

Test Case #	Test Case	Pre-Condition	Test Steps	Expected Result	Post Condition	Actual Result	Status
1	Test if the undo button will take the user back to their last liked dog.	User logged into their account successfully and is on the Dog Profile Scene.	Like a dog by pressing the like button, then press the undo button that locates on the top right of the screen.	The dog profile shows the last dog that the user liked.	The dog is taken out from the usersdog list in the db and is put back to the allDog list.	The dog profile shows the last dog that the user liked.	Passed
2	Test if the undo button will take the user back to their last passed dog.	User logged into their account successfully and is on the Dog Profile Scene.	Pass a dog by pressing the pass button, then press the undo button that locates on the top right of the screen.	The dog profile shows the last dog that the user passed.	The dog is put back to the allDog list from the passed dog list.	The dog profile shows the last dog that the user passed.	Passed
3	Test if the user gets an alert when trying to go back to a dog twice by undo the "like" action	User logged into their account successfully and is on the Dog Profile Scene. User liked/passed a dog and already clicked undo to go back to the dog	Click the like button again. Then click the undo button.	The dog profile doesn't change and an alert saying "you cannot go back to a dog twice pops up"	No changes to users in the DB.	The dog profile doesn't change and an alert saying "you cannot go back to a dog twice pops up"	Passed

		just liked/passed					
4	Test if the user gets an alert when trying to go back to a dog twice by undo the "pass" action	User logged into their account successfully and is on the Dog Profile Scene. User liked/passed a dog and already clicked undo to go back to the dog just liked/passed	Click the pass button again. Then click the undo button.	The dog profile doesn't change and an alert saying "you cannot go back to a dog twice pops up"	No changes to users in the DB.	The dog profile doesn't change and an alert saying "you cannot go back to a dog twice pops up"	Passed