Test # Test Case Expected Outcome Actual Outcome Pass/Fail Notes

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| 1 | Testing the Restart Class to make sure Events are being created from there name | Events are created and ran. | Events were created and ran as expected | PASS |  |
| 2 | Adding the Events into a Thread and running from their new run() method | Event will run and print there toString to the console | Events ran as Expected | PASS |  |
| 3 | Testing the Event threads for pausing then sleeping the main thread for 5 seconds and resuming the Event Threads | Threads should pause and then resume after the main thread is done sleeping | Nothing worked at all. | FAIL | First tried using suspend and resume then found out they depreciated and were ignored. |
| 4 | Retested Event threads using wait and notify same way as Test #4 | Threads should pause and then resume after the main thread is done sleeping | Threads would pause but then wouldn’t resume | FAIL | Was able to fix this issue with some deep thoughts and more code |
| 5 | Testing class TwoTuple and seeing if its updating the list properly. | List of variables is updated properly using their key and value and will print to screen properly. | Everything is replaced properly and printed to the console in a nice formatted way. | PASS |  |
| 6 | Testing Creating a new Window in GUI | A new Window should be created. | The new window was created but was associated with the same greenhouseControls object due to it being static. | FAIL | Had to change the structure of the project to make sure that more than 1 greenhouseControls was possible. |
| 7 | Testing the close Events button. | When system running will prompt user if they are sure they want to exit. If not will close only the current window. | Everything ran as expected. | PASS |  |
| 8 | Testing opening/running a Dump File. | Will open the dump.out file and if invalid notify the user. | Alert worked but the Restore Class needed to be adjusted to handle the changes I had made (Recreating threads, and non static GHC). | FAIL | Was able to get this working after the changes. |
| 9 | Testing the Exit Button | Will exit the system and warn user if Greenhouse is currently running | Everything worked as intended | PASS |  |
| 10 | Testing Terminate Button. | Will prompt user for an input in milliseconds and add the event into the EventsList | Worked as intended. | PASS |  |
| 11 | Testing the Restart Button | Will rerun the exact same eventsFile that was passed into the Greenhouse | Reran the greenhouse events like it should have. | PASS |  |
| 12 | Testing the keyboard shortcuts for the MenuItems | Ctl + first digit of there name and it should do that function | All shortcuts worked | PASS | System now running everything as intended. Complete! |