testCaseSaveNoAnnoImages	Description:	The number of		
			annotated		
			images must		
			be saved.		
Test Type:	Quantity	Success criteria:	Pass		
Number of attempts:	2	Comments	Currently only		
			saves image,		
			not individual		
			data		
List of	Qt Creator, Windows 7 or 10	32-bit or 64-bit, 256	MB of RAM, 500		
equipment/requirements	MHz CPU, 1 GHz preferred for	r 60-FPS velvet-smoo	oth UI, OpenGL		
	ES 2.0 support				
Setup instruction	Once image is loaded and annotated				
	2. Press File				
	3. Press Save				
	4. Press continue on pop-up box				
Failure correction procedure	Report back to developer				
Engineer(s)/Technician(s)	Harry Evans				
Individual results:]				
	},				
	"Number of Annotations": 4				
	}				
	Inside the JSON file, at the bottom, it says the number of				
	annotated images				
Test Date:	25/04/2020	Result	Pass		

ID	testCaseSaveImagesFileNames	Description:	For each
			annotation,

			and each
			image, the
			filename must
			be saved.
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	2	Comments	Currently only
			saves image,
			not individual
			data
List of	Qt Creator, Windows 7 or 10 3	2-bit or 64-bit, 256 I	MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred for	60-FPS velvet-smoo	th UI, OpenGL ES
	2.0 support		
Setup instruction	 Once Image is loaded a 	and annotated	
	2. Press File		
	3. Press Save		
	4. Press continue on the p	pop-up box	
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans		
Individual results:	K		
	"Image": {		
	"ImageName": "city.jpg",		
	"Shapes": [
	At the top of the JSON file.		
	Images		
	Beach.jpg 18:	07 23/04/20	^
		07 23/04/20	
		07 23/04/20	
	stormy.png 18:	07 23/04/20	
	wavesNew.bmp	13:17	~
	<	>	
	Can load new images to image	widget	
	I can load herr inhages to inhage		

ID	testCaseSaveNoShapesPerImage	Description:	For each
			annotation,
			the program
			must save the
			number of
			shapes on
			each image.
Test Type:	Quantity	Success	Pass
		criteria:	
Number of attempts:	2	Comments	The file for
			saving will
			hold data for
			the number of
			shapes

List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM, 500			
equipment/requirements	MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI, OpenGL ES			
	2.0 support			
Setup instruction	Once Image is loaded and annotated			
	2. Press File			
	3. Press Save			
	4. Press continue on the pop-up box			
Failure correction	Report back to developer			
procedure				
Engineer(s)/Technician(s)	Harry Evans			
Individual results:	"Shapes": [
	{			
	"Class Type": "building",			
	"Points": [
	"x": 343,			
	"y": 168			
	},			
	{			
	"x": 431,			
	"y": 168			
	},			
	{			
	"x": 431,			
	"y": 235			
	}, {			
	"x": 343,			
	"y": 235			
	}			
	1,			
	"Shape Type": "Rectangle"			
	}, {			
	"Class Type": "car",			
	"Points": [
	The file doesn't explicitly save the actual number of shapes but it			
	· · · · · · · · · · · · · · · · · · ·			
Tost Date:	has the data for every shape. 25/05/2020 Result Pass			
Test Date:	25/05/2020 Result Pass			

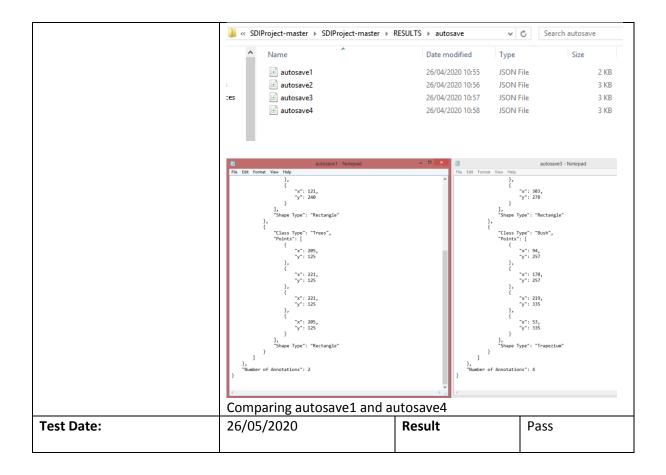
ID	testCaseSaveShapePoints	Description:	For each
			annotation, and
			each image, the
			program must
			save the points
			of each shape.
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	2	Comments	The file should
			hold individual
			data for each
			shape.
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM,		
equipment/requirements	500 MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI,		
	OpenGL ES 2.0 support		

Setup instruction	Once Image is loaded and annotated		
Setup mistraction	2. Press File		
	3. Press Save		
	4. Press continue the pop-up box		
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)	Harry Evans		
Individual results:	"Shapes": [
	{		
	"Class Type": "building",		
	"Points": [
	{		
	"x": 343, "y": 168		
	},		
	{'		
	"x": 431,		
	"y": 168		
	},		
	{		
	"x": 431,		
	"y": 235		
	},		
	{		
	"x": 343,		
	"y": 235		
] }		
],		
	"Shape Type": "Rectangle"		
	}, {		
	"Class Type": "car",		
	"Points": [
Test Date:	25/05/2020 Result Pass		

ID	testCaseThread	Description:	The program makes use of threading, this thread will spawn every 60 seconds
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	2	Comments	Every 60
			seconds a
			thread will
			spawn, after this
			test, the thread
			will cause the
			program to be
			saved.
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM,		
equipment/requirements	500 MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI,		
	OpenGL ES 2.0 support		
Setup instruction	No setup instruction, on start the thread will sleep and spawn		
	every 60 seconds.		

Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)	Harry Evans		
Individual results:	Timer executed		
	File Autosaving		
	Timer executed		
	Timer executed Then 60 seconds later, the thread will spawn again:		
	Timer executed		
	File Autosaving		
	Timer executed		
	Timer executed		
	Timer executed		
Test Date:	25/05/2020	Result	Pass

ID	testCaseThreadSave	Description:	The program
			makes use of
			threading, this
			thread will
			spawn every 60
			seconds, this
			thread will
			trigger an
			autosave.
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	2	Comments	Every 60
			seconds a
			thread will
			spawn, causing
			the program to
			autosave.
List of	Qt Creator, Windows 7 or 10		
equipment/requirements	MHz CPU, 1 GHz preferred f	or 60-FPS velvet-smo	oth UI, OpenGL
	ES 2.0 support		
Setup instruction	No setup instruction, on start the thread will sleep and spawn		
	every 60 seconds.		
Failure correction	Report back to developer		
procedure	l		
Engineer(s)/Technician(s)	Harry Evans		
Individual results:	Every 60 seconds		
	QTPracticeNew 🔀		
	SIGNAL RECEIVED		
	Timer executed		
	SIGNAL RECEIVED		
	T		
	Timer executed		
	SIGNAL RECEIVED		
	You can see the location the	autosave writes to.	

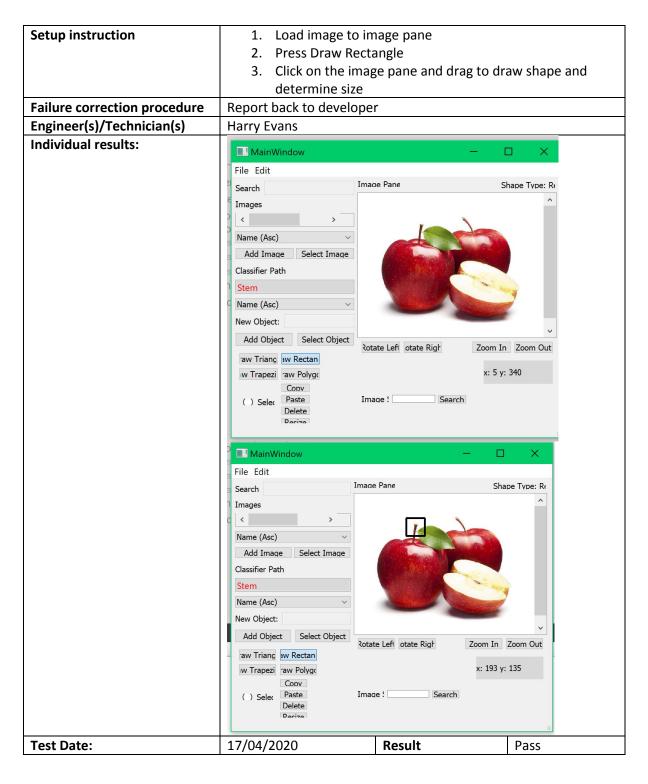


ID	testCaseAnnotationExt	Description:	Saved files must
			follow the
			*.annotations
			extension
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	Every file will
			fllow the same
			structure and
			hierarchy
List of	Qt Creator, Windows 7 or 10	32-bit or 64-bit, 256	6 MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred for	or 60-FPS velvet-smo	oth UI, OpenGL ES
	2.0 support		
Setup instruction	1. Save an annotation		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans		

Individual results:	Beach.annotations.	25/04/2020 13:17	JSON File
	Beach.annotations	23/04/2020 18:07	Text Document
	Beach	23/04/2020 18:07	JPEG image
	Beach.names	24/04/2020 15:16	Text Document
	b uilding	25/04/2020 15:59	PNG image
	city.annotations.	24/04/2020 15:16	JSON File
	city.annotations	23/04/2020 18:07	Text Document
	city	23/04/2020 18:07	JPEG image
	city.names	23/04/2020 18:07	Text Document
	forest.annotations.	25/04/2020 15:58	JSON File
	forest	29/03/2020 16:49	JPEG image
	forest.names	25/04/2020 15:58	Text Document
Test Date:	25/05/2020	Result	Pass

ID	testCaseFileCheck	Description:	Prompt the user to overwrite the file if it already
	O all'i	6	exists
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	This is to stop other files being overwritten.
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM,		
equipment/requirements	500 MHz CPU, 1 GHz prefe	rred for 60-FPS velve	t-smooth UI,
	OpenGL ES 2.0 support		
Setup instruction	 Save an annotation Enter filename There will be a prompt message if filename already 		
	exists.		
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)	Harry Evans		
Individual results:			
Test Date:	25/05/2020	Result	Fail

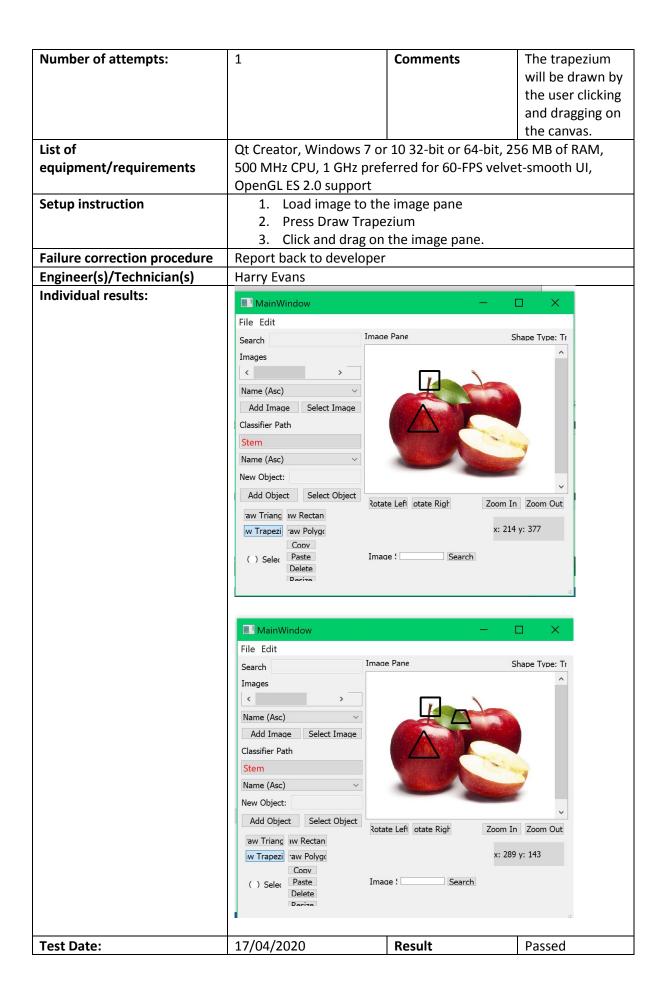
ID	testCaseDrawRectangle	Description:	Draw a rectangle
			on the image
			pane
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	2	Comments	The rectangle
			will be drawn by
			the user clicking
			and dragging on
			the canvas.
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM,		
equipment/requirements	500 MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI,		
	OpenGL ES 2.0 support		



ID	testCaseDrawTriangle	Description:	Draw a triangle
			on the image
			pane
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	The triangle will
			be drawn by the
			user clicking and
			dragging on the
			canvas.

List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM,		
equipment/requirements	500 MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI,		
	OpenGL ES 2.0 support		
Setup instruction	Load image to the image pane		
, and a second	Press Draw Triangle		
	3. Click and drag on the image pane.		
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)	Harry Evans		
Individual results:			
individual results.	MainWindow — 🗆 X		
	File Edit Image Pane Shape Type: Tr		
	s Search		
	I Images		
	· · · · · · · · · · · · · · · · · · ·		
	Name (Asc) Add Image Select Image		
	Add Image Select Image Classifier Path		
	Stem		
	Name (Asc)		
	New Object:		
	Add Object Select Object		
	Rotate Left otate Right Zoom In Zoom Out		
	w Triang aw Rectan w Trapezi raw Polygo x: 7 y: 295		
	Copy		
	() Selec Paste Image ! Search		
	Delete		
	■ MainWindow — □ ×		
	File Edit		
	File Edit Search Image Pane Shape Type: Tr		
	June Paris		
	Search Image Pane Shape Type: Tr		
	Search Image Pane Shape Type: Tr		
	Search Image Pane Shape Type: Tr Images ^		
	Search Image Pane Shape Type: Tr Images Name (Asc)		
	Search Image Pane Shape Type: Tr Images Name (Asc) Add Image Select Image		
	Search Image Pane Shape Type: Tr Images Name (Asc) Add Image Select Image Classifier Path		
	Search Image Pane Shape Type: Tr Images Name (Asc) Add Image Select Image Classifier Path Stem		
	Search Images Name (Asc) Add Image Select Image Classifier Path Stem Name (Asc) New Object: Add Object Select Object		
	Search Images Name (Asc) Add Image Select Image Classifier Path Stem Name (Asc) New Object:		
	Search Images Name (Asc) Add Image Select Image Classifier Path Stem Name (Asc) New Object: Add Object Select Object Rotate Left otate Righ Zoom In Zoom Out		
	Search Images Name (Asc) Add Image Select Image Classifier Path Stem Name (Asc) New Object: Add Object Select Object aw Triang aw Rectan w Trapezi 'aw Polygo Copy Image Pane Shape Type: Tr		
	Search Images Name (Asc) Add Image Select Image Classifier Path Stem Name (Asc) New Object: Add Object Select Object aw Triang aw Rectan w Trapezi aw Polygg		
	Search Images Name (Asc) Add Image Select Image Classifier Path Stem Name (Asc) New Object: Add Object Select Object aw Triang aw Rectan w Trapezi 'aw Polyge Coov () Select Paste Image Shape Type: Tr		
Test Date:	Search Images Name (Asc) Add Image Select Image Classifier Path Stem Name (Asc) New Object: Add Object Select Object aw Triang aw Rectan w Trapezi aw Polygc Copy () Select Delete Image Shape Type: Tr Add Image Shape Type: Tr Add Image Select Image Classifier Path Stem Name (Asc) Rotate Lefi otate Righ x: 204 y: 260		

ID	testCaseDrawTrapezium	Description:	Draw a
			trapezium on
			the image pane
Test Type:	Quantity	Success criteria:	Pass



ID	testCaseDrawPolygon	Description:	The user can
			draw a polygon
			with a range of
			3-8 sides.
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	2	Comments	The user will be
			able to plot
			points on the
			canvas and the
			program will
			draw lines
			between them.
List of	Qt Creator, Windows 7 or 1		· ·
equipment/requirements	MHz CPU, 1 GHz preferred	for 60-FPS velvet-smo	oth UI, OpenGL ES
	2.0 support		
Setup instruction	1. Once an image is lo	- ·	
		oints on the pane with	n a minimum of 3
	points and maximu		
	3. Press stop when de	esired number of point	s is reached if its
	less than 8.	1 1 1	
5.1	4. The points are joint	ed up by lines.	
Failure correction	Report back to developer		
procedure	Hormy Evons		
Engineer(s)/Technician(s) Individual results:	Harry Evans		
individual results:	apples.jpg	Stem Stem Stem Stem Stem Stem Stem Stem	Zoom In Zoom Out x: 36 y: 356
Test Date:	25/04/2020	Result	Fail- lines are drawn but user
			can't stop
			drawing lines.

ID	testCaseMoveShape	Description:	A shape can be moved around
Test Type: Unit	Quantity/Quality	Success criteria:	the screen Pass
Number of attempts:	2	Comments	A shape can be selected and

List of equipment/requirements	Qt Creator, Windows 7 or 10 32-bit or 64-bit MHz CPU, 1 GHz preferred for 60-FPS velvet	•
Setup instruction	ES 2.0 support 1. Once shape is drawn to the screen	
	2. Image should be able to be dragged	
Failure correction procedure	Report back to developer	
Engineer(s)/Technician(s)	Harry Evans	
Individual results:	Search	Shape Type; Select Body Body Zoom In Zoom Out
Test Date:	Result	Fail- You can see the class name of the middle of the shape moves to the new position, but the shape gets redrawn back in the original position.

ID	testCaseSortAscendingDate	Description:	Sort images into ascending order by date
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	2	Comments	The user should be able to sort the images with the earliest date at the start and latest date at the end.

List of	Qt Creator, Windows	7 or 10 32-bit or 6	64-bit, 2 56	MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI, OpenGL			
	ES 2.0 support			
Setup instruction	1. Once image/o	class names loaded	d to corre	ct widget
	Select sort by	Date (Asc) from t	he dropdo	own
	3. Press Sort			
Failure correction procedure	Report back to develo	per		
Engineer(s)/Technician(s)	Harry Evans			
Individual results:	Images			
	forest.jpg	16:49	29/03/2	20
	Beach.jpg	18:07	23/04/2	
	apples.jpg	18:07	23/04/2	20
	city.jpg	18:07	23/04/2	20
	space.jpg 18:07 23/04/20			20
	stormy.png 18:07 23/04/20			
	Date (Asc)			
Test Date:	25/04/2020	Result		Pass- test
				passes
				displaying the
				earliest images
				at the top and
				latest at the
				bottom

ID	testCaseSortDescendingDate	Description:	Sort images
			into
			Descending
			order by date
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	2	Comments	The user
			should be able
			to sort the
			images with
			the latest date
			at the start and
			earliest date at
			the end.
List of	Qt Creator, Windows 7 or 10 3	32-bit or 64-bit, 256	MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred for	60-FPS velvet-smoo	oth UI, OpenGL
	ES 2.0 support		
Setup instruction	 Once image/class nam 	nes loaded to correc	t widget
	2. Select sort by Date (De	esc) from the dropd	own
	3. Press Sort		
Failure correction procedure	Report back to developer	·	·
Engineer(s)/Technician(s)	Harry Evans		

Individual results:	Images			
	stormy.png	18:07	23/04/20	
	space.jpg	18:07	23/04/20	
	city.jpg	18:07	23/04/20	
	apples.jpg	18:07	23/04/20	
	Beach.jpg	18:07	23/04/20	
	forest.jpg	16:49	29/03/20	
	Date (Desc)			~
Test Date:	25/04/2020	Result		Pass- test
				passes
				displaying the
				latest images
				at the top and
				earliest at the
				bottom

ID	tostCosoColostImogsFolder	Description	Coloct on image
ID	testCaseSelectImageFolder	Description:	Select an image
			folder and all
			images are
			displayed in the
			image widget
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	2	Comments	As well as
			choosing an
			image from the
			image widget,
			the user should
			also be able to
			add their own
			which includes
			selecting an
			image folder.
List of	Qt Creator, Windows 7 or 10	0 32-bit or 64-bit, 256	MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred f	or 60-FPS velvet-smoo	th UI, OpenGL ES
	2.0 support		
Setup instruction	 Press File 		
	2. Select Open		
	3. Select which Image	folder to open	
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Michael Gibbs		
Individual results:		ame (Desc V Sort	Image Pane
	apples.jpg Beach.jpg		S. S. A.
	city.jpg stormy.png		
	volcano.jpg		A CHARLES
	Add Image Select Image		Albana .
	Classifier Path Na	ame (Asc) V Sort	
L	<u></u>		

Test Date:	25/03/2020	Result	Pass. Images
			are displayed
			on the image
			list widget.

ID	TestCaseShowMousePosition	Description:	The position of
			the mouse will
			be tracked by
			so shapes can
			be plotted
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	2	Comments	This mouse
			position can be
			tracked and will
			be helpful
			when
			implementing
			the points for
			the polygon.
List of	Qt Creator, Windows 7 or 10 3	2-bit or 64-bit, 256	MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred for	60-FPS velvet-smoo	oth UI, OpenGL ES
	2.0 support		
Setup instruction	Mouse position is tracked on start		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans – Software Tester		
Individual results:			
	: Rotate Right	Zoom In x: 293 y: 356	Zoom Out
Test Date:	20/03/2020	Result	Pass

ID	testCaseGetClassifierNames	Description:	Gathers class
			names into the
			classifier
			widget

Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	All default and
			previously
			added class
			names will be
			loaded to the
			class widget
List of	Qt Creator, Windows 7 or 10	32-bit or 64-bit, 256	MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred fo	or 60-FPS velvet-smoo	oth UI, OpenGL
	ES 2.0 support		
Setup instruction	1) On start, all class names ar	re gathered into a ve	ctor
	corresponding to the image t	they relate to.	
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)	Harry Evans		
Individual results:	Images		
	apples.jpg 1	13:40 17/04/20	
	Beach.jpg	13:40 17/04/20	
	city.jpg 1	13:40 17/04/20	
	space.jpg 1	13:40 17/04/20	
	stormy.png	13:40 17/04/20	
	Name (Asc)		~
	Add Image	Select Image	
	Classifier Path		
	Stem		
	Name (Asc)		~
Select a different image and the classifier			anges

Images		
apples.jpg	13:40	17/04/20
Beach.jpg	13:40	17/04/20
city.jpg	13:40	17/04/20
space.jpg	13:40	17/04/20
stormy.png	13:40	17/04/20
Name (Asc)		~
Add Image	Sele	ect Image
Classifier Path		
Building		
Car		

ID	testCaseSortClassNamesAsc	Description:	Classes on the
			classes pane
			can be sorted
			into ascending
			order
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	Another
			implementation
			of the sorting
			algorithms.
List of	Qt Creator, Windows 7 or 10	32-bit or 64-bit, 256	MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred fo	r 60-FPS velvet-smo	oth UI, OpenGL
	ES 2.0 support		
Setup instruction	 Once classes 	are listed on the cla	ss pane
	2. Press sort (Asc) from the dropdown		
	3. Press sort bu	tton	
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)	Harry Evans		
Individual results:	Classifier Path		
	Building		
	Car		
	Name (Ass)		
	Name (Asc)		<u> </u>
Test Date:	10/04/2020	Result	Pass

ID	testCaseSortClassNamesDesc	Description:	Classes on the
			classes pane
			can be sorted
			into descending
			order
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	Another
			implementation
			of the sorting
			algorithms.
List of	Qt Creator, Windows 7 or 10 3	2-bit or 64-bit, 256	MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred for	60-FPS velvet-smoo	oth UI, OpenGL
	ES 2.0 support		
Setup instruction	Once classes are listed on the class pane		
	2. Press sort by (Desc) from the dropdown		
	3. Press sort button		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans		
Individual results:	Classifier Path		
	Car		
	Building		
	Name (Desc)		~
	New Object:		
	new object.		
	Add Object	Select Object	
Test Date:	10/04/2020	Result	Pass

ID	testCaseAddClass	Description:	The user should be able to add a class which is appended to the classes file.
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	2	Comments	The user should be able to add their own classes, this class will be saved so on restart, this class
List of equipment/requirements	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM, 500 MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI, OpenGL ES 2.0 support		

Setup instruction	 Press add class 	button		
	2. Type in class name			
	3. Press Enter			
Failure correction procedure	Report back to develope	er		
Engineer(s)/Technician(s)	Harry Evans			
Individual results:	New Class: Building Add Class Beach.jpg city.jpg space.jpg stormy.png Add Image Classifier Path Hello Building	Select Class Select Image	Name (Asc) ∨ Sort	
Test Date:	26/03/2020	Result	Class name is	
			successfully	
			added the classes	
			list	

ID	testCaseRemoveClass	Description	The user should
ן וט	testcasekemoveciass	Description:	
			be able to
			remove a class
			which is deleted
			from the classes
			file.
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	The class will be
			removed from
			the GUI and file
			directory.
List of	Qt Creator, Windows 7 or	10 32-bit or 64-bit, 25	6 MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred	for 60-FPS velvet-smo	ooth UI, OpenGL
	ES 2.0 support		
Setup instruction	1) Select a class by either	double clicking on a cla	ass or pressing
	select class button.		
	2) Press Remove Selected Class button		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans		

Individual results:	v v	
	Add Object Select Object Draw Triangle Draw Rectangle	Rotate Left Rotate Rig
	Draw Trapezium Draw Polygon	Remove Selected Class
	Classifier Path car	
	Name (Asc) New Object:	·
	Add Object Select Object	Rotate Left Rotate R
	Draw Triangle Draw Rectangle Draw Trapezium Draw Polygon	Remove Selected Class
Test Date:	21/04/2020 Result	Pass

ID	testCaseSelectClass	Description:	The user should be able to select which class from the classes list that they will annotate.
Test Type:	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	The user will have to select a class before annotating an image.
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM,		
equipment/requirements	500 MHz CPU, 1 GHz p	referred for 60-FPS vel	lvet-smooth UI,
	OpenGL ES 2.0 support		
Setup instruction	Select a class from the classes list widget		
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)	Michael Gibbs – Softw	are Architect	

Individual results:	Classifier Path		
	Hello		
	Building		
	Cars		
	New Class:		
	Add Class	Select Class	
	Classifier Path		
	Hello		
	Building		
	Cars		
	New Class:		
	Add Class	Select Class	
	Aud Class	JCICCE Class	
Test Date:	26/03/2020	Result	Classes are
			selectable from
			the classes list
			widget.

ID	testCaseDrawPoint	Description:	The program will
			allow the user to
			select what
			shape and the
			user can plot the
			points
			corresponding to
			what shape they
			choose.
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM, 500		
equipment/requirements	MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI, OpenGL ES		
	2.0 support		
Setup instruction	1. Select what shape to draw, i.e 5 sided polygon		
	2. The user can plot x amount of points on the image pane.		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans		

Individual results:	Images apples.jpg Beach.jpg city.jpg forest.jpg space.jpg <	18:07 23/04/20 18:07 23/04/20 18:07 23/04/20 16:49 29/03/20 18:07 23/04/20 >		Î
	Add Image	Select Image		
	Classifier Path			
	Stem Body			
	Name (Asc) New Object:	V Coloct Object		*
Test Date:	23/04/2020	* Note Limbert	Result	Pass- the user
				plots points on
				the screen

ID	TestCaseDrawLines	Description:	When a user has plotted points on the image pane, the program will draw lines between these points.
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM, 500		
equipment/requirements	MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI, OpenGL ES		
	2.0 support		
Setup instruction	Select Image		
	2. Select class		
	3. Press draw polygon		
	4. Plot points		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans		
Individual results:	Images		
Test Date:	23/04/2020	Result	Pass- The users' points
			are joined by
			lines.

ID	testCaseDeleteShape	Description:	The user can
			delete a shape
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	Allow the user
			to delete a
			shape.
List of	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM,		
equipment/requirements	500 MHz CPU, 1 GHz preferr	ed for 60-FPS velvet-	smooth UI,
	OpenGL ES 2.0 support		
Setup instruction			
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)			
Individual results:			
Test Date:		Result	Fail

ID	testCaseResizeShape	Description:	The user can
			select a shape
			and resize it.
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	The click can
			select and drag
			to resize a
			shape.
List of	Qt Creator, Windows 7 or 10	0 32-bit or 64-bit, 250	6 MB of RAM,
equipment/requirements	500 MHz CPU, 1 GHz prefer	red for 60-FPS velvet	-smooth UI,
	OpenGL ES 2.0 support		
Setup instruction			
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)			
Individual results:			
Test Date:		Result	Fail

ID	testCaseCopyShape	Description:	The user can select a shape to copy and the relevant information will
			be saved.
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	The user will be able to select and copy a shape and that shapes information will be saved.
List of equipment/requirements	Qt Creator, Windows 7 or 10 32-bit or 64-bit, 256 MB of RAM, 500 MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI, OpenGL ES 2.0 support		

Setup instruction			
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)			
Individual results:			
Test Date:		Result	Fail

ID	testCasePasteShape	Description:	Once a user has copied a shape, they will be able to paste it onto the image pane.
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	The shapes information will be used to draw the shape again.
List of	Qt Creator, Windows 7 or 10	32-bit or 64-bit, 256	MB of RAM,
equipment/requirements	500 MHz CPU, 1 GHz preferr	ed for 60-FPS velvet-	smooth UI,
	OpenGL ES 2.0 support		
Setup instruction			
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)			
Individual results:			
Test Date:		Result	Fail

ID	testCaseMoveVertex	Description:	Once a shape is
			drawn, the user
			can select a
			vertex and drag
			it.
Test Type:	Quantity	Success criteria:	Pass
Number of attempts:	1	Comments	
List of	Qt Creator, Windows 7 or 10	32-bit or 64-bit, 256	MB of RAM,
equipment/requirements	500 MHz CPU, 1 GHz preferr	ed for 60-FPS velvet-	smooth UI,
	OpenGL ES 2.0 support		
Setup instruction	1.Open an image		
	2.Select class		
	3.Draw shape		
	4.Select shape		
	5.Drag vertex of shape		
Failure correction procedure	Report back to developer		
Engineer(s)/Technician(s)			
Individual results:			
Test Date:		Result	Fail

ID	testCaseClassNameTopOfShape	Description:	The class name
			should be
			displayed at
			the top of each
			shape.
Test Type:	Quality	Success	Pass
	,	criteria:	
Number of attempts:	1	Comments	When the user
			annotates their
			image, they
			want to be able
			to see what
			class/object
			their shape is
			for.
List of	Qt Creator, Windows 7 or 10 32-bit	or 64-hit 256 M	
equipment/requirements	MHz CPU, 1 GHz preferred for 60-F		· ·
equipment, requirements	2.0 support	1 5 Vervet simoot	ii oi, opende es
Setup instruction	1) Load image		
Setup mistraction	2) Select classifier		
	3)Select classifier		
Failure correction	4) Draw shape on canvas		
	Report back to developer		
procedure Engineer(s)/Technician(s)	Horny Evons		
Individual results:	Harry Evans	14/20	
individual results:	11 313	04/20 04/20	
	city.jpg 15:48 23/0	04/20	
	1 3/3	04/20 04/20	
	stormy,prig 13.40 23/0	7,20	
	Name (Asc)		Stem
	Add Image Select Image		
	Classifier Path Stem		Contraction of the Contraction o
	Body		
			March March
			A STATE OF
	Name (Asc)		
	New Object:		
			THE RESERVE OF THE PARTY OF THE
	Add Object Select Object	Rotate Le	ft Rotate Right
	Draw Triangle Draw Rectangle		
Tost Date:	22/04/2020	Posul+	Pass
Test Date:	22/04/2020	Result	rd55

QT Integration Test Cases

ID	test Case Edit Annotation And Save	Description:	The user should
			be able to
			annotate an
			image and have

			the option to
			save it.
Test Type: Integration	Quality	Success	Pass
7,000		criteria:	
Number of attempts:	1	Comments	All integration
·			tests are
			combining
			fundamentals
			of the
			functional tests.
List of	Qt Creator, Windows 7 or 10 32-	bit or 64-bit. 256	
equipment/requirements	MHz CPU, 1 GHz preferred for 60		
equipment, requirements	2.0 support	TI S VEIVER SITIES	otii 01, open02 25
Setup instruction	1) Load image		
Setup instruction	2) Select class		
	3) Annotate image		
	4) Press file		
	5) Press save		
Failure correction	Report back to developer		
procedure	Report back to developer		
Engineer(s)/Technician(s)	Harry Evans		
Individual results:			
	"Image": { "ImageName": "Beach.jpg", "Shapes": [e"	
	"x": 368, "y": 222	_	
Test Date:	24/04/2020	Result	Pass

ID	test Case Open Image and Select Class	Description:	The user can
			open an image
			and select a
			desired
			classifier

Test Type: Integration	Quality	Success	Pass
		criteria:	
Number of attempts:	1	Comments	Integrating
			functions to
			make sure
			they work
			together.
List of	Qt Creator, Windows 7 or 10 32-bit	or 64-bit, 256 M	IB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred for 60-F	PS velvet-smooth	n UI, OpenGL ES
	2.0 support		
Setup instruction	1) Load image		
Setup instruction	, ,		
	2)Select class from class widget		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans		
Individual results:	Images		
	apples.jpg 18:07 23/04/20		
	Beach.jpg 18:07 23/04/20		
	city.jpg 18:07 23/04/20 space.jpg 18:07 23/04/20		
	space.jpg 18:07 23/04/20 stormy.png 10:49 26/04/20		
	Name (Asc)	~	
	Add Image Select Image		
	Classifier Path		
	Trees		sky /
	Rocks	E 200	
	Bush		
	sky		
	Name (Asc)	_	SHOW FRANCE
Test Date:	24/04/2020	Result	Pass
icst bate.	27/07/2020	itesuit	1 033

ID	testCaseSortAscGui	Description:	Display the
			ascending sort
			on the gui
Test Type: Integration	Quality	Success criteria:	Pass
Number of attempts:	1	Comments	Once sorted,
			the items will
			be displayed in
			the listwidget
			in the desired
			order.
List of	Qt Creator, Windows 7 or 10 32	2-bit or 64-bit, 256 <mark>f</mark>	MB of RAM, 500
equipment/requirements	MHz CPU, 1 GHz preferred for 6	60-FPS velvet-smoo	th UI, OpenGL
	ES 2.0 support		
Setup instruction	1) Open dropdown menu for so	orting images	
	2) Select Name (Asc)		
Failure correction	Report back to developer		
procedure			
Engineer(s)/Technician(s)	Harry Evans		_

Individual results:	Images		
	apples.jpg 13	3:40 17/04/20)
	Beach.jpg 13	3:40 17/04/20)
	city.jpg 1	3:40 17/04/20)
	space.jpg 1:	3:40 17/04/20)
	stormy.png 1:	3:40 17/04/20)
	Name (Asc)		~
Test Date:	10/04/2020	Result	Pass

ID	testCaseSortDescGui	Description:	Display the			
			descending			
			sort on the gui			
Test Type: Integration	Quality	Success criteria:	Pass			
Number of attempts:	1	Comments	Once sorted,			
			the items will			
			be displayed in			
			the listwidget			
			order.			
List of	Qt Creator, Windows 7 or 10 3	2-bit or 64-bit, 256 I	MB of RAM, 500			
equipment/requirements	MHz CPU, 1 GHz preferred for 60-FPS velvet-smooth UI, OpenGL					
	ES 2.0 support					
Setup instruction	1) Open dropdown menu for so	orting an image				
	2) Select name (desc)					
Failure correction	Report back to developer					
procedure						
Engineer(s)/Technician(s)	Harry Evans					
Individual results:	Images					
	stormy.png 13:	40 17/04/20				
	space.jpg 13:	40 17/04/20				
	city.jpg 13:	,.,.				
		jpg 13:40 17/04/20				
	apples.jpg 13:	40 17/04/20				
	Name (Desc)					
Test Date:	10/04/2020	Result	Pass			

ID	testCaseAddClassAndDrawShape	Description:	The user can add their own class which they can use to annotate shapes with.
Test Type: Integration	Quality	Success criteria:	Pass

	Γ.	
Number of attempts:	1	Comments Combining
		functionality for
		the user to
		make sure
		program
		functions can
		be integragted.
List of	Qt Creator, Windows 7 or 10 32	-bit or 64-bit, 256 MB of RAM, 500
equipment/requirements		0-FPS velvet-smooth UI, OpenGL ES
equipment, requirements	•	o 113 terret siniodin di, opende es
	2.0 support	
Setup instruction	1) Press add object	
	2) Type object name	
	3) Select object	
	4) Select a shape to draw	
	5) Click and drag on canvas	
Failure correction	Report back to developer	
procedure		
Engineer(s)/Technician(s)	Harry Evans	
Individual results:	Images	
	apples.jpg 18:07 23/04/20 Beach.jpg 18:07 23/04/20	
	city.jpg 18:07 23/04/20	THE RESERVE OF THE PARTY OF THE
	space.jpg 18:07 23/04/20 stormy.png 10:49 26/04/20	
	stormy,prig 10.45 20/04/20	
	Name (Asc)	
	Add Image Select Image	
	Classifier Path	
	Name (Asc)	
	New Object: Planet	
	Add Object Select Object	*
		Rotate Left Rotate Right Zoom In
	Remove Selected Object	
	Images	
	apples.jpg 18:07 23/04/20	
	Beach.jpg 18:07 23/04/20	
	city.jpg 18:07 23/04/20 space.jpg 18:07 23/04/20	
	stormy.png 10:49 26/04/20	
	Name (Asc)	
	Add Image Select Image	
	Classifier Path	
	Planet	
		Charles and the control of the contr
	Name (Asc)	
	New Object:	<
	Add Object Select Object	
		Potate Left Potate Picht
Test Date:	24/04/2020	Rotate Left Rotate Right Zoom In Pass

ID	testCaseSearchandLoadImage	Description:	The user can
			search an image

			and load this		
			image to the		
			image pane.		
Test Type: Integration	Quality	Success	Pass		
		criteria:			
Number of attempts:	1	Comments	Combing		
			functionality for		
			the user.		
List of	Qt Creator, Windows 7 or 10				
equipment/requirements	MHz CPU, 1 GHz preferred for	or 60-FPS velvet-sm	ooth UI, OpenGL ES		
	2.0 support				
Setup instruction	1) Type desired image in sea	rch bar			
	2) Press search				
	3) If image found, selected h	ighlighted image.			
Failure correction	Report back to developer				
procedure					
Engineer(s)/Technician(s)	Harry Evans				
Individual results:	Search beach	Sear	rch		
	·	Scal			
	Images				
	11 21 2	18:07 23/04/			
	31.3	18:07 23/04/			
	7313	18:07 23/04/			
	1 21 2	18:07 23/04/			
	stormy.png	10:49 26/04/	/20		
	Name (Asc)		~		
	Search Image found	Sear	rch II		
		Seal			
	Images				
	apples.jpg	18:07 23/04/	/20		
	1 31 3	18:07 23/04/			
	city.jpg	18:07 23/04/			
	1 . 2. 2	18:07 23/04/			
	stormy.png	10:49 26/04/	/20		
	Name (Asc)		▽		
Took Date:	24/04/2020	D !!	l Danas		
Test Date:	24/04/2020	Result	Pass		

ID	TestCaseSelectClassAndDrawPolygon	Description:	The user should be able to select a class and draw a polygon
			between 3 and 8 sides.
Test Type: Integration	Quality	Success criteria:	Pass

Number of attempts:	1	Comments	This test currently just needs functionality to allow the user to break or break when 8 points are plotted.			
List of	Qt Creator, Windows 7 or 10 32-bit o					
equipment/requirements	MHz CPU, 1 GHz preferred for 60-FPS	velvet-smooth I	JI, OpenGL ES			
	2.0 support					
Setup instruction	1) Load image and choose class object					
Failure correction	Report back to developer					
procedure						
Engineer(s)/Technician(s)	Harry Evans					
Individual results:	Image Imag		Shape Type: Polygon			
Test Date:	24/04/2020	Result	Fail- test works until user 8 points have been exceeded, program doesn't break out of point drawing			

For Jenkins:

For Search Algorithm



Started by user <u>Harry Evans</u> Running as SYSTEM Building in workspace C:\Program Files (x86)\Jenkins\workspace\testing No credentials specified > C:\Program Files\Git\bin\git.exe rev-parse --is-inside-work-tree # timeout=10 Fetching changes from the remote Git repository > C:\Program Files\Git\bin\git.exe config remote.origin.url https://github.com/HarryEvs21/Testing.git # timeout=10 Fetching upstream changes from https://github.com/HarryEvs21/Testing.git > C:\Program Files\Git\bin\git.exe --version # timeout=10 > C:\Program Files\Git\bin\git.exe fetch --tags --force --progress -- https://github.com/HarryEvs21/Testing.git +refs/heads/*:refs/remotes/origin/* # timeout=10 > C:\Program Files\Git\bin\git.exe rev-parse "refs/remotes/origin/master^{commit}" # timeout=10 > C:\Program Files\Git\bin\git.exe rev-parse "refs/remotes/origin/origin/master^{commit}" # timeout=10 Checking out Revision fdf60e780e553118d6d5e7b45bd227132fff8b1a (refs/remotes/origin/master) > C:\Program Files\Git\bin\git.exe config core.sparsecheckout # timeout=10 Commit message: "Search Algorithm" > C:\Program Files\Git\bin\git.exe rev-list --no-walk c6d13bfcd98c7498f45df13c131d124c35b2bf40 # timeout=10 Finished: SUCCESS

For Sorting Algorithm



Started by user <u>Harry Evans</u> Running as SYSTEM Building in workspace C:\Program Files (x86)\Jenkins\workspace\testing No credentials specified > C:\Program Files\Git\bin\git.exe rev-parse --is-inside-work-tree # timeout=10 Fetching changes from the remote Git repository > C:\Program Files\Git\bin\git.exe config remote.origin.url https://github.com/HarryEvs21/Testing.git # timeout=10 Fetching upstream changes from https://github.com/HarryEvs21/Testing.git > C:\Program Files\Git\bin\git.exe --version # timeout=10
> C:\Program Files\Git\bin\git.exe fetch --tags --force --progress -- https://github.com/HarryEvs21/Testing.git +refs/heads/*:refs/remotes/origin/* # timeout=10 > C:\Program Files\Git\bin\git.exe rev-parse "refs/remotes/origin/master^{commit}" # timeout=10
> C:\Program Files\Git\bin\git.exe rev-parse "refs/remotes/origin/origin/master^{commit}" # timeout=10 Checking out Revision 9b72199f7be24ee23283918abd68b56623c220c2 (refs/remotes/origin/master) > C:\Program Files\Git\bin\git.exe config core.sparsecheckout # timeout=10 > C:\Program Files\Git\bin\git.exe checkout -f 9b72199f7be24ee23283918abd68b56623c220c2 # timeout=10 Commit message: "Sorting Algorithm" C:\Program Files\Git\bin\git.exe rev-list --no-walk fdf60e780e553118d6d5e7b45bd227132fff8b1a # timeout=10 Finished: SUCCESS

For Linked List

Started by user <u>Harry Evans</u> Running as SYSTEM Building in workspace C:\Program Files (x86)\Jenkins\workspace\testing No credentials specified > C:\Program Files\Git\bin\git.exe rev-parse --is-inside-work-tree # timeout=10 Fetching changes from the remote Git repository > C:\Program Files\Git\bin\git.exe config remote.origin.url https://github.com/HarryEvs21/Testing.git # timeout=10 Fetching upstream changes from https://github.com/HarryEvs21/Testing.git > C:\Program Files\Git\bin\git.exe --version # timeout=10 > C:\Program Files\Git\bin\git.exe fetch --tags --force --progress -- https://github.com/HarryEvs21/Testing.git +refs/heads/*:refs/remotes/origin/* # timeout=10 > C:\Program Files\Git\bin\git.exe rev-parse "refs/remotes/origin/master^{commit}" # timeout=10 > C:\Program Files\Git\bin\git.exe rev-parse "refs/remotes/origin/origin/master^{commit}" # timeout=10 Checking out Revision c6d13bfcd98c7498f45df13c131d124c35b2bf40 (refs/remotes/origin/master) > C:\Program Files\Git\bin\git.exe config core.sparsecheckout # timeout=10 $> C: \ Program \ Files \ Git \ bin \ git. exe \ checkout \ -f \ c6d13bfcd98c7498f45df13c131d124c35b2bf40 \ \# \ timeout = 10 \ for \ for$ Commit message: "Linked list > C:\Program Files\Git\bin\git.exe rev-list --no-walk 2cd75262325e7100975d8f1efc2645734de5c9e2 # timeout=10 Finished: SUCCESS

Test Cycle

EXECUTED	PASSED	44	
FAILED		11	
(Total) TESTS EXECUTED		55	
	(PASSED + FAILED)		
PENDING	0		
IN PROGRESS	IN PROGRESS		
BLOCKED	0		
(Sub-total) TE	55		
(PENDING + II			

Test Objectives

Test No.	Requirement Descr	ription		Expected Outcome	Test Cases Executed %	Test Cases Passed %	Test Cases Pending	Priority	No of defects
1	Simple GUI where table to			User can navigate the interface to select a file	100	100	0	High	0
2	System SHOULD lis image files (e.g. *.j in that folder.	•		Compatible image files will be listed with the required format.	100	100	0	Medium	0
3		Ascending	file	The files will successfully be sorted into ascending order by the file name.	100	100	0	Medium	1
4	The	Order	file	The files will be sorted into ascending order by the file date	100	100	0	Medium	1
5	files SHOULD be sorted into:	Daggarding	file name	The files will successfully be sorted into descending order by the file name.	100	100	0	Medium	1
6	— Descending Order	U	By the	The files will be sorted into descending order by the file date	100	100	0	Medium	1
7	Users MUST be able to navigate and select class folders.		e and	A browse button which will allow the user to navigate to their chosen file.	100	100	0	High	0
8	Files in this folder MUST have a *.names extension. All classes SHOULD be listed in a classes pane.			All files will have a *.names extension	100	100	0	Medium	1
9			All classes will be listed in either ascending or descending order.	100	100	0	High	0	
10	The file line numbe preserved.	er MUST be		The file line number will be preserved in the appropriate folder.	0	0	1	Medium	0

11	Users MUST be ab	אמממרו מחב מד או	The user will be prompted too add a class through a button.	100	100	0	High	1
12	There SHOULD be name the class righ		The user will be made to name the class on creation.	100	100	0	Medium	3
13	Users MUST be ab classes.	le to remove	The user will be prompted to remove a class using a button	100	100	0	Medium	2
14	The class file MUS appended to.		The user will be allowed to edit the classes file appending what shape they want to use.		100	0	Medium	1
15	Users SHOULD	Triangle	A class for each shape will be	100	100	0	High	0
16	be able to use	Rectangle	used storing the appropriate	100	100	0	High	0
17	the following	Trapezium	attributes and methods for	100	100	0	High	0
18	shapes:	Polygon	each one.	100	66	1	High	1
	The polygon shape points, including th	•	The program will only allow between 3 and 8 points.	100	66	1	High	1
		Normal: 5	The shape will be drawn with 5 points	100	66	1	High	1
19	Data: The number	Boundary: 8	The shape will be drawn with 8 points	100	66	1	High	1
	of points	Erroneous: 10 Erroneous: 10 Erroneous: 10	The program will return an error prompting the user to enter a valid number of points.	100	66	1	High	1
20	The user MUST (only) be able to use the shapes to draw on top of the image.		The system will check the current position of the shape and if the shape is outside of the image boundaries, an error will occur and the shape will be placed back in it's original position.	100	100	0	High	0

21	The shapes MUST have no fill (only the outline)	The system won't allow the user to change the shape fill colour.	0 (no test needed as no functionality)	0	o	Low	0
22	Shapes MUST be displayed on the image.	The system will only allow shapes to be drawn within specific boundaries of the image pane.	100	100	0	High	0
23	There SHOULD be an annotations file (with extension *.annotations).	Files will be loaded successfully with the correct extension.	100	100	0	Medium	0
24	User SHOULD be able to save the image with annotations.	File handling options will be available to the user giving them the option to save their annotation. This save will happen successfully.	100	100	0	High	2
25	The system SHOULD prompt the user	The system will take an input from the user for a filename. This filename will be compared to other filenames to check for duplicates. If there is a duplicate, an error will occur, and the user will have to input another filename.		0	1	Medium	0
26	User SHOULD be able to change the name of an existing file.	The system will allow the user to change a filename. The same algorithm will be used to check for a duplicate filename.	100	0	0	Medium	1
27	Annotations MUST follow the hierarchical data format 5 (HDF5) or JSON.	All annotations will follow HDF5.	100	100	0	Medium	2
28	The following Number of data MUST be annotated images	This data can be stored as a list or linked list	100 (Data is stored in JSON formatting)	100	0	High	2

	stored in each		Will be appended to the list	100	100	o	High	2
029	annotation file: Image	e file name	and algorithm applied to check					
			for duplicates.					
30	Numb	per of shapes	Will be successfully stored as	100	100	0	High	2
30	per im	nage	an integer.					
31	Shape	tuno	Will be successfully stored as	100	100	o	High	2
31	Shape	type	an attribute.					
32	Point_	_1(X,Y)	Will be successfully stored as 2	100	100	0	High	2
33	Point_	_2(X,Y)	integers.	100	100	100	High	2
34	Point_	_n(X,Y)		100	100	100	High	2
			The coordinates/boundaries of	100	100		High	4
35	The selected image SHOU	JLD be	the image pane will be stored,					
55	displayed on the image pa	ane.	so the image will be placed					
			within this boundary.					
			The system will take in user	100	0	1	High	0
			input from the mouse which					
			will be used to resize the					
	The user SHOULD be able	to increase	shape. An algorithm will be					
36			used to make sure the shape is					
	the size of a shape using t	the mouse.	not resized outside of the					
			image boundaries. If this					
			occur, the shape will revert to					
			its original size.					
			Input from the mouse will be	100	0	1	Medium	0
			taken when a vertex has been					
			clicked on. This will then allow					
			the user to drag the selected					
37	The user SHOULD be able	e to move the	vertex and place it into a new					
37	vertex of a polygon with t	the mouse.	position. The shape will be					
			then filled in its new position.					
			If the vertex has been dragged					
			outside of the image					
			boundaries, then an error will					

		occur, and the shape will					
		be reverted to its original position.					
		The system will allow the user	100	0	0	Low	1
38	User MUST be able to delete a shape.	to select a shape and delete it					
		from the image pane.					
		The system will allow the user	100	0	1	Low	o
39	User SHOULD be able to serve shapes	to copy a shape. The size and					
39	User SHOULD be able to copy shapes.	dimensions of the shape will					
		be stored.					
		The copied information of the	100	0	1	Low	0
		shape will be used to create a					
		new shape when the user					
40	Han CHOULD be able to meets above	chooses the paste option. If no					
40	User SHOULD be able to paste shapes.	shape has been copied, then					
		an error will occur notifying					
		the user that there is no copy					
		information.					
	The name of the class SHOULD be	The name of the class will be	100	100	0	Low	0
41		successfully displayed at the					
	visible at the top of the shape.	top of the shape.					
42	The application MUST be automatically	The system will overwrite the	100	100	0	High	1
42	saved.	last save file automatically.					
		A clock system will be used	100	100	0	Medium	1
	The system of BALIST harmon system.	and every 60 seconds,					
43	The autosave MUST happen every	the previous save file will be					
	minute.	overwritten will the new save					
		file.					
	The autocoving process BALICT he days	The system will use threads to	100	100	0	Medium	1
44	The autosaving process MUST be done	save each part of the					
	using threads.	program.					

715	structure from the first term.	The system will make efficient use of a data structure to store data.		100	0	Medium	0
46	<u> </u>	The system will use sorting algorithms from the first term.		100	0	High	4
47	All searching algorithms MUST be from	The system will use searching algorithms efficiently from the first term.	100	100	0	High	0

Test Defects

Defect		Bug Description		Test Case ID	Priority	Severity	Open Date	Status	Raised	Tested on	Workard
ID	Steps to Reproduce	Expected Results	Actual Results						Ву	version: Alpha/Beta	
1	1)Select File 2)Press open 3) Select Image folder	User can navigate the interface to select a file	Open image but doesn't display all images in the image widget	testCaseSelectImageFolder testCaseOpenImage	Medium	Low	15/03/2020	Open	Harry Evans	Alpha	Need append images list or ve which w them to image w list.
1.1		Images should be displayed in the image widget list and be selectable to be displayed on the image pane.	The results work as expected.	testCaseSelectImageFolder testCaseOpenImage	Medium	Low	25/03/2020	Closed	Michael Gibbs	Alpha	
2	1) Select image to open	Image should load correctly on the image pane.	Image is too large for image pane.	testCaseOpenImage	Medium	Medium	14/03/2020	Open	Harry Evans	Alpha	Need functi which

	2) Press select Image										scales ii imag
2.2	1) Select image to open 2) Press select Image	Image loads too large but can now be scaled out to fit canvas.	Passed. Image can now be scaled out	testCaseOpenImage testCaseScaleOut	Medium	Medium	15/03/2020	Closed	Harry Evans	Alpha	
3	1) Select image to open 2) Press select Image	Image should load correctly on the image pane.	Image loads too small on the image pane.	testCaseOpenImage	Medium	Medium	14/03/2020	Open	Harry Evans	Alpha	Need functi which s out t imag
3.1	1) Select image to open 2) Press select Image	Image loads too small but should be able to scale in and increase the size of the image.	Passed. Image can now be scaled in.	testCaseOpenImage testCaseScaleIn	Medium	Medium	15/03/2020	Closed	Harry Evans	Alpha	
4	No setup Instruction	Compatible image files will be listed with the required format. The user shouldn't be allowed to upload an incompatible image.	The user can add an incompatible file, but it can't be loaded to the image pane and on restart, the file isn't loaded to the widget list.	testCaseImageFormat	Low	Low	25/04/2020	Closed	Harry Evans	Beta	

5	1) Press Name (Asc) from dropdown	The files will successfully be sorted into ascending order by the file name.	Sorting algorithm works (via qtest) but doesn't display on gui in main application	test Case Sort Asc Name	High	High	26/03/2020	Open	Harry Evans	Alpha	Simil defect need vector we contain sorted and re-vector them to GU
5.1	1) Press Name (Asc) from dropdown	The sorted files should be re- written to the GUI.	Passed. Sorted list is written to the GUI.	testCaseSortAscName testCaseSortAscGui	High	High	10/04/2020	Closed	Harry Evans	Beta	
6	1) Press Date (Asc) from dropdown	The files will be sorted into ascending order by the file date	Sorting algorithm works (via qtest) but doesn't display on gui in main application	testCaseSortAscDate	High	High	26/03/2020	Open	Harry Evans	Alpha	Simil defect need vector vecto
6.1	1) Press Date (Asc) from dropdown	The sorted files should be rewritten to the GUI.	Passed. Sorted list is written to the GUI.	testCaseSortAscDate	High	High	10/04/2020	Closed	Harry Evans	Beta	
7	1) Press Name (Desc)	The files will successfully be sorted into	Sorting algorithm works (via qtest) but	test Case Sort Desc Name	High	High	26/03/2020	Open	Harry Evans	Alpha	Simil defection need vector v

7.1	from dropdown 1) Press Name	descending order by the file name. The sorted files should be re-	doesn't display on gui in main application Passed. Sorted list is written	testCaseSortDescName	High	High	10/04/2020	Closed	Harry Evans	Beta	contain sorted and re-v them to GUI
	(Desc) from dropdown	written to the GUI.	to the GUI.	testCaseSortDescGui							
8	1) Press Date (Desc) from dropdown	The files will be sorted into descending order by the file date	Sorting algorithm works (via qtest) but doesn't display on gui in main application	testCaseSortDescDate	High	High	26/03/2020	Open	Harry Evans	Alpha	Simil defection needs vector we contain sorted and re-vector them to GUI
8.1	1) Press Date (Desc) from dropdown	The files will be sorted into descending order by the file date	Passed. Sorted list is written to the GUI.	testCaseSortDescDate	High	High	10/04/2020	Closed	Harry Evans	Beta	
9	1) Press Add Object 2) Type object name	The user will be prompted too add a class through a button.	The object doesn't get added to the class list widget	testCaseAddClass	High	High	24/03/2020	Open	Harry Evans	Alpha	The cl needs t added t classes for th image t

enter 9.1 1) Press Class object should be added Object 1 (ass path is re-written pressed 2) Press remove class button 10.1 1) Double Click on a Class when pressed select class when prompted to the class select select class selec												
9.1 1) Press Add Should be added to the class to to the class and ame and enter with the new object and displayed. 10 1) Double Click on a class or press class using a pressed 2) Press remove class button 10.1 1) Double Class when pressed 2 in the class is removed class button 10.1 1) Double Class or press class using a press class using a select class when pressed select class when press class using a select class when pressed select class when pre		•										writter
Add should be added to the class widget list on GUI object name 3) Press enter 3) Press enter 0 0 1) Double click on a class when pressed 2) Press remove class button 1 1) Double click on a class or press class using a press select class when pressed 2) Press remove class button 1 1) Double click on a class or press class using a betton class when pressed button 1 1) Double click on a class or press class using a betton class when pressed button 1 1) Double click on a class or press class using a betton 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 1) Double click on a class or press class using a button 1 10 10 10 10 10 10 10 10 10 10 10 10 1												the G
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2) Type object name 3) Press enter side that the new object and displayed. 10 1) Double click on a class or press select class when pressed button 10.1 1) Double click on a class or press select class when pressed button 10.1 1) Double click on a class or press select class when pressed button 10.1 1) Double click on a class or press select class when pressed button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or pressed button 10.1 1) Double click on a class or pressed button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or press end button 10.1 1) Double click on a class or pressed button 10.1 1) Double click on a class or pressed button 10.1 1) Double click on a class or pressed button 10.1 1) Double click on a class or pressed button 10.1 1) Double click on a class or premoved from the class or pressed button 10.1 1) Double click on a class or premoved from the class or press end button 10.1 1) Double click on a class or premoved from the class or premoved from the class or pressed button 10.1 1) Double click on a class or premoved from the class or				_						Evans		
object name 3) Press enter with the new object and displayed. 10 1) Double click on a class or press select class when prompted to remove a class object or pressed to class or press select class when prompted to class or press select class when pressed to		-										
name 3) Press enter class path is re-written with the new object and displayed. 10 1) Double click on a class or press select class when pressed 2) Press remove class button 10.1 1) Double click on a class or press class using a selected class or press select class when pressed class using a class or press class object in the class or press of press of class or press of class or press of class or pressed in the class of pressed in the class of pressed class or press of pressed of pressed object. 10.1 1) Double click on a class or pressed object of the class of press of press of class using a select class when pressed object of the class of press of the GUI but not from the classes file.			widget list on GUI									
3) Press enter The user will be prompted to class when pressed 2) Press button 10.1 Double class or remove a class using a button or press select class or press select class or remove class of the Click on a class or press select class using a button 10.1 Double click on a class or pressed 2) Press select class using a button 10.1 Double click on a class or press class using a button or press select class using a progressed class using a button or press select class using a progressed class using a progressed or pressed button or press or press select class using a progressed or pressed button or		object		•								
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press select button pressed 2) Press remove class button 10.1 1) Double click on a class or press class using a button pressed button to be prompted to remove a select button to class when pressed less with pressed button to be prompted to remove a class or press class using a button to class when pressed button button to be prompted to remove a class select button to be press class using a pressed button to be pressed button										Evans		object n
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class when pressed 2) Press remove class button 10.1 1) Double click on a class or press class using a prompted to press select class when pressed 10.1 class when pressed button 10.1 class or premove a class or premove a class using a prompted to press select class when pressed 10.1 class is removed from the classes file.												remov
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2) Press remove class button 10.1 1) Double click on a class or press class using a press select class when pressed 10.1 1) Double class using a pressed 10.1 1) Double removed from the class is select class when pressed				removed.								appropi
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10.1 1) Double click on a class or premove a class using a pressed class when pressed class when pressed class or pressed class is removed from the class is remove class is removed from the class using a class using a class using a class when pressed class when pressed class when class is removed from the class using a clast using a class using a class using a class using a class using		class										
click on a class or remove a class using a prompted to press class using a select class when pressed class when classes file.		button										
class or remove a the GUI but press class using a not from the select button classes file. class when pressed pressed	10.1	1) Double	The user will be	The class is	testCaseRemoveClass	Medium	Medium	17/04/2020	Open	Harry	Beta	Class
press class using a select button classes file. class when pressed pressed class using a not from the classes file.		click on a	prompted to	removed from						Evans		object n
select button classes file. class when pressed file classes file.		class or	remove a	the GUI but								to b
class when pressed appropriate the control of the c		press	class using a	not from the								remov
pressed file the		select	button	classes file.								from t
		class when										appropi
2) Press		pressed										file the
2/11033		2) Press										writter
remove GU		remove										GUI

								1	1	1	_
	class										
	button										
40.2	4) D - 1-1-		D I	Leaf Care Barrer a Class	Na di di	NA - II	24 /04 /2020	Classid	11	D. L.	
10.2	1) Double	Class should be	Passed.	testCaseRemoveClass	Medium	Medium	21/04/2020	Closed	Harry	Beta	
	click on a	removed from GUI and class file.							Evans		
	class or	Gui and class file.									
	press select										
	class when										
	pressed										
	2) Press										
	remove										
	class										
11	button	The man and aliely	A	t+CDD+	111:-1-	11:	45 (02 (2020	0	11	A links	14/
11	1) once	The user can click	A rectangle is	testCaseDrawRectangle	High	High	15/03/2020	Open	Harry	Alpha	Wroi
	image is	the draw	automatically						Evans		function
	displayed on the	rectangle button and drag on the	displayed on the screen,								being us draw
		image pane	without the								rectan
	image	where the shape	ability for the								rectan
	pane 2) Press	will be drawn.	user to click								
	draw	wiii be urawii.	and drag.								
11.1	rectangle	The user should	Rectangle can	testCaseDrawRectangle	High	High	14/04/2020		Harry	Alpha	
11.1	rectangle	now be click and	now be drawn	testeaseDiawneetangle	111811	111811	14/04/2020	Closed	Evans	Дірпа	
		drag where the	as expected.					Closed	Evans		
		rectangle can be	из схрессеи.								
		placed.									
12	1) Once	File handling	The image	testCaseSaveImage	High	Medium	20/03/2020	Open	Harry	Alpha	Nee
	the user is	options will be	information is	8-				'	Evans		algorit
	ready to	available to the	saved as a								using H
	save	user giving them	whole, so it								or JSOI
	annotation	the option to	when re-								colle

	2) 2		1.10			1	1	ı	1	1	
	2) Press	save their	opened, it								annota
	File	annotation. This	can't be								informa
	3) Press	save will happen	edited.								then wri
	save	successfully.									file in co
											structu
12.1	1) Once	The image	Can't	testCaseSaveImage	High	Medium	21/04/2020	Open	Harry	Beta	Nee
	the user is	information is all	implement the						Evans		algorit
	ready to	saved	save using	testCaseFileFormat							using H
	save	individually, I.e.	HDF5								or JSOI
	annotation	shape properties,									colle
	2) Press	image etc									annota
	, File	Ö									informa
	3) Press										then wri
	save										file in co
	54.0										structu
12.2	1) Once	Implementation	Annotations		High	Medium	22/04/2020	Closed	Harry	Beta	30, 400
12.2	the user is	of saving using a	can now be	testCaseSaveImage	16	IVICAIAIII	22,01,2020	Ciosca	Evans	Deta	
	ready to	JSON format	saved using a	testeasesavennage					LVans		
	save	J3ON IOIIIIat	JSONM format	testCaseFileFormat							
	annotation		J3OINIVI IOITIIAL	testcaserneronnat							
	2) Press										
	File										
	3) Press										
10	save		-1 61				22/21/222				
13	1) Type	The system will	The filename	testCaseChangeFilename	Low	Low	22/04/2020	Open	Harry	Beta	Filena
	filename	allow the user to	is replaced on						Evans		needs t
	to replace	change a	GUi but is								change
	2) Type	filename. The	without date								the dire
	new	same algorithm	and filetype.								ther
	filename	will be used to	The filename								rewritte
	3) Press	check for a	needs to be								the G
	replace	duplicate	re-written in								
	button	filename.	directory and								

			displayed in the same format.								
14	1) Draw a shape to the screen 2)Press Select 3)Thew shape should now be moveable.	Any drawn shape on the screen can be moved	The shape doesn't move	testCaseMoveShape	Medium	Medium	15/03/2020	Open	Harry Evans- Software Tester	Alpha	Programeds to origin shape p and pl new sh where mouse
14.1	1) Draw a shape to the screen 2)Press Select 3)Thew shape should now be moveable.	Shape should be able to be moved when dragged.	Shape duplicates when dragged.	testCaseMoveShape	Medium	Medium	16/04/2020	Open	Micheal Gibbs	Beta	Previo workard attemp but failu overco
14.2	1) Draw a shape to the screen 2)Press Select 3)Thew shape should	Shape should be able to be moved when dragged.	The shape stays in its original position but the class name inside the shape moves to the correct	testCaseMoveShape	Medium	Medium	20/04/2020	Open	Harry Evans	Beta	Sligh progres shap moven but n comple

position.

				T	I	I	T	1	ı		 !
	now be										
	moveable.										
15	1) Hover	The mouse x and	This test only	TestCaseShowMousePosition	Medium	Medium	19/03/2020	Open	Harry	Alpha	Need to
	mouse	y positions should	works when						Evans-		mous
	over	be displayed on a	hovering						Software		coordin
	graphics	label below the	mouse over a						Tester		over
	scene	graphics scene	label.								graph
		canvas.									scen
15.1	1) Hover	We need to track	Passed. Can	TestCaseShowMousePosition	Medium	Medium	20/03/2020	Closed	Harry	Alpha	
	mouse	the mouse	now track						Evans-		
	over	position on a	mouse						Software		
	graphics	graphics scene.	position on a						Tester		
	scene		graphics								
			scene.								
16		Datatype fData	FData was out	testCaseOpenImage	Medium	Medium	28/03/20	Open	Michael	Beta	Function
		should be	of reach from						Gibbs		to get o
		available from	Image and								from and
		multiple classes	MainWindow								class
			simultaneously								
16.1		Share class	Works as	testCaseOpenImage	Medium	Medium	29/03/2020	Closed	Michael	Beta	
		should be	expected						Gibbs		
		accessible from									
		both									
		MainWindow and									
		Image						_		_	
17	1.Load	Polygon class	Cannot cast	testCaseDrawPolygon	Medium	Medium	10/4/20	Open	Michael	Beta	Collect
	image	should process	from						Gibbs		shape p
	2.Select	the required data	drawnshape to								plotted
	class	for drawing a	polygonshape								the user
	3.Press	polygon									draw sh
	draw										
	polygon										

Г				T				1		1	1
	4.Plot										
	points										
17.1	1.Load image 2.Select class 3.Press draw polygon 4.Plot points	Polygon can be drawn	Compiles without error, still undesired result.	testCaseDrawPolygon	Medium	Medium	14/04/20	Closed	Michael Gibbs	Beta	
18	No setup required	The thread should spawn, and trigger a save every 60 seconds	Thread triggers but can't connect to mainWindow to start a save.	TestCaseThread testCaseThreadSave	High	High	24/04/2020	Open	Harry Evans	Beta	Look i signals slots overco erro
18.1	No setup required	The triggered thread should be connected to mainWindow to start a save.	Test case needs completed.	TestCaseThread testCaseThreadSave	High	High	25/04/2020	Closed	Harry Evans	Beta	
19	1.Draw shape on image 2.Press Select 3.Press delete shape	Delete shape from GUI and shape list	Shape is deleted from the shape list but not from the GUI	testCaseDeleteShape	Medium	Medium	23/04/2020	Open	Beth Rees	Beta	Nee function to re wr shape GUI at deletio one sh from th

4.Select					
shape to					
delete					