

## Customer Tests - Liked Dogs + Poster Info

Test Type	Test Case ID	Test Case	Pre-condition	Post-Condition	Test Steps	Expected	Result Actual	Result Status
Liked Dogs	1. No Liked Dogs.	Test if the user has no liked dogs.	The user needs to sign up and log in with a new account.	The user should have no liked dogs on their account when the "Liked dogs" button is pressed. There should be no local dog objects in the user's "likedDogs" ArrayList. The user ID should not appear in either the "userdogs" table or the "userpasseddogs" table.	Click on the "Liked Dogs" button in the navigation bar at the application's top.	The application should show "Dogs you've Liked: 0".	The application shows "Dogs you've Liked: 0".	Passed.
Poster Dogs & Poster Expanded Information	2. Poster Dogs & Expanded Dog information.	Test that the dog poster's profile is correctly assembled and displays the	The user must be logged in using an existing account and have a liked	The profile should show the dog poster's username, email, phone number, rating,	Click on the "Liked Dogs" button in the navigation bar at the	The profile should show the dog poster's username, email, phone	The result is the full description of the dog's poster and all necessary information	Passed.

		appropriate information.	dog on their profile.	and list of dogs they have posted.	application's top and click on the hyperlink that is blue above "Meet Me!".	number, rating, and list of dogs they have posted.	as well as all the dogs they have posted.	
Liked Dogs	3. Passing on a dog.	Test the results of passing on a dog.	The user needs to sign up and log in with a new account.	The Liked Dogs page should show "Dogs you've Liked: 0". There should be one dog object in the user's passedDogs ArrayList. The user ID should appear once in the "userpasseddogs" table along with the dog's ID that was just recently passed.	Click on the "Dog Profiles" button in the navigation bar at the application's top. Then click on the cross icon once. Finally, click on the "Liked dogs" button in the navigation bar at the application's top.	A new dog should be shown on the "Dog Profiles" scene and the "Liked Dogs" scene should display "Dogs you've Liked: 0". The database for userpasseddogs should have only one entry that matches the user ID and the dog ID.	The result is that a new dog is shown on the "Dog Profiles" scene and the "Liked Dogs" scene displays "Dogs you've Liked: 0". The database also displays the userpasseddogs section in the database shows one transaction that includes the user ID and the dog ID that was just passed on.	Passed.

Liked Dogs	4. Liking a dog.	Test the results of liking a dog.	The user needs to sign up and log in with a new account.	The Liked Dogs page should show "Dogs you've Liked: 1" and below the description of the dog. There should be one dog object in the user's likedDogs ArrayList. The user ID should appear once in the "userdogs" table along with the dog's ID that was just recently liked.	Click on the "Dog Profiles" button in the navigation bar at the application's top. Then click on the heart icon once. Finally, click on the "Liked dogs" button in the navigation bar at the application's top.	A new dog should be shown on the "Dog Profiles" scene and the "Liked Dogs" scene should display "Dogs you've Liked: 0". The database for userdogs should have only one entry that matches the user ID and the dog ID.	The result is that a new dog is shown on the "Dog Profiles" scene and the "Liked Dogs" scene displays "Dogs you've Liked: 1" and the dog's profile below. The database also displays the userdogs section in the database shows one transaction that includes the user ID and the dog ID that was just liked.	Passed.
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