SWETR Test Cases for Iteration 3

Test Case	How the System Should Respond	Pass / Fail (Explanation if Failed)
Case: Open a new UML Diagram Template. How: User launches SWETR's UML Diagram application. User then draws class boxes, relationships, and/ or text boxes. Or user draws nothing. User then clicks on the "New" button.	A new and empty UML Diagram editor window should appear.	PASS
Case: Save a UML Diagram once it has been drawn. How: After created a UML Diagram on the gray drawing area, the user clicks on the "Save" button.	The user should be prompted with a window asking them where to save the file on their machine and what to name the file. After filling out that information, the file should be saved at the specified location with the given name.	PASS
Case: Open an existing UML diagram saved on machine. How: Launch SWETR's UML application, then click the "Open Existing UML Diagram".	A window should appear asking the user which file on their machine to open. Once the user chooses the file, the drawing area should be updated to show the diagram that was saved in the file the user chose to open.	PASS
Case: Exit the application. How: Click the "Exit" button. Then, the user can either select "Cancel" or "Exit and Close Application".	A small exit window should appear, with a message that states, "WARNING! Be sure to save your work before exiting. Any unsaved work will be deleted". Below that message, there will be two buttons. One that says "Cancel", which will close the exit window, but not the application. The other button says "Exit and Close Application", which will close the exit window and the application.	PASS
Case: Open "help window". How: Click the "Help" button.	A large help window should appear, with text on how to use the application to create a UML diagram.	PASS The large help window does appear with some text, however more text needs to be added to fully explain the functionality of the application.

Case: Draw new class box. How: Click the "Class Box" button.	A (one) class box should appear within the drawing scene.	PASS
Case: Move class box within drawing scene (should not be able to move class box outside the gray drawing area). How: Click within red outline that appears around class box when user hovers their mouse over the class box. After clicking within the red outline, user holds down mouse and drags to desired position.	Class box should move with user's mouse while user holds down left side of mouse and continues to drag. When user releases the mouse, the box no longer moves.	PASS
Case: Resize class box within drawing scene (should not be able to resize class box outside the gray drawing area). How: Click the small green box in the corner of the of the red outline that appears when user hovers over the class box. After clicking on the small green box, user holds down the mouse and drags to desired size. Note: There is a size minimum. User can only make the box so small.	Class box should resize with user's mouse while user holds down left side of mouse and continues to drag. When user releases the mouse, the box no longer resizes.	PASS
Case: Add text to the text fields within the class box. How: Click within any of the three text fields in the class box and type or delete some text.	The text fields in the class box should be updated with what the user typed (or deleted).	PASS
Case: Delete class box. How: Click small red box that appears in top left corner of red outline that appears when hovering over class box.	Class box whose red box was clicked on is removed from the drawing box.	PASS

Case: Draw an aggregation relationship. How: Click on the "Aggregation" button. Then, click anywhere in the drawing scene to begin drawing. Hold and drag to continue drawing, then release when finished drawing.	An aggregation relationship (solid black line with white diamond arrowhead) should be drawn on the gray drawing area where the user specified by dragging their mouse. When user releases their mouse, Info Pane (bottom left) updates with coordinates of new relationship.	PASS
Case: Draw a composition relationship. How: Click on the "Composition" button. Then, click anywhere in the drawing scene to begin drawing. Hold and drag to continue drawing, then release when finished drawing.	A composition relationship (solid black line with black diamond arrowhead) should be drawn on the gray drawing area where the user specified by dragging their mouse. When user releases their mouse, Info Pane (bottom left) updates with coordinates of new relationship.	PASS
Case: Draw a generalization relationship. How: Click on the "Generalization" button. Then, click anywhere in the drawing scene to begin drawing. Hold and drag to continue drawing, then release when finished drawing.	A generalization relationship (solid black line with white triangle arrowhead) should be drawn on the gray drawing area where the user specified by dragging their mouse. When user releases their mouse, Info Pane (bottom left) updates with coordinates of new relationship.	PASS
Case: Draw a dependency relationship. How: Click on the "Dependency" button. Then, click anywhere in the drawing scene to begin drawing. Hold and drag to continue drawing, then release when finished drawing.	A dependency relationship (dotted black line with black arrowhead) should be drawn on the gray drawing area where the user specified by dragging their mouse. When user releases their mouse, Info Pane (bottom left) updates with coordinates of new relationship.	PASS
Case: Move a relationship within drawing area. How: Click on the relationship stem/line. Hold and drag to move relationship to desired location.	Relationship should move with user's mouse until user release the mouse. (Note: Stem turns red when hovered over for easier clicking.). While dragging, info pane updates with coordinates of relationship.	PASS

Case: Resize/rotate a relationship within drawing area. How: Click on the relationship blue circle near head that appears when hovering over head. Hold and drag to rotate and resize to desired size.	Relationship should resize with user's mouse until user release the mouse. While dragging, info pane updates with coordinates of relationship.	PASS
Case: Draw a relationship between two class boxes. How: Click on desired relationship type button, click desired start position (next to one box), hold down and drag. Release at desired end position (next to the other box).	Relationship should be drawn between two class boxes.	PASS
Case: Add text box to UML diagram. How: Click on the "Add Text" button. Then click anywhere on drawing area.	Text box should appear where user clicked on drawing area.	PASS
Case: Edit text in text box in UML diagram. How: Click within an existing text box in drawing scene and begin typing.	Text within text box should update with text user is typing.	PASS
Case: Move text box within drawing area. How: Click in the area outlined in red outline that appears when hovering over text box. Hold down mouse and drag to desired location. Release mouse when finished.	Text box should move to desired location.	PASS
Case: Check coordinates of relationship. How: Click on relationship line/stem.	Info pane (bottom left) will update text fields with coordinates of selected relationship. (Note: Relationship will turn red when hovered over for easier clicking)	PASS

Case: Resize text box within drawing area. How: Click small green box that appears in bottom right corner of red outline that appears when hovering over text box. Hold down mouse and drag to desired size. Release mouse when finished.	Text box should resize to desired size.	PASS
Case: Delete text box. How: Click small red box that appears in top left corner of red outline that appears when hovering over text box.	Text box whose red box was clicked on is removed from the drawing box.	PASS
Case: Delete individual items through a button press(class box, relationship, or text box) within the drawing area. How: Select the item to be deleted, hit the delete button or press delete button on keyboard.	Item selected to be deleted should be removed from the drawing area.	FAIL This has yet to be implemented. There is no delete button in the UI. For now, nothing is able to be deleted by button press.
Case: Toggle grid to on. How: Click “Show Grid” button	A grid appears in the background of the drawing area. “Show Grid” button text turns into “Remove Grid”	PASS
Case: Toggle grid to off. How: Click “Remove Grid” button	Grid disappears. “Remove Grid” on button turns into “Show Grid”	PASS
Case: Remove all user made items from drawing scene. How: Click “Clear All” button, followed by clicking “yes” on resulting pop-up window.	A confirmation window with a warning “WARNING! You are about to clear the UML diagram! Are you sure you want to clear all?” pops up upon “Clear All” button press. User can select “cancel”, which closes the popup and does nothing else. If user selects “yes”, all user created items are removed from the drawing box.	PASS