

# Test Plan

Team 8

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# Account Creation

## 1. Functional Test Cases

### Test Case 001

**System:** Hello World

**User wants to go to the create an account page**

**Severity:** 1

#### Instructions:

1. While not logged in, go to the site and click "Create Account".

#### Expected result:

1. The create account page will be shown.

### Test Case 002

**System:** Hello World

**User wants to create an account**

**Severity:** 1

#### Instructions:

1. While not logged in, go to the site and click "Create Account".
2. Fill in the appropriate details correctly and click the submit button.

#### Expected result:

1. If the information they inputted is valid, the server will create their account and add them to the user database.
2. The user will be redirected to the home page.

### Test Case 003

**System:** Hello World

**User wants to create an account with an existing username**

**Severity:** 2

#### Instructions:

1. While not logged in, go to the site and click "Create Account".
2. Fill in the appropriate details, except enter an already existing username.

#### Expected result:

1. The server will return a message saying something like “An account with that username already exists.”
2. The client displays that message in the browser.

#### **Test Case 004**

**System:** Hello World

**User wants to create an account but the username has an invalid character**

**Severity: 2**

##### **Instructions:**

1. While not logged in, go to the site and click “Create Account”.
2. Fill in the appropriate details, except enter a username with an invalid character (i.e. an emoji).

##### **Expected result:**

1. The client and/or server will return a message saying something like “The username you have chosen has an invalid character”.
2. The client displays that message in the browser.

## **2. Equivalence Test Cases**

#### **Test Case 005**

**System:** Hello World

**User wants to create an account with a 15 character username**

**Severity: 2**

##### **Instructions:**

1. While not logged in, go to the site and click “Create Account”.
2. Fill in the appropriate details, entering an unused alphanumeric username 15 characters long, and a password of the correct length.

##### **Expected result:**

1. The client will send the account information to the server, which will sanitize and verify it.
2. After verifying that an account with that username can be made, the server will send the account creation success to the client.
3. The client receives the server response and redirects the user to the home page.

**Test Case 006**

**System:** Hello World

**User wants to create an account with a 15 character password**

**Severity: 2**

**Instructions:**

1. While not logged in, go to the site and click "Create Account".
2. Fill in the appropriate details, entering an unused alphanumeric username, and a password of 15 characters.

**Expected result:**

1. The client will send the account information to the server, which will sanitize and verify it.
2. After verifying that an account with that username can be made, the server will send the account creation success to the client.
3. The client receives the server response and redirects the user to the home page.

**Test Case 007**

**System:** Hello World

**User wants to create an account with valid information of the appropriate length**

**Severity: 2**

**Instructions:**

1. While not logged in, go to the site and click "Create Account".
2. Fill in the appropriate details, making sure to enter an alphanumeric username and a password, both of the correct length (i.e. a 15 character username, and a 12 character password). Ensure that the username is not in use.

**Expected result:**

1. The client will send the account creation information to the server, which sanitizes and verifies it.
2. The server sends the success message back to the client.
3. The client opens up the home page.

**Test Case 008**

**System:** Hello World

**User wants to create an account but the username is too short**

**Severity: 2**

**Instructions:**

1. While not logged in, go to the site and click "Create Account".
2. Fill in the appropriate details, except enter a username where the character count is at least one below the minimum allowed.

**Expected result:**

1. The client and/or server will return a message saying something like "The username you have chosen is too short".
2. The client displays that message in the browser.

**Test Case 009**

**System:** Hello World

**User wants to create an account but the username is too long**

**Severity: 2**

**Instructions:**

1. While not logged in, go to the site and click "Create Account".
2. Fill in the appropriate details, except enter a username where the character count is at least one above the maximum allowed.

**Expected result:**

1. The client and/or server will return a message saying something like "The username you have chosen is too long".
2. The client displays that message in the browser.

**Test Case 010**

**System:** Hello World

**User wants to create an account but the password is too short**

**Severity: 2**

**Instructions:**

1. While not logged in, go to the site and click "Create Account".
2. Fill in the appropriate details, except enter a password where the character count is at least one below the minimum allowed (less than 8 characters).

**Expected result:**

1. The client and/or server will return a message saying something like “The password you have chosen is too short”.
2. The client displays that message in the browser.

#### **Test Case 011**

**System:** Hello World

**User wants to create an account but the password is too long**

**Severity:** 2

##### **Instructions:**

1. While not logged in, go to the site and click “Create Account”.
2. Fill in the appropriate details, except enter a password where the character count is at least one above the maximum allowed (256 characters).

##### **Expected result:**

1. The client and/or server will return a message saying something like “The username you have chosen is too short”.
2. The client displays that message in the browser.

### **3. Boundary Value Test Cases**

#### **Test Case 012**

**System:** Hello World

**User wants to create an account with a username that has the maximum number of characters (20)**

**Severity:** 2

##### **Instructions:**

1. While not logged in, go to the site and click “Create Account”.
2. Fill in the appropriate details, entering an unused alphanumeric username 20 characters long, and a password of the correct length.

##### **Expected result:**

1. The client will send the account information to the server, which will sanitize and verify it.
2. After verifying that an account with that username can be made, the server will send the account creation success to the client.
3. The client receives the server response and redirects the user to the home page.

**Test Case 013**

**System:** Hello World

**User wants to create an account with a username that has the minimum number of characters (6)**

**Severity: 2**

**Instructions:**

1. While not logged in, go to the site and click "Create Account".
2. Fill in the appropriate details, entering an unused alphanumeric username 6 characters long, and a password of the correct length.

**Expected result:**

1. The client will send the account information to the server, which will sanitize and verify it.
2. After verifying that an account with that username can be made, the server will send the account creation success to the client.
3. The client receives the server response and redirects the user to the home page.

**Test Case 014**

**System:** Hello World

**User wants to create an account with a password that has the maximum number of characters (256)**

**Severity: 2**

**Instructions:**

1. While not logged in, go to the site and click "Create Account".
2. Fill in the appropriate details, entering an unused alphanumeric username of the appropriate length, and a password that is 256 characters.

**Expected result:**

1. The client will send the account information to the server, which will sanitize and verify it.
2. After verifying that an account with that username can be made and the password is of the correct length, the server will send the account creation success to the client.
3. The client receives the server response and redirects the user to the home page.

**Test Case 015**

**System:** Hello World

**User wants to create an account with a password that has the minimum number of characters (8)**

**Severity: 2**

**Instructions:**

1. While not logged in, go to the site and click "Create Account".
2. Fill in the appropriate details, entering an unused alphanumeric username of the appropriate length, and a password that is 8 characters.

**Expected result:**

1. The client will send the account information to the server, which will sanitize and verify it.
2. After verifying that an account with that username can be made and the password is of the correct length, the server will send the account creation success to the client.
3. The client receives the server response and redirects the user to the home page.

## **Personality Questionnaire**

### **1. Functional Test Cases**

**Test Case 016**

**System:** Hello World

**User wants to click the button for taking the personality questionnaire**

**Severity: 2**

**Instructions:**

1. The user clicks the button to take the personality questionnaire.

**Expected result:**

1. The user is directed to the personality questionnaire page.

**Test Case 017**



**System:** Hello World

**User wants to answer a question**

**Severity: 2**

**Instructions:**

1. The user clicks the answer choice that they want.

**Expected result:**

1. The answer choice is somehow marked as the currently selected one.

**Test Case 018**

**System:** Hello World

**User clicks the finish button before they finish the questionnaire**

**Severity: 3**

**Instructions:**

1. The user clicks the button to finish the personality questionnaire.

**Expected result:**

1. The user is prompted to either exit the questionnaire without saving it or to stay in it.

**Test Case 019**

**System:** Hello World

**The user closes the window while taking the personality questionnaire**

**Severity: 3**

**Instructions:**

1. The user closes the window while the personality questionnaire is open.

**Expected result:**

1. The user's answers are not saved.

**Test Case 020**

**System:** Hello World

**User clicks button to finish questionnaire**

**Severity: 2**

**Instructions:**

1. The user fills out the personality questionnaire in its entirety how it should be done.
2. The user clicks the finish button to submit their answers.

**Expected result:**

1. The client sends the user's answers to the server, which sanitizes everything.
2. The server saves the answers to that user account, and responds back to the client with a success.
3. The client displays to the user that their questionnaire was saved and redirects them to the home page.

**Test Case 021**

**System:** Hello World

**User sends a custom post request with invalid data**

**Severity:** 2

**Instructions:**

1. The user sees where the post request is sent when they click the finish button on the questionnaire and/or uses inspect element to mess with the value of the question elements.
2. The user then runs their own post request except with missing/invalid data in an attempt to crash the server.

**Expected result:**

1. The server sanitizes the user's answers.
2. When the answers are shown to be invalid, the server simply ignores the request and possibly logs the user as a troublemaker.

## **Equivalence Test Cases**

**Test Case 022**

**System:** Hello World

**The user answers a question with the first answer choice**

**Severity:** 3

**Instructions:**

1. With the personality questionnaire open, the user chooses the last option.
2. Then, the user waits a second and chooses the first option.

**Expected result:**

1. The last option is no longer marked as the currently selected answer.
2. The first option is marked as the currently selected answer.

**Test Case 023**

**System:** Hello World

**User submits**

**Severity: 3**

**Instructions:**

1. The user clicks the button to take the personality questionnaire.

**Expected result:**

1. The user is directed to the personality questionnaire page.

## **Boundary Value Test Cases**

**Test Case 024**

**System:** Hello World

**User clicks the first answer choice for a question**

**Severity: 2**

**Instructions:**

1. The user clicks the first answer choice for a question on the personality questionnaire.

**Expected result:**

1. The first answer choice is selected.

**Test Case 025**

**System:** Hello World

**User clicks the last answer choice for a question**

**Severity: 2**

**Instructions:**

1. The user clicks the last answer choice for a question on the personality questionnaire.

**Expected result:**

1. The last answer choice is selected.

**Test Case 026**

**System:** Hello World

**Server startup check with default arguments**

**Severity:** 1

**Instructions:**

1. At the console, enter: npm run start.

**Expected result:**

1. The server reports that it is listening for clients by displaying the Message (or something equivalent to):

**Server listening for clients on port 3000**

2. The server console waits for user input.

**Test Case 027**

**System:** Hello World

**Compatibility Results are sorted from most to least compatible**

**Severity: 3**

**Instructions:**

1. In the web application, click "Match me" (or whatever the button will be called)

**Expected result:**

1. The server will return the client a web page containing a list of users who have high compatibility scores
2. The user list will be sorted based on their compatibility scores from greatest to least.

**Test Case 028**

**System:** Hello World

**Questionnaire is completed.**

**Severity: 3**

**Instructions:**

1. In the web application, the user will complete questionnaire and click the "submit" button.

**Expected result:**

1. A dialog box will alert the user "Survey successfully submitted".

**Test Case 029**

**System:** Hello World

**User Account Password change prompt**

**Severity: 3**

**Instructions:**

1. Go to the current user's profile page
2. Click the 'Change Password' button

**Expected result:**

1. Password change prompt appears

**Test Case 030****System:** Hello World**User Account Password change validation****Severity:** 3**Instructions:**

1. Go to the current user's profile page
2. Click the 'Change Password' button
3. Enter old password into the prompt
4. Enter a new password into the prompt that meets acceptable password criteria [between 8 and 256 characters, contains at least 1 capital letter or number or special character]

**Expected result:**

1. Password change prompt appears

**Test Case 031****System:** Hello World**Ensure username does not exist upon account creation****Severity:** 2**Instructions:**

1. When a user is creating their account, they enter a username and password and click the "Create Account" button.
2. The server needs to ensure that no other accounts are using that username. It will return the status of the chosen username.

**Expected result:**

1. If the username is unused, that part of account creation is successful.

**Login and Logout Test Cases****1. Functionality Test Cases****Test Case 032****System:** Hello World**Login navigation check****Severity:** 2**Instructions:**

1. Click on login button on top of homepage.

**Expected result:**

1. The web-page is redirected to the login page.

**Test Case 033**

**System:** Hello World

**User correct login check**

**Severity:** 2

**Instructions:**

1. Click on login button on top of homepage.
2. Enter correct username in the username blank.
3. Enter correct password in the password blank.
4. Press login button.

**Expected result:**

1. The web page is redirected to the homepage and account page and logout button added to top of page.

**Test Case 034**

**System:** Hello World

**User incorrect username check**

**Severity:** 2

**Instructions:**

1. Click on login button on top of homepage.
2. Enter incorrect username in the username blank.
3. Enter correct password in the password blank.
4. Press login button.

**Expected result:**

1. The webpage gives error saying that the username/password combination is not correct.

**Test Case 035**

**System:** Hello World

**User incorrect password check**

**Severity:** 2

**Instructions:**

1. Click on login button on top of homepage.
2. Enter correct username in the username blank.
3. Enter incorrect password in the password blank.
4. Press login button.

**Expected result:**

1. The webpage gives error saying that the username/password combination is not correct.

**Test Case 036**

**System:** Hello World

**Username case sensitivity check**

**Severity: 2**

**Instructions:**

1. Click on login button on top of homepage.
2. Enter correct username except with one of the letters in a different case in the username blank.
3. Enter correct password in the password blank.
4. Press login button.

**Expected result:**

1. The webpage gives error saying that the username/password combination is not correct.

**Test Case 037**

**System:** Hello World

**Password case sensitivity check**

**Severity: 2**

**Instructions:**

1. Click on login button on top of homepage.
2. Enter correct username in the username blank.
3. Enter correct password except for one of the letters in a different case in the password blank.
4. Press login button.

**Expected result:**



1. The webpage gives error saying that the username/password combination is not correct.

#### **Test Case 038**

**System:** Hello World

**Logout test**

**Severity:** 2

##### **Instructions:**

1. Click on login button on top of homepage.
2. Enter correct username in the username blank.
3. Enter correct password in the password blank.
4. Press login button.
5. Press the logout button at the top of the page.

##### **Expected result:**

1. User should be redirected to home page and login button should replace the logout button. The profile page should also be gone.

## **Matching Algorithm / Potential Matches Test Cases**

### **1. Functionality Test Cases**

#### **Test Case 039**

**System:** Hello World

**Potential Matches Navigation Check**

**Severity:** 2

##### **Instructions:**

1. Click on login button on top of homepage.
2. Login with correct username and password.
3. Navigate to potential matches page.

##### **Expected result:**

1. The web-page is redirected to potential matches page which displays potential account matches and their scores.

#### **Test Case 040**

**System:** Hello World

**Potential Matches Changed Questionnaire**

**Severity: 3**

**Instructions:**

1. Create a new account and fill out the personality and coding questionnaire, making note of your answers.
2. Create another account and fill out the personality and coding questionnaire in the same exact way.
3. Edit the database to add each other to the matched page.
4. Check each other's matched pages to make sure they appear.
5. Edit the first account's questionnaire to change some answers.
6. Navigate back to the potential matches page.

**Expected result:**

1. Each person should be matched with the other with a match compatibility of less than 100%.

**Test Case 041**

**System:** Hello World

**Ran out of matches refill button appear test**

**Severity: 2**

**Instructions:**

1. Login with an account that has matches available.
2. Navigate to potential matches page.
3. Either like or dislike all potential matches.

**Expected result:**

1. After all profiles have been removed from potential matches, a message should appear saying that you are out of matches, and a generate more matches button should appear.

**Test Case 042**

**System:** Hello World

**Ran out of matches refill test**

**Severity: 2**

**Instructions:**

1. Login with an account that has matches available.
2. Navigate to potential matches page.

3. Either like or dislike all potential matches.
4. Click generate more matches button.

**Expected result:**

1. EITHER more matches are added to potential matches page OR
2. Message appears stating that no more accounts are available to match with.

## 2. Equivalence Class Test Cases

**Test Case 043**

**System:** Hello World

**Potential Matches Score Correctness Test**

**Severity: 2**

**Instructions:**

1. Create a new account and fill out the personality and coding questionnaire, making note of your answers.
2. Create another account and fill out the personality and coding questionnaire, matching some questions the same as the first account and some different.
3. Edit the database to add each other to the matched page.
4. Check each other's matched pages to make sure they appear.

**Expected result:**

1. Each person should be matched with the other with a match compatibility somewhere above 0% and less than 100%, and an option to like/dislike their profile to chat.

## 3. Boundary Value Test Cases

**Test Case 044**

**System:** Hello World

**Potential Matches Score Boundary Correctness Test**

**Severity: 2**

**Instructions:**

1. Create a new account and fill out the personality and coding questionnaire, making note of your answers.
2. Create another account and fill out the personality and coding questionnaire in the same exact way.
3. Edit the database to add each other to the matched page.

4. Check each other's matched pages to make sure they appear.

**Expected result:**

1. Each person should be matched with the other with a match compatibility of 100% and an option to like/dislike their profile to chat.

**Test Case 045**

**System:** Hello World

**Potential Matches Score Boundary Correctness Test 2**

**Severity:** 2

**Instructions:**

1. Create a new account and fill out the personality and coding questionnaire, making note of your answers.
2. Create another account and fill out the personality and coding questionnaire answering every question different from the one before
3. Edit the database to add each other to the matched page.
4. Check each other's matched pages to make sure they appear.

**Expected result:**

1. Each person should be matched with the other with a match compatibility of 0% and an option to like/dislike their profile to chat.

## **Liking/Un-Liking Profiles/Matching Visibility**

### **1. Functional Test Cases**

**Test Case 046**

**System:** Hello World

**'Liking' a User Profile**

**Severity:** 1

**Instructions:**

1. Go to the User Matching Page

2. Select a user and press the 'like' button

**Expected result:**

1. There should be a visible indication that the user has liked the account
2. The liked user should be removed from the potential matches page
3. The liked user should be added to the current user's list of current matches, but will not be visible to the current user until the 'liked' user likes the current user

**Test Case 047**

**System:** Hello World

**'Disliking' a User Profile**

**Severity: 1**

**Instructions:**

1. Go to the User Matching Page
2. Select a user and press the 'dislike' button

**Expected result:**

1. There should be a visible indication that the user has disliked the account
2. The disliked user should be removed from the potential matches page
3. The disliked user should be no longer be visible to the current user

**Test Case 048**

**System:** Hello World

**Un-'Liking' a Matched User**

**Severity: 1**

**Instructions:**

1. Login to User A
2. Go to the Matching page and Like User B's profile
3. Check the matches page for User B
4. Logout
5. Login to User B
6. Go to the Matching page and Like User A's profile
7. Check the matches page for User A
8. Logout
9. Login to User A
10. Check the matches page for User B
11. Unlike User B
12. Check the matches page for User B
13. Check the matching page for User B

14. Logout
15. Login to User B
16. Check the matches page for User A
17. Check the matching page for User B

**Expected result**

1. After step 11) both users should no longer see each other in either the matches page or the matching page

**Test Case 049**

**System:** Hello World

**Viewing Matched Users communication info**

**Severity: 1**

**Instructions:**

1. Login to User A
2. Like User B's profile
3. Check User B's Profile information
4. Logout
5. Login to User B
6. Like User A's profile
7. Check User A's Profile information
8. Logout
9. Login to User A
10. Check User B's Profile information

**Expected result:**

1. At step 3) User A should not see User B's contact information
2. At step 7) User B should see User A's contact information
3. At step 10) User A should see User B's contact information

**Test Case 050**

**System:** Hello World

**Chatting with matched users**

**Severity: 1**

**Instructions:**

1. Login to User A
2. Go to the Matching page and Like User B's profile
3. Check User B's Profile information
4. Logout

5. Login to User B
6. Go to the Matching page and Like User A's profile
7. Check User A's Profile information
8. Logout
9. Login to User A
10. Check User B's Profile information

**Expected result:**

1. At step 3) User A should not see User B's contact information
2. At step 7) User B should be able to chat with User A
3. At step 10) User A should be able to chat with User B

## Coding Questionnaire:

### Functionality Test Cases

**Test Case 051**

**System:** Hello World

**User has logged in for the first time, and wants to fill out a coding questionnaire**

**Severity:** 2

**Instructions:**

1. After the personality questionnaire, the user would be redirected automatically to the coding questionnaire

**Expected result:**

1. The coding questionnaire page should appear automatically.

**Test Case: 052**

Editing the Coding Questionnaire and exiting without saving.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the "edit the coding questionnaire" button
3. The user modifies their answers to the questionnaire.
4. The user clicks the "cancel" or "X" button.

**Expected Result:**

1. The questionnaire is disappears and the coding questionnaire is not updated.

**Test Case 053**

**System:** Hello World

**An existing user wants to update their coding questionnaire answers.**

**Severity:** 2

**Instructions:**

1. Navigate to the profile page by clicking on the 'My Profile' button.
2. Once the profile page appears, click on the 'edit profile' button.
3. Once the edit profile page appears, click on 'edit coding questionnaire answers'.
4. A new page should appear with your existing coding questionnaire answers.
5. Edit the answers you wish to change, and press the 'Save' button.

**Expected result:**

1. After the user has edited their coding answers, the coding questionnaire page should contain the updated answers.

## **2. Equivalence Test Cases**

**Test Case: 054**

Editing the coding Questionnaire and leaving with an question left blank and trying to save.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the "edit the coding questionnaire" button
3. The user modifies their answers to the questionnaire.
4. The user leaves one question or more question blank.
5. The user clicks the "save" button.

**Expected Result:**

1. The questionnaire is still displayed and a dialog box appears with the message "You are missing the response to one or more questions".

**Test Case: 055**

Editing the coding Questionnaire and leaving all the questions blank and trying to save.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.



2. The user clicks the “edit the coding questionnaire” button
3. The user modifies their answers to the questionnaire.
4. The user leaves all the questions blank.
5. The user clicks the “save” button.

**Expected Result:**

1. The questionnaire is still displayed and a dialog box appears with the message “Please fill out the coding questionnaire”.

**Test Case:** 056

Editing the coding Questionnaire and leaving with an question left blank and trying to exit.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the “edit the coding questionnaire” button
3. The user modifies their answers to the questionnaire.
4. The user leaves one or more of the questions blank.
5. The user clicks the “exit” button.

**Expected Result:**

1. The questionnaire is still displayed and a dialog box appears with the message “Please answer the remaining blank questions and save”.

**Test Case:** 057

Editing the coding Questionnaire and leaving all the questions blank and trying to exit.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the “edit the coding questionnaire” button
3. The user modifies their answers to the questionnaire.
4. The user leaves all of the questions blank.
5. The user clicks the “exit” button.

**Expected Result:**

The questionnaire is still displayed and a dialog box appears with the message “Please answer the questions and save”..

## Editing personality Questionnaire

### 1.Functionality Test Cases

**Test Case:** 058

Editing the Questionnaire and saving the changes.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the "edit the questionnaire" button
3. The user modifies their answers to the questionnaire.
4. The user clicks the "save" button.

**Expected Result:**

The questionnaire disappears. A dialog box with the message "personlaity Questionnaire Updated".

**Test Case:** 059

Editing the personality Questionnaire and exiting without saving.

**System:** Hello World

**Severity:** 3

**Instructions:**

5. User navigates to their profile page.
6. The user clicks the "edit the personality questionnaire" button
7. The user modifies their answers to the questionnaire.
8. The user clicks the "cancel" or "X" button.

**Expected Result:**

2. The questionnaire is disappears and the questionnaire is not updated.

## 2. Equivalence Test Cases

**Test Case:** 060

Editing the personality Questionnaire and leaving with an question left blank and trying to save.

**System:** Hello World

**Severity:** 3

**Instructions:**

6. User navigates to their profile page.
7. The user clicks the "edit the personality questionnaire" button
8. The user modifies their answers to the questionnaire.
9. The user leaves one question or more question blank.
10. The user clicks the "save" button.

**Expected Result:**

2. The questionnaire is still displayed and a dialog box appears with the message "You are missing the response to one or more questions".

**Test Case:** 061

Editing the personality Questionnaire and leaving all the questions blank and trying to save.

**System:** Hello World

**Severity:** 3

**Instructions:**

6. User navigates to their profile page.
7. The user clicks the “edit the personality questionnaire” button
8. The user modifies their answers to the questionnaire.
9. The user leaves all the questions blank.
10. The user clicks the “save” button.

**Expected Result:**

2. The questionnaire is still displayed and a dialog box appears with the message “Please fill out the personality questionnaire”.

**Test Case:** 062

Editing the personality Questionnaire and leaving with an question left blank and trying to exit.

**System:** Hello World

**Severity:** 3

**Instructions:**

6. User navigates to their profile page.
7. The user clicks the “edit the personality questionnaire” button
8. The user modifies their answers to the questionnaire.
9. The user leaves one or more of the questions blank.
10. The user clicks the “exit” button.

**Expected Result:**

2. The questionnaire is still displayed and a dialog box appears with the message “Please answer the remaining blank questions and save”.

**Test Case:** 063

Editing the personality Questionnaire and leaving all the questions blank and trying to exit.

**System:** Hello World

**Severity:** 3

**Instructions:**

6. User navigates to their profile page.
7. The user clicks the “edit the personality questionnaire” button
8. The user modifies their answers to the questionnaire.
9. The user leaves all of the questions blank.
10. The user clicks the “exit” button.

**Expected Result:**

1. The questionnaire is still displayed and a dialog box appears with the message “Please answer the questions and save”.

# Editing Profile Information

## 1. Functionality Test Cases

**Test Case:** 064

Editing the User's profile information and saving the changes.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the "edit my info" button
3. The user modifies their profile information.
4. The user clicks the "save" button.

**Expected Result:**

1. A dialog box with the message "Your profile has been updated".
2. The user should see the updated info on their profile

**Test Case:** 065

Editing the user's profile information and exiting without saving.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the "edit my info" button
3. The user modifies their profile information
4. The user clicks the "cancel" or "X" button.

**Expected Result:**

1. The user's profile information is not updated.

## 2. Equivalence Test Cases

**Test Case:** 066

Editing the user's profile information and leaving with an question left blank and trying to save.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the "edit my info" button
3. The user modifies their profile information

4. The user leaves one or more of the information fields blank.
5. The user clicks the "save" button.

**Expected Result:**

1. A dialog box appears with the message "You are missing the one or more of the information field".

**Test Case: 067**

Editing the user's profile information and leaving all the information fields blank and trying to save.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the "edit my info" button
3. The user leaves all of the information fields blank.
4. The user clicks the "save" button.

**Expected Result:**

1. A dialog box appears with the message "Please fill out your profile information".

**Test Case: 068**

Editing the user's profile information and leaving with a blank information field and trying to exit.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the "edit my info" button
3. The user modifies their profile information
4. The user leaves one or more of the information fields blank.
5. The user clicks the "cancel" or "X" button.

**Expected Result:**

1. A dialog box appears with the message "Please answer the remaining blank fields and save".

**Test Case: 069**

Editing the user's profile information and leaving all the questions blank and trying to exit.

**System:** Hello World

**Severity:** 3

**Instructions:**

1. User navigates to their profile page.
2. The user clicks the "edit my info" button
3. The user leaves all of the information fields blank.

4. The user clicks the “cancel” or “X” button.

**Expected Result:**

1. The questionnaire is still displayed and a dialog box appears with the message “Please fill out your profile information and save”.

## Chat Feature

### 1. Functionality Test Cases

**Test Case:** 070

Send Message Dialog window appears when “chat” button is clicked on the matched page

**System:** Hello World

**Severity:** 1

**Instructions:**

1. The user clicks the “chat” button.

**Expected Result:**

1. A dialog box appears to the user, with a text area and a send button.

**Test Case:** 071

**System:** Hello World

Verify Message is sent from Send Message Dialog window on the Matched page.

**Severity:** 2

**Instructions**

1. The user clicks the “chat” button.
2. The user types a messages in the text area.
3. The user clicks the “send” button.

**Expected Result**

1. The send message dialog window closes.
2. The sent message appears in the receiver's message chat when they open the chat page.
3. The sent message appears in the sender's message chat when they open the chat page.

**Test Case:** 072

**System:** Hello World

Verify the user can open a chat with another matched user from the chat page.

**Severity:** 1

**Instructions**

1. The user navigates to the “chat” page.

2. The user clicks username from the list of matched users on the left side of the page.

**Expected Result**

1. The user should see the correct chat appear with the corresponding user.

**Test Case:** 073

**System:** Hello World

Verify Message appears in sender's message chat.

**Severity:** 2

**Instructions**

1. The user navigates to the "chat" page.
2. The user clicks username from the list of matched users on the left side of the page.
3. The user types a message in the text box.
4. The user clicks the "send" button.

**Expected Result**

1. The chat will appear immediately in the sender's message chat.

**Test Case:** 074

**System:** Hello World

Verify Message appears in receiver's message chat.

**Severity:** 2

**Instructions**

1. The user navigates to the "chat" page.
2. The user clicks username from the list of matched users on the left side of the page.
3. The user types a message in the text box.
4. The user clicks the "send" button.

**Expected Result**

1. The chat will appear immediately in the receiver's message chat.

**Test Case:** 075

**System:** Hello World

Verify the text area is cleared after the "send" button is clicked.

**Severity:**3

**Instructions**

1. The user navigates to the "chat" page.
2. The user clicks username from the list of matched users on the left side of the page.
3. The user types a message in the text box.

4. The user clicks the “send” button.

**Expected Result**

1. The text area should be cleared.

**Test Case:** 076

**System:** Hello World

Verify that messages are displayed in the correct order.

**Severity:** 2

**Instructions**

1. User1 navigates to the “chat” page.
2. User1 clicks User2’s name from the list of matched users on the left side of the page.
3. User1 types “message 1” in the text box.
4. User1 clicks the “send” button.
5. User2 navigates to the “chat” page.
6. User2 clicks User1’s from the list of matched users on the left side of the page.
7. User2 types “message 2” in the text box.
8. User2 clicks the “send” button.
9. User1 types “message 3” in the text box.
10. User1 clicks the “send” button.

**Expected result**

1. The order of the messages in both chats is: “message 1”, “message 2”, “message 3”.

**Test Case:** 077

**System:** Hello World

Verify that the receiver of a message is notified of a new message.

**Severity:** 3

**Instructions:**

1. The user navigates to the “chat” page.
2. The user clicks username1 from the list of matched users on the left side of the page.
3. The user types a message in the text box.
4. The user clicks the “send” button.

**Expected result:**

1. Username1 should receive a notification of a new message from the sender.

## **2.Equivalence Test Cases**

**Test Case:** 078

**System:** Hello World



The user tries to send 0 characters

**Severity: 3**

**Instructions:**

1. The user navigates to the “chat” page.
2. The user clicks username from the list of matched users on the left side of the page.
3. The user clicks the “send” button without typing any characters

**Expected Response**

1. User is alerted by dialog box “Empty Messages won’t be sent”.

**Test Case: 079**

**System:** Hello World

The user tries to send 281 characters

**Severity: 3**

**Instructions:**

1. The user navigates to the “chat” page.
2. The user clicks username from the list of matched users on the left side of the page.
3. User types 281 characters.
4. The user clicks the “send” button.

**Expected Response**

1. User is alerted by dialog box “Too many characters! Please shorten to 280 or less”.

## **Profile Picture:**

### **Functionality Test Cases**

**Test Case 080**

**System:** Hello World

**User wants to upload a profile picture while creating an account.**

**Severity: 2**

**Instructions:**

1. Click on the ‘add picture’ button during account creation.
2. An image selection window should appear.
3. Navigate to the picture you want to select from your computer and click on the ‘select’ button.

**Expected result:**

1. The selected image should be displayed on the account creation page.

**Test Case 081**

**System:** Hello World

**User wants to change the existing profile picture.**

**Severity: 2**

**Instructions:**

1. Navigate to the profile page by clicking on the 'My Profile' button.
2. Once the profile page appears, click on the 'edit profile' button.
3. Once the edit profile page appears, click on 'edit profile picture' button.
4. A new window should appear asking the user to select a new image from the computer.
5. Navigate to the picture you want to select from your computer and click on the 'select' button.

**Expected result:**

1. The user profile page should now display the updated image.

**Test Case 082**

**System:** Hello World

**User selects an invalid file type while adding/updating profile picture**

**Severity: 2**

**Instructions:**

1. Navigate to the profile page by clicking on the 'My Profile' button.
2. Once the profile page appears, click on the 'edit profile' button.
3. Once the edit profile page appears, click on 'edit profile picture' button.
4. A new window should appear asking the user to select a new image from the computer.
5. Navigate to a random file that is not an image from your computer and click on the 'select' button.

**Expected result:**

1. The page should display an alert requesting the user to select a file of the correct type (jpeg/jpg/png).

## **Page Navigation/Restrictions**

## **1.Functional Test Cases**

### **Test Case 083**

**System:** Hello World

**Login/Register links only accessible when a user is not logged in**

**Severity: 2**

#### **Instructions:**

1. Ensure no User is logged in
2. Log in

#### **Expected result:**

1. For step 1) the only links available in the navigation bar should be for login/register/about
2. For step 2) the the login/register buttons should not be visible and all the other navigational links should be visible.

### **Test Case 084**

**System:** Hello World

**Login page only accessible when a user is not logged in**

**Severity: 2**

#### **Instructions:**

1. Log in
2. Navigate to {base url}/profile

#### **Expected result:**

1. The user should be redirected to the Login Page

### **Test Case 085**

**System:** Hello World

**Any page other than login/register/about should be redirected to the login page if a user is not logged in**

**Severity: 2**

#### **Instructions:**

1. Ensure no User is logged in
2. Navigate to {base url}/register

#### **Expected result:**

1. The user should be redirected to the user's profile page.