Test cases

NameApp

Check that correct answer gives points

Open LearningModeQuestion activity.
LearningModeQuestion activity fetches random name from name list and stores it in property correctName and sets score to 0.
Get value of correctName.
Get value of score and store in new variable.
Type correctName into enterName textView.
Click buttonNext
Assert that previous score is incremented by 1.

Check that wrong answer doesn't give point

Open LearningModeQuestion activity.
Create a string that is not in list of names as incorrectName
Get value of score and store in new variable.
Type incorrectName into enterName textView.
Click buttonNext
Assert that previous score is same as previous.

Check that points are displayed correctly

Open LearningModeQuestion activity.
Get value of score and store in new variable.
Create string with value of "Score " + score value
Assert that

Check that game is over after 10 rounds

Open LearningModeQuestion activity.
Set value of turns to 10.
Click button next.
Assert that activity changes to ViewScoreActivity.

Check that back button after ended game returns to home start game screen

Open ViewScoreActivity.
Click backbutton.
Assert that next activity is LearningModeActivity.

Clicking thumbnail gives correct person

Start ListGalleryActivity
Get gridView reference
Get gridView(0), store imageItem
Get reference to imageItem in showPerson.
Assert imageItem same

Clicking listitem gives correct person

Start ListGalleryActivity
Get gridView reference
Get listView(0), store personName
Get reference to ImageItem.getTitle
Assert name same

Add new person adds new person

Start AddNewPerson
Get ref to personName textField
typeString in textfield random name
Get ref to personMap.size()
Click savebutton()
Get ref to personMap.size()
Assert that personMap size is equal to previous + 1

Trashcan deletes current image

start

Owner popup only pops up when owner pref. empty

Correct owner name displayed in settings