TCID	TC Description	SID	Test Step Description	Execute	Result	P/F	Fail Description
TC001	Create list (CL)	1	CL Button is clickable	✓	✓	Pass	
TC001	Create list (CL)	2	CL Button prompts user input	✓	✓	Pass	
TC001	Create list (CL)	3	CL Button prompt accepts valid input	✓	x	Fail	Empty String is accepted
TC001	Create list (CL)	4	Entered input is added as a list name	1	x	FAIL	CRASHES ON APOSTROPHE; OTHERWISE WORKS
TC001	Create list (CL)	5	Input is added to SQL Table	✓	✓	Pass	
TC001	Create list (CL)	6	"Cancel" closes prompt	✓	✓	Pass	
TC002	Autosave List	1	List saves changes made to its name on UI	✓	✓	Pass	
TC002	Autosave List	2	List saves to lists table in DB	✓	✓	Pass	
TC002	Autosave List	3	List saves on Item Menu UI when adding items	✓	✓	Pass	
TC002	Autosave List	4	List saves in DB when adding items	✓	×	Fail	Item does not persist when exiting to main menu
TC002	Autosave List	5	List saves on UI when updating quantity	✓	✓	Pass	
TC002	Autosave List	6	List saves in DB when updating quantity	✓	x	Fail	Quantity is not a persisting attribute
TC002	Autosave List	7	List saves on UI when checking item	✓	✓	Pass	
TC002	Autosave List	8	List saves in DB when checking item	✓	x	Fail	Checkmark is not a persisting attribute
TC003	Long Press (LP)	1	LP opens up options for list	✓	✓	Pass	
		2	LP "Rename" applies said function	✓	✓	Pass	
		3	LP "Delete" applies said function	✓	✓	Pass	
TC004	Rename list	1	Opens up keyboard prompt for user input	✓	✓	Pass	
TC004	Rename list	2	Entered input accepted as valid input	✓	✓	Pass	
		3	Input overwrites current list's name in UI	✓	✓	Pass	
TC004		4	List is renamed in DB	✓	✓	Pass	
	Delete list	1	After tapping, prompts for user confirmation	x	X	Fail	Functionality not yet implemented
		2	Removes list from UI	√	✓	Pass	
TC005	Delete list	3	Removes list from DB	√	✓	Pass	
		1	AI Button is clickable	✓	✓	Pass	
		2	AI Button prompts user to input a string	✓	√	Pass	
		3	Keyboard takes input and invokes search	√	✓	Pass	
		2	Search = Positive -> Adds item to list UI	✓	✓	Pass	
TC006		3	Added Item has checkbox on the left	✓	✓	Pass	
TC006	Add item	4	Added Item has quantity value starting at 1	✓	✓	Pass	
TC006	Add item	5	Duplicate Items are not added	✓	x	Fail	Adds duplicate items
TC006	Add item	6	Search = Neg> Asks if input should be added to DB	✓	✓	Pass	
		7	Search = Neg> Prompts for Item Type	✓	✓	Pass	
TC006	Add item	8	Search = Neg> Adds Item to DB and UI List	✓	✓	Pass	
		1	Checks for valid input (no numbers or special chars)	x	x	Fail	Adds all input into DB regardless of invalidity
TC007	Search Method	2	Prompts toast if an exception occurs (violates above)	x	x	Fail	Functionality not yet implemented
TC007	Search Method	3	Forces input to be all lowercase for simple DB search	x	x	Fail	Functionality not yet implemented
TC007	Search Method	4	Compares to items in Items table to return true/false	✓	✓	Pass	
		1	Checkbox is clickable	✓	✓	Pass	
TC008	Check item	2	Checking an item shows visual confirmation in UI	✓	✓	Pass	
TC008		3	Checking is represented in DB with boolean values	x	x	Fail	Checking does not persist
TC008	Check item	4	Checked boxes can be unchecked by tapping	✓	✓	Pass	
TC009	Update Quantity	1	Only shows valid numbers to be updated to	✓	✓	Pass	
		2	Updating shows change in value on UI	✓	✓	Pass	
TC009	Update Quantity	3	Updating changes value in corresponding table in DB	x	x	Fail	Quantity does not persist
TC009	Update Quantity	4	Updating to 0 deletes the item	✓	x	Fail	Current Implementation can't update to 0
TC010	Delete item (LP)	1	LP opens up delete option for item	x	x	Fail	Functionality not yet implemented
		2	Pressing delete option removes item from UI	x	x	Fail	Functionality not yet implemented
TC010	Delete item (LP)	3	Checkbox and Quantity are deleted with the item in UI	x	x	Fail	Functionality not yet implemented
TC010	Delete item (LP)	4	Item is removed from corresponding table in DB	x	x	Fail	Functionality not yet implemented
	Group Type (GBT)	1	Adding an item groups it by type in alphabetical order	X	x	Fail	Functionality not yet implemented
	Group Type (GBT)	2	Grouped Items persist after exiting	x	x	Fail	Functionality not yet implemented