

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. For a specific question, the user selects an answer from the list of possible answers for that question.

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. An alert should appear saying the password has been changed successfully, and the user should be able to use the new password for login.

Login and Logout Test Cases

1. Functionality Test Cases

Test Case 031

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 032

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 033

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 034

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 035**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 036**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 037**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 038

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 039

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 040**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 041**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 042

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 043

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 044**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 045**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 046**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 no longer be visible to the current user

Test Case 047**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 048**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 049**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 050

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: 051

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 052

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: 053

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: 054

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: 055

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: 056

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”..

Boundary Value Test Cases

Test Case 057

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 coding questionnaire.

Expected result:

1. The first answer choice is selected.

Test Case 058

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 coding questionnaire.

Expected result:

1. The last answer choice is selected.

Editing Personality Questionnaire

1.Functionality Test Cases

Test Case: 059

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 “personality Questionnaire Updated”.

Test Case: 060

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: 061

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: 062

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: 063

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: 064

Editing the personality 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 personality 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:

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

3. Boundary Test Cases:**Test Case: 065**

The user enters invalid information for an number related information field in the questionnaire.

System: Hello World

Severity: 3

Instructions:

1. User navigates to their profile page.
2. The user clicks the “edit the personality questionnaire” button
3. The user modifies their answers to the questionnaire.
4. The user enters characters in a number related question field.
5. The user clicks the “save” button.

Expected Result:

1. The questionnaire is still displayed and a dialog box appears with the message “Invalid Input! Please Update the information”.

Test Case: 066

The user enters invalid information for a string input related information field in the questionnaire.

System: Hello World

Severity: 3

Instructions:

1. User navigates to their profile page.
2. The user clicks the “edit the personality questionnaire” button
3. The user modifies their answers to the questionnaire.
4. The user enters a numbers in field for a non-number question field.
5. The user clicks the “save” button.

Expected Result:

1. The questionnaire is still displayed and a dialog box appears with the message “Invalid Input! Please Update the information”.

Editing Profile Information

1.Functionality Test Cases

Test Case: 067

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: 068

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: 069

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: 070

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: 071

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: 072

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 profile information is still displayed and a dialog box appears with the message "Please fill out your profile information and save".

3. Boundary Test Cases

Test Case: 073

User tries to update their information by inputting invalid information to the age field in the user's profile.

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 enters invalid information (-1 in the age field) in the information field.
4. The user clicks the "save" button.

Expected Result:

1. The profile is still displayed and a dialog box appears with the message "Invalid Input. Please correct your information".

Test Case: 074

User tries to update their description field with 280 characters.

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 enters invalid information (280 characters in description field) in the information field.
4. The user clicks the "save" button.

Expected Result:

1. The profile is still displayed and a dialog box appears with the message "Invalid Input. Please correct your information".

Chat Feature

1. Functionality Test Cases

Test Case: 075

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: 076

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: 077

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: 078

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: 079

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: 080

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: 081

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: 082

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: 083

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: 084**System:** Hello World

The user tries to send 10 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 types 10 character
4. The user clicks the “send” button.

Expected Response

1. The user’s message is sent.

3. Boundary Test Cases

Test Case: 085**System:** Hello World

The user tries to send 280 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 types 280 characters.
4. The user clicks the “send” button.

Expected Response

1. The user’s message is sent.

Test Case: 086**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”.

Test Case: 086

System: Hello World

The user tries to send html code in a message.

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 types html code.
4. The user clicks the “send” button.

Expected Response

1. The message is sent and no new html element appears on the page and the message is sent as text.

Test Case: 087

System: Hello World

The user tries to send html code in a message.

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 t
4. The user clicks the “send” button.

Expected Response

1. The message is sent and no new html element appears on the page and the message is sent as text.

Uploading pictures / Profile Picture:

Functionality Test Cases

Test Case 088

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 089

System: Hello World

User wants to change the existing profile picture by uploading a new one.

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. The user would be presented with an alert asking the user whether they want to upload a new image, or select an existing image as the profile picture.
5. Select 'upload new picture'
6. A new window should appear asking the user to select a new image from the computer.
7. 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 090

System: Hello World

User wants to select an existing picture from their profile as the 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 'Photos' button.
4. Once on the 'Photos' page, select an image, and click the 'Set as Profile Picture' button.

Expected result:

1. An alert would appear on screen notifying the user that the profile picture has been updated.
2. The selected image should be displayed as the user's profile picture throughout the application.

Test Case 091

System: Hello World

User selects an invalid file type while uploading a new 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 'photos' button.
4. On the 'Photos' page, click on 'add a photo' button.
5. A new window should appear asking the user to select a new image from the computer.
6. 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).

Test Case 092

System: Hello World

User wants to add additional pictures to show on his/her profile

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 'Photos' button.
4. Once on the 'Photos' page, click on 'add a photo' button.
4. A new window should appear asking the user to select a new image from the computer.
5. Navigate to the image you want to upload from your computer and click on the 'select' button.

Expected result:

1. The new image should be displayed on the user's profile

Page Navigation/Restrictions

1.Functional Test Cases

Test Case 093

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 094

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 095

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.

Test Case 096

System: Hello World

Secure Login Test

Severity: 2

Instructions:

1. Ensure no User is logged in
2. Navigate to login page.
3. Click login.

Expected result:

1. The request should be sent over HTTPS.

Test Case 097

System: Hello World

Session ID is Valid

Severity: 2

Instructions:

1. Ensure no User is logged in
2. Navigate to Page requiring user information
3. Edit the session id in the browser

4. Reload webpage

Expected result:

1. The server checks the clients session id. The client should load the page normally at step 2. The user should be forcibly logged out and redirected to the login page at step 4.

Online Indicators

1.Functional Test Cases

Test Case 098

System: Hello World

User starts chatting with a match who is online

Severity: 2

Instructions:

1. Login with an account that has multiple matches.
2. Login with an account that is matched to the one above.
3. On one account, click the button to chat with the other.

Expected result:

1. There should be a green online status indicator next to each account's profile icon.

Test Case 099

System: Hello World

User starts chatting with a match who is not online

Severity: 2

Instructions:

1. Login with an account that has multiple matches.
2. Login with an account that is matched to the one above, and log out of the above account.
3. Click the button to chat with the matched account.

Expected result:

1. There should be a red online status indicator next to their profile icon.

Test Case 100

System: Hello World

User views online users on matched page.

Severity: 2

Instructions:

1. Login with an account that has multiple matches.
2. Login with an account that is matched to the one above.
3. Navigate to matches users page of the first account.

Expected result:

1. There should be a green indicator next to the name of the other logged in user and a red indicator next to all other matches.

Test Case 101

System: Hello World

User views online users on chat page.

Severity: 2

Instructions:

1. Login with an account that has multiple matches.
2. Login with an account that is matched to the one above.
3. Navigate to chat page for the first account.

Expected result:

1. There should be a green indicator next to the name of the other logged in user and a red indicator next to all other matches.

Test Case 102

System: Hello World

Two users who are both online see each other as online.

Severity: 2

Instructions:

1. Login with an account that has multiple matches.
2. Login with an account that is matched to the one above.
3. Navigate to chat page for the first account.
4. Navigate to chat page for the second account.

Expected result:

1. Both users should see each other as logged in with a green indicator.

2. Equivalence Test Cases

Test Case 103

System: Hello World

User starts chatting with a match who is online

Severity: 2

Instructions:

1. Login with an account that has multiple matches and wait 1 minute.
2. Login with an account that is matched to the one above.
3. On one account, click the button to chat with the other once the account from step 1 reaches the time limit.

Expected result:

1. There should be a green online status indicator (online) next to the first account's profile icon.

Test Case 104

System: Hello World

User starts chatting with a match who is idle

Severity: 2

Instructions:

1. Login with an account that has multiple matches and wait 10 minutes.
2. Login with an account that is matched to the one above.
3. On one account, click the button to chat with the other once the account from step 1 reaches the time limit.

Expected result:

1. There should be a yellow online status indicator (idle) next to the first account's profile icon.

3. Boundary Value Test Cases

Test Case 105

System: Hello World

User starts chatting with a match who themselves just navigated to a new page

Severity: 2

Instructions:

1. Login with an account that has multiple matches.

2. Login with an account that is matched to the one above.
3. On one account, click the button to chat while simultaneously going to a new page with the account from step 1.

Expected result:

1. There should be a green online status indicator (online) next to the first account's profile icon.

Test Case 106

System: Hello World

User starts chatting with a match who has been idle for one second less than the minimum amount of time to be considered idle (5 minutes)

Severity: 2

Instructions:

1. Login with an account that has multiple matches and wait 4 minutes and 59 seconds without clicking on anything or navigating to a new page.
2. Login with an account that is matched to the one above.
3. On one account, click the button to chat with the other once the account from step 1 reaches the time limit.

Expected result:

1. There should be a green online status indicator (online) next to the first account's profile icon.

Test Case 107

System: Hello World

User starts chatting with a match who has been idle for the minimum amount of time to be considered idle (5 minutes)

Severity: 2

Instructions:

1. Login with an account that has multiple matches and wait 5 minutes without clicking on anything or navigating to a new page.
2. Login with an account that is matched to the one above.
3. On one account, click the button to chat with the other once the account from step 1 reaches the time limit.

Expected result:

1. There should be a yellow online status indicator (idle) next to the first account's profile icon.

Test Case 108

System: Hello World

User starts chatting with a match who has been idle for the maximum amount of time to still be considered idle (20 minutes)

Severity: 2

Instructions:

1. Login with an account that has multiple matches and wait 20 minutes without clicking on anything or navigating to a new page.
2. Login with an account that is matched to the one above.
3. On one account, click the button to chat with the other once the account from step 1 reaches the time limit.

Expected result:

1. There should be a yellow online status indicator (idle) next to the first account's profile icon.

Test Case 109

System: Hello World

User starts chatting with a match who has been idle for long enough to be considered offline (20 minutes 1 second)

Severity: 2

Instructions:

1. Login with an account that has multiple matches and wait 20 minutes and 1 second without clicking on anything or navigating to a new page.
2. Login with an account that is matched to the one above.
3. On one account, click the button to chat with the other once the account from step 1 reaches the time limit.

Expected result:

1. There should be a red online status indicator (offline) next to the first account's profile icon.

Reporting a User

1. Functionality Test Cases

Test Case 110

System: Hello World

User reports a user from the user's profile page.

Severity: 2

Instructions:

1. The user goes to the profile page.
2. The user clicks the "report" button.
3. The user clicks the appropriate radio buttons to report the user.
4. The user clicks the "submit" button.

Expected result:

1. A dialog box appears "Report submitted".

Test Case 111

System: Hello World

User reports a user from the matched page.

Severity: 2

Instructions:

1. The user goes to the matched page.
2. The user clicks the "report" button.
3. The user then clicks the correct radio button for the reason to report the user.
4. The user clicks the "submit" button.

Expected result:

1. A dialog box appears to the user with the message "Report has been submitted".

Test Case 112

System: Hello World

User cancels the reports a user from the matched page.

Severity: 2

Instructions:

1. The user goes to the matched page.
2. The user clicks the "report" button.
3. The user then clicks the correct radio button for the reason to report the user.
4. The user clicks the "cancel" or "X" button.

Expected result:

1. The dialog box closes and no report has been submitted.

Test Case 113

System: Hello World

User cancels the report for a user from the profile page.

Severity: 3

Instructions:

1. The user goes to the profile page.
2. The user clicks the "report" button.
3. The user then clicks the correct radio button for the reason to report the user.
4. The user clicks the "cancel" or "X" button.

Expected result:

1. The dialog box closes and no report has been submitted.

Test Case 114

System: Hello World

User tries to send a report without giving a reason.

Severity: 2

Instructions:

1. The user goes to the profile page.
2. The user clicks the "report" button.
3. The user does not click any of the radio buttons for the reason to report the user.
4. The user clicks the "submit" button.

Expected result:

1. A dialog box appears with the message "Please enter a reason".