

Document Title: Test Basic MDL IDE Functionality for Demonstrator 1.0.3	Test Script ID: DDMORE_Demo_1.0.3_MDL_IDE_Basic	Script revision: 1.0
Project / Product: DDMoRe Demonstrator 1.0.3	Job No: 2107	Script Status: Draft



Test Basic MDL IDE Functionality for Demonstrator 1.0.3

JIRA Test Case Ticket ID:	DDMORE-939	
Test Overview:	Core functionality of the MDL IDE	
Test Phase:	<<Regression, System, Retesting>>	
Script Author/Reviewer/Approver details		
Prepared by & date:	Richard Kaye	10 th December 2014
Reviewed by & Date:	Matt Wise	
Approved by & Date:	Jonathan Chard	
Report Author/Reviewer/Approver details		
Tester & Date Tested:	<<Name of person who executed test>>	
Report Reviewer & Date:	<<Name of person who reviewed the test report>>	
Report Approver & Date:	<<Name of person who approved the test report>>	
Report Results		
Status / Test Result:	<<PASS / FAIL / REFERRED / OUT OF SCOPE>>	
Reason for failure:	<<A brief description of what caused the test to fail and the associated steps and defect reference>>	
Defect IDs Encountered & steps affected:	<<Defect ID encountered during this test, step # and severity>>	
Defect IDs Raised & steps affected:	<<Defect ID raised during this test, step # and severity>>	

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Based on: 0404_01 - Mango Test Script - Report Template

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1 Script Revision History

Revision Number	Date	Revision Author	Change Notes
1.0	10 th December 2014	R Kaye	Initial version for Demonstrator 1.0.3. QAT-3249 covers review and approval history.

2 Reference Documents

The following documents are referenced in this document:

ID	Title	Version	Location
[1]	SEE Installation Guide	Demonstrator 1.0.3	Document on SharePoint
[2]	TEL Test Basic Functionality	Demonstrator 1.0.3	Document on SharePoint

3 Test Environment

Identify the environment in which the tests have been performed:

Item	Identification
Computer	<<Laptop name>>
Operating System	Specify
Web Browser	N/A
Build Number	Specify

4 Test Results

All testing performed must be recorded within a test report, particularly failed tests. This script is converted to a report at execution time. In the header, add the build/release details and delete script status.

Document the results of each test step. This may take the form of a table of values, a screen shot, textual output, verification of observed behaviour, reference to electronic results files which contain the results of the testing process. If a test step fails and is 'Referred' with a Defect ID raised this will be captured in the step at which it failed.

5 Pre-requisites

PR 1	The SEE must be installed. Successfully following the steps specified in reference [1] will ensure this pre-requisite is met.
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6 Success Criteria

For this Alpha release

All steps must be conducted or any missed explained and noted as a possible known issue.

All conducted steps must be passed or recorded as known issues and due consideration given to highlighting them as known issues in the release.

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Acronym	Definition
MDL IDE	The development software used to create and modify MDL

7 Background for Tester

7.1 MDL IDE

The MDL IDE is the environment in which MDL files can be edited with advanced features such as auto complete and syntax highlighting. If you are familiar with the eclipse platform you will notice a lot of similarities to the MDL IDE.

7.1.1 Workspaces

A workspace is a location on your computer where all of the projects in the MDL IDE are stored.

8 Summary of Areas Tested

Area	Description
1	Start-up
2	Projects
3	MDL
4	Editors and Views
5	Workspaces

9 Test Steps

Note: If reviewing and changing this script please record in the revision history and consider updating the document front page.

9.1 Start-up

9.1.1 Default Workspace No Prompt

Start the MDL IDE as documented in reference [1] (Section 6.1). When the 'Workspace Launcher' dialog is displayed, ensure that the 'Use this as the default and do not ask again' option is ticked. Hit OK. Select **File > Exit** and restart the MDL IDE and **you should not be prompted to select the workspace location again.**

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.2 Projects

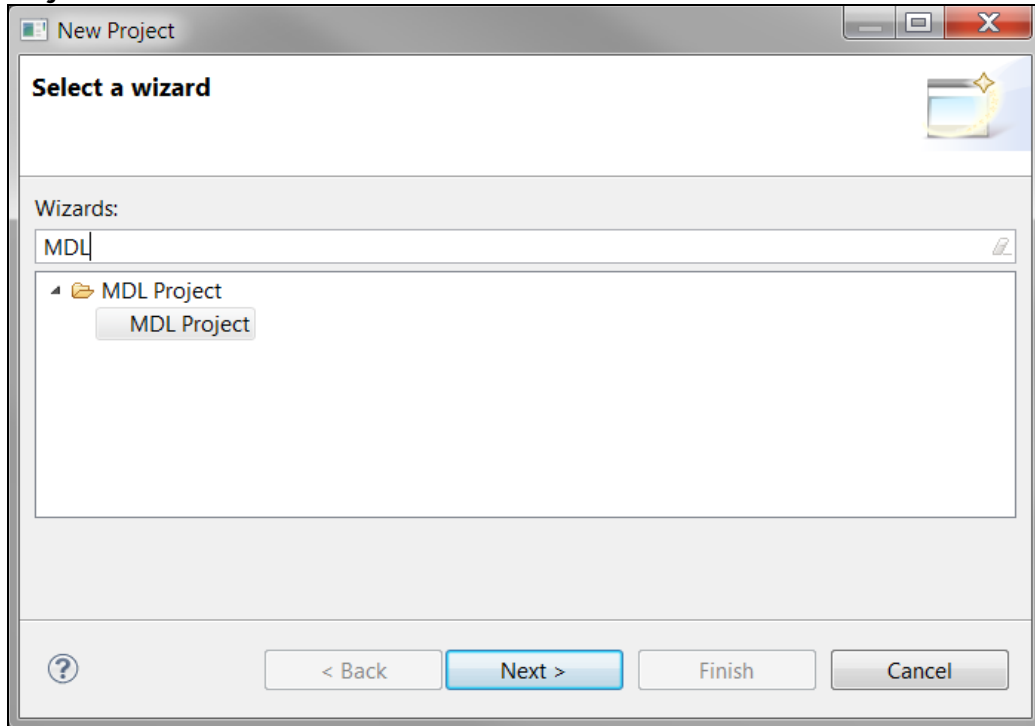
All files in the MDL IDE exist inside a project so you will need at least one project to work on MDL files.

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9.2.1 Creating

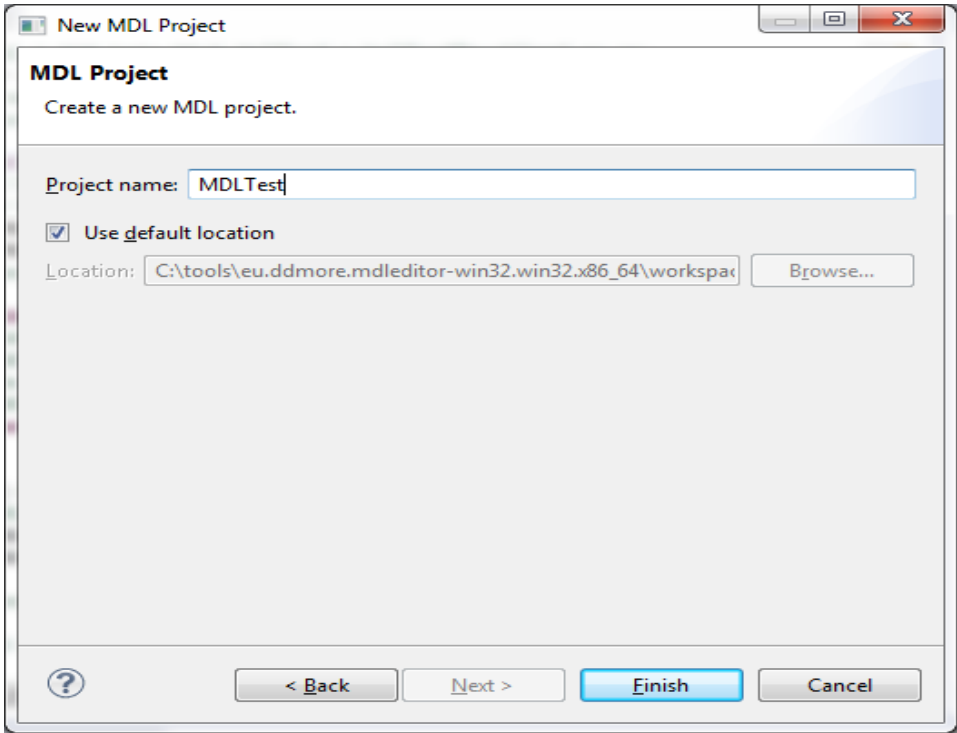
You can create new resources by using the **File > New** menu on the MDL IDE menu bar. Start by creating a simple project as follows:

1. From the menu bar, select **File > New > Project...**
2. In the New Project wizard, type **MDL** in the 'Wizards' filter box. Then select **MDL Project > MDL Project** and click **Next**.



3. In the Project name field, type the name you wish to use as the name of your new project, for example **"MDLTest"**.
4. Leave the 'Use default location' box ticked. Click **Finish** when you are done.
 - a. If you are asked whether you wish to change to the MDL perspective, click **No**.

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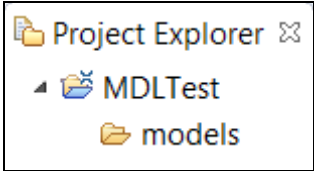


The Project is created and can be viewed in the Project Explorer.

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.2.2 Structure

Following the creation of an MDL project, viewing it in the Package Explorer shows that a folder has been automatically created for you.



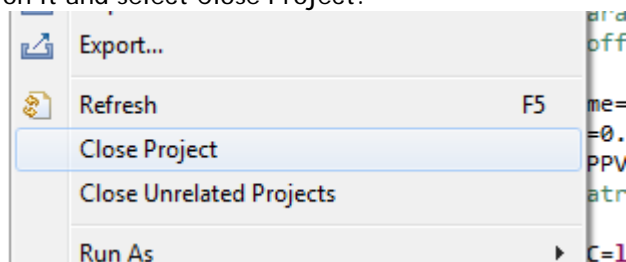
This structure is designed to help you build your project by automatically adding a folder for your models. By convention, any data files are also stored in this folder. **When expanded, the project structure should look like the screenshot above.**

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

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9.2.3 Closing

To close a project right click on it and select Close Project.



You can close projects that you are not working on currently; this helps to focus the workspace and helps with performance when a number of projects are in the workspace. Closing a project does not remove any information from the project or its files. The project will remain exactly in the same state until you open it again. Once closed, only the project name (and a closed folder icon) will be shown in the Project Explorer.

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.2.4 Opening

To open a closed project right click on it and select Open Project. When expanded, the project should be displayed in the Project Explorer as shown in the screenshot in Section 9.2.2.

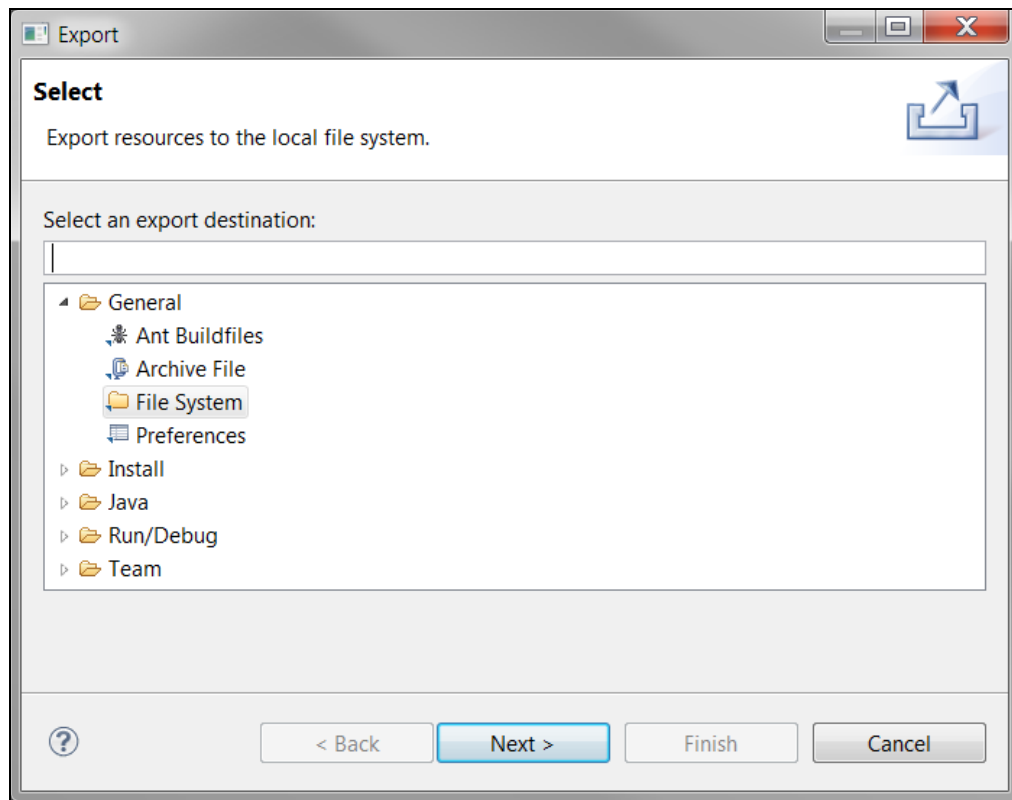
Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.2.5 Exporting

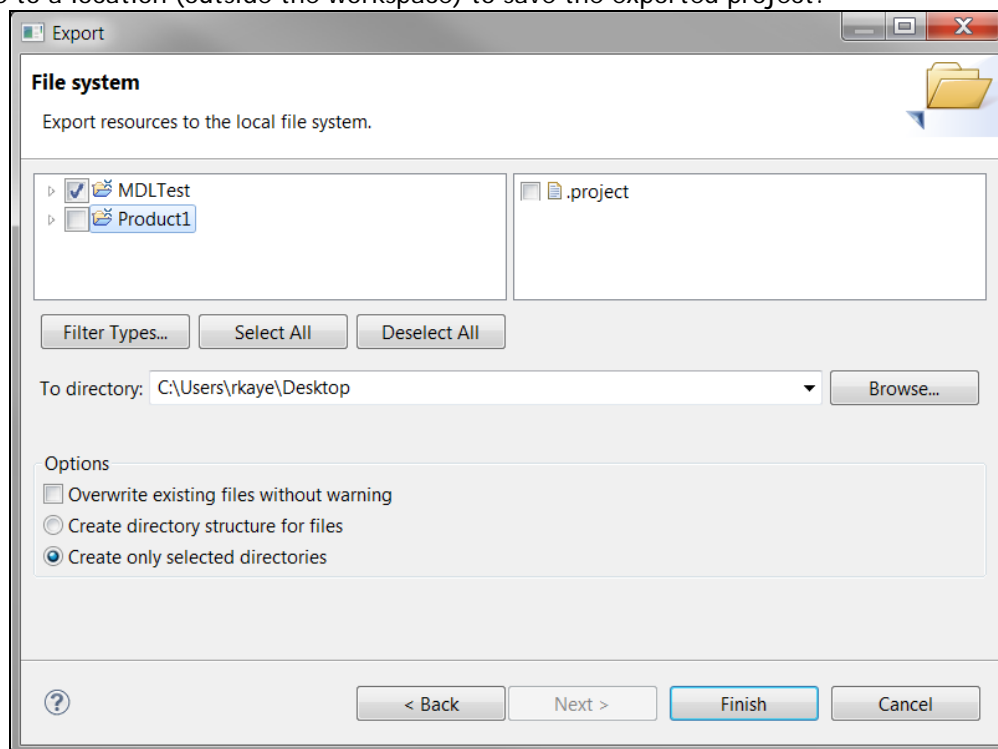
It is possible to export a project created within the MDL IDE to the local disk. This is useful for sharing projects with colleagues.

1. From the menu bar, select **File > Export...**

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2. In the Export wizard, select **General > File System** then click **Next**.
3. Select the **MDLTest** project, choose **To directory** and click the associated **Browse** button to navigate to a location (outside the workspace) to save the exported project.



4. Click **Finish** to start the export.

The Project is exported and visible on the local disk.

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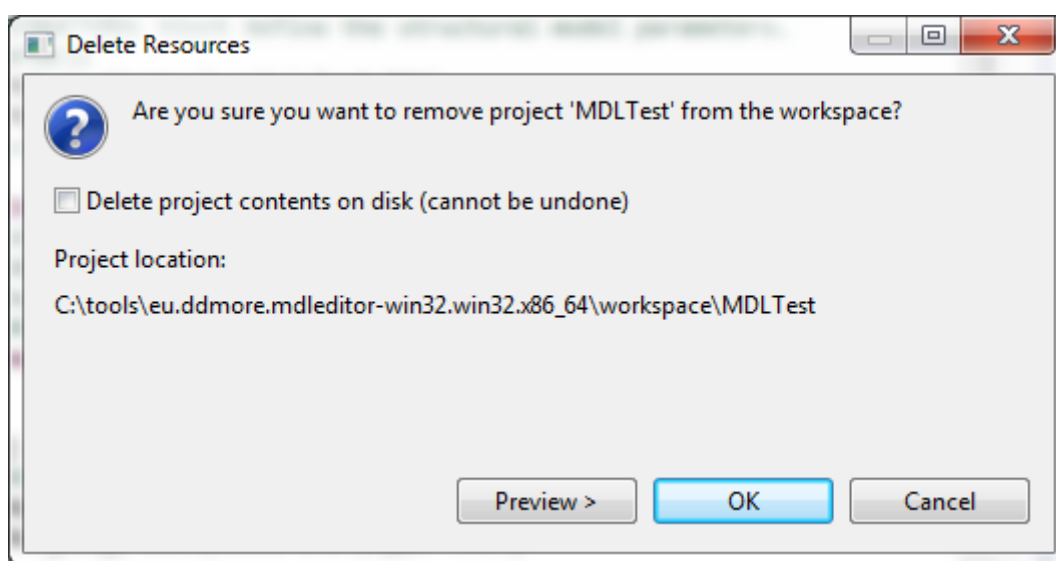
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Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.2.6 Deleting from Workspace

You can remove a project by selecting it and pressing the delete key, or by right clicking on it and selecting 'Delete'.



The 'Delete Resources' dialog will be displayed. Ensure the 'Delete project contents on disk' box is ticked and click 'OK'. The project will be removed from the workspace and disappear from the Project Explorer. Additionally it will be removed from the local disk and the files will not be recoverable.

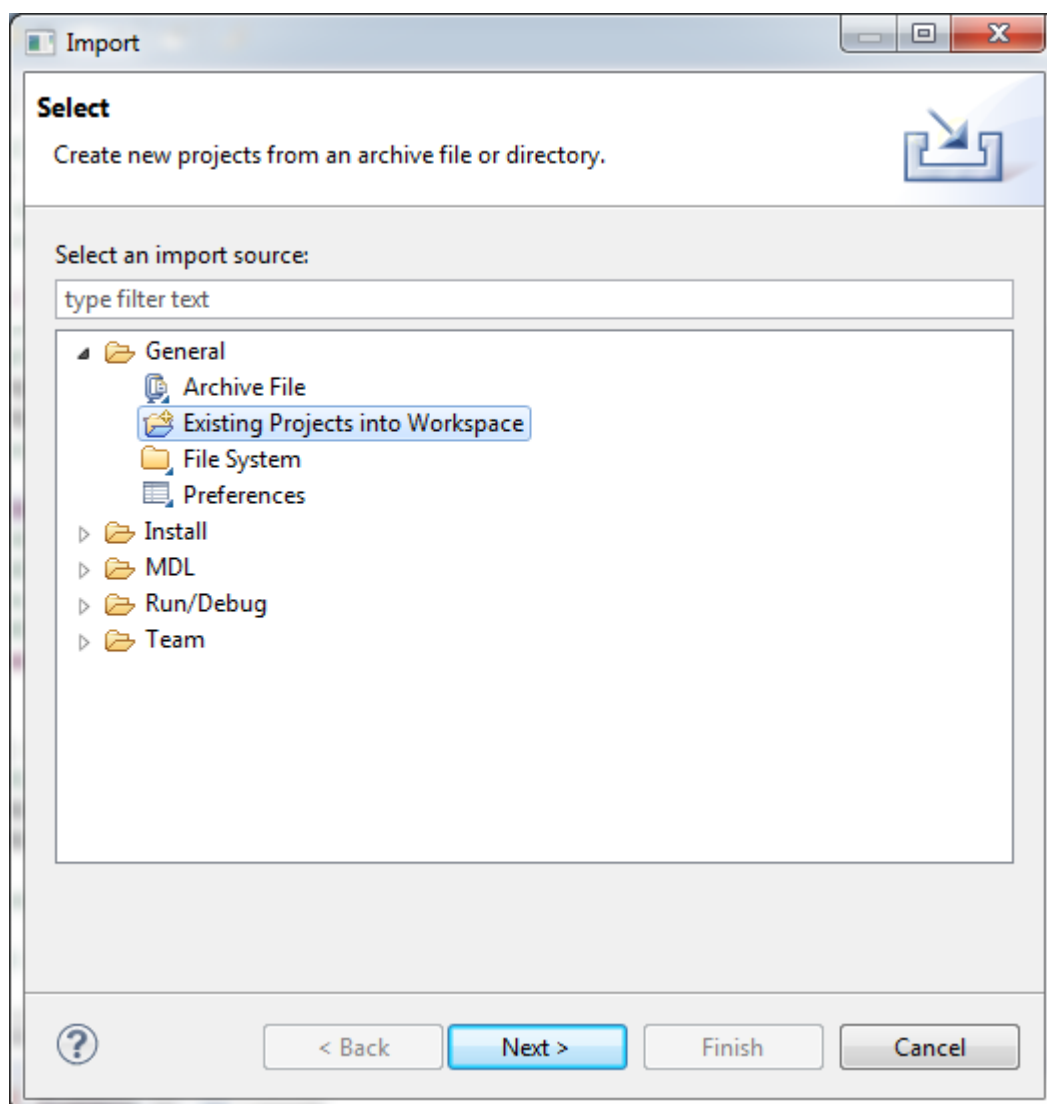
Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.2.7 Importing

You can import a project created by the MDL IDE but not currently in your workspace. An example of when you may want to do this is if a colleague has sent you a project they have been working on.

1. From the menu bar, select **File > Import...**

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2. In the Import wizard, select **General > Existing Projects into Workspace** then click **Next**.
3. Choose **Select root directory** and click the associated **Browse** button to navigate to the location in which the MDLTest project was previously exported (see Section 9.2.5).
4. Under **Projects** select the MDLTest project (it may be automatically selected).
5. Click **Finish** to start the import.

Please note that importing files into a project is a different operation and covered in section 9.3.2 on Importing.

The Project is imported and visible in the Project Explorer.

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

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9.2.8 Creating Multiple

You can have more than one project in a workspace, however large numbers of *open* projects will affect the performance of the MDL IDE. Create a second project with a different name following the instructions in Section 9.2.1.

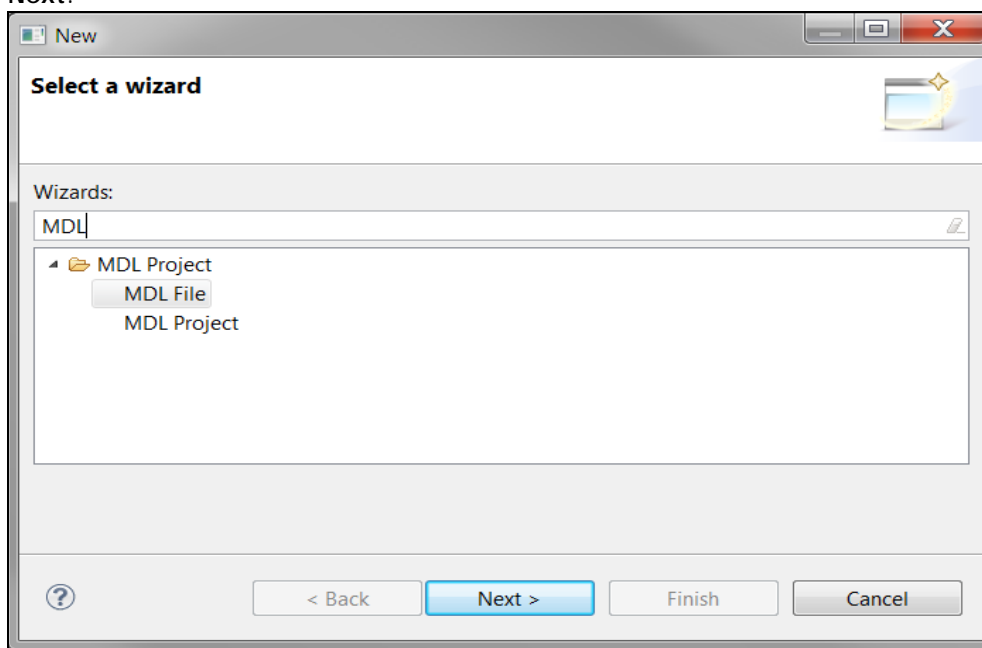
Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.3 MDL

9.3.1 Creating

You can create a new MDL file in a currently open project.

1. Select the folder to which the file will be added in the Project Explorer.
2. Select the **File > New > Other...** menu on the MDL IDE menu bar.
3. In the New wizard, type MDL in the 'Wizards' filter box, select **MDL Project > MDL File** then click **Next**.



4. Enter the name for the new file. At this point you can also change the location in which the file will be created by using the **Browse** button associated with the **Project** field.
5. Click **Finish** to create the file.

The file will be created and can be viewed in the Project Explorer at the selected location.

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

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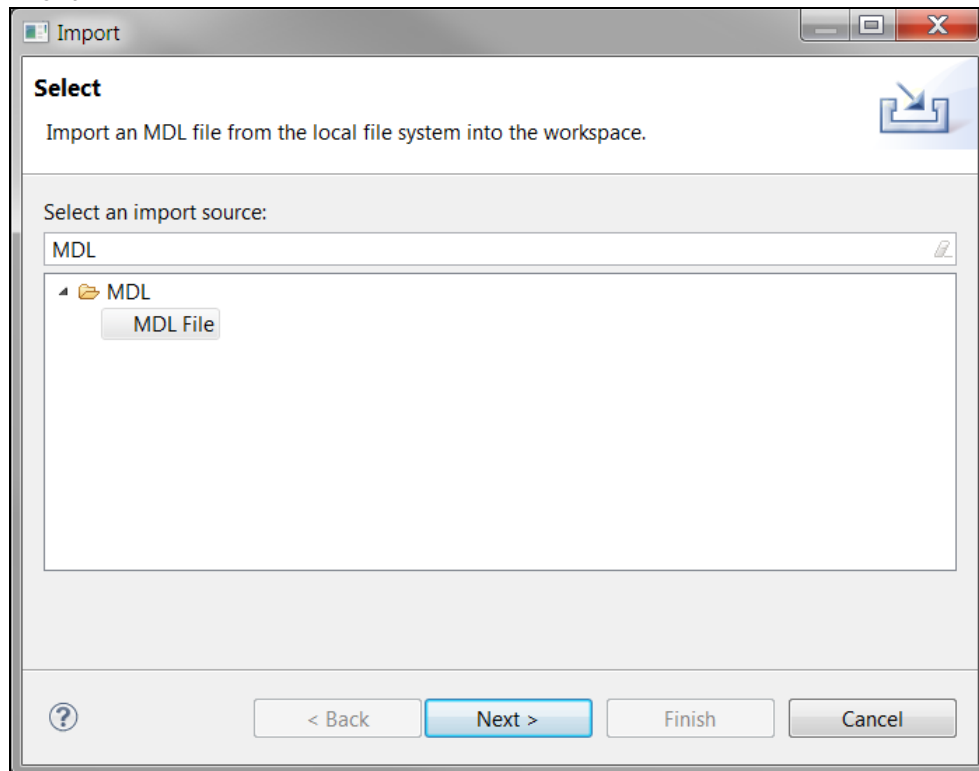
Based on: 0404_01 - Mango Test Script - Report Template

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9.3.2 Importing

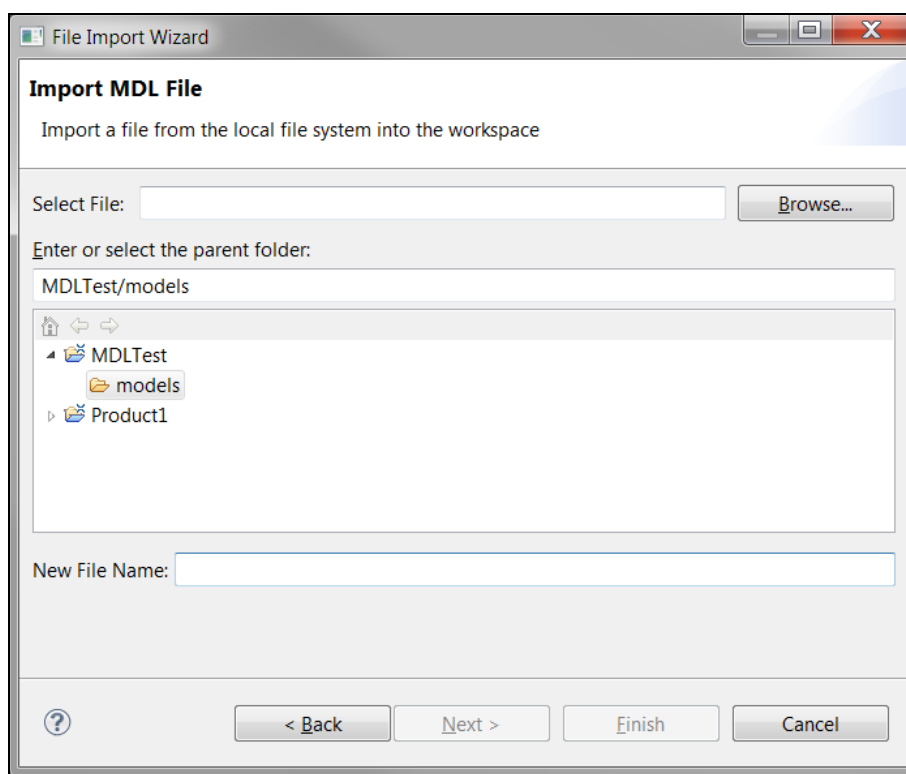
You can import an MDL file into a currently open project. A sample MDL file can be found [here](#).

1. Select the folder to which the file will be added in the Project Explorer.
2. Right click and select **Import...**
3. In the Import wizard, type **MDL** in the 'Select an import source' filter box, select **MDL > MDL File** then click **Next**.



4. Select the file to be imported by clicking **Browse**. You can change the name under which the file will be imported; you can also change the location in which the file will be created.

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- Click **Finish** to import the file.

The MDL file will be imported and can be viewed in the Project Explorer in the selected location.

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.3.3 Importing Data

To import data please follow the MDL import procedure 9.3.2 substituting point 3 with the following:

- In the Import wizard, select **MDL > Data File** then click Next.

The data file will be imported and can be viewed in the Project Explorer in the selected location.

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.3.4 Errors and Warnings

The MDL IDE performs verification on the MDL files in the open projects in the workspace to ensure that they conform to the MDL Specification. The errors and warnings that are generated by this verification are accessible from two places:

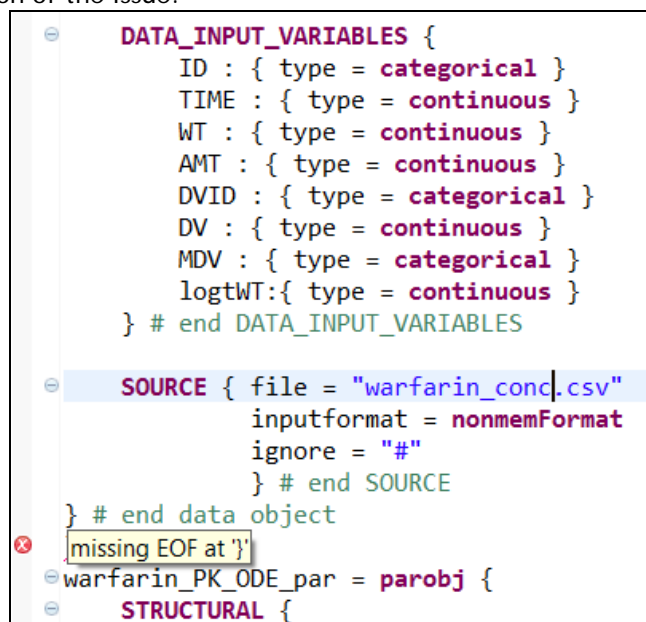
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Based on: 0404_01 - Mango Test Script - Report Template

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- The Problems console tab (see 9.4.4.1)
- The MDL Editor

While the Problems tab simply lists the errors and warnings, the MDL Editor shows them in place in the MDL file, which allows fast identification of the problem areas. You can hover your cursor over the highlighted problem to see a description of the issue.



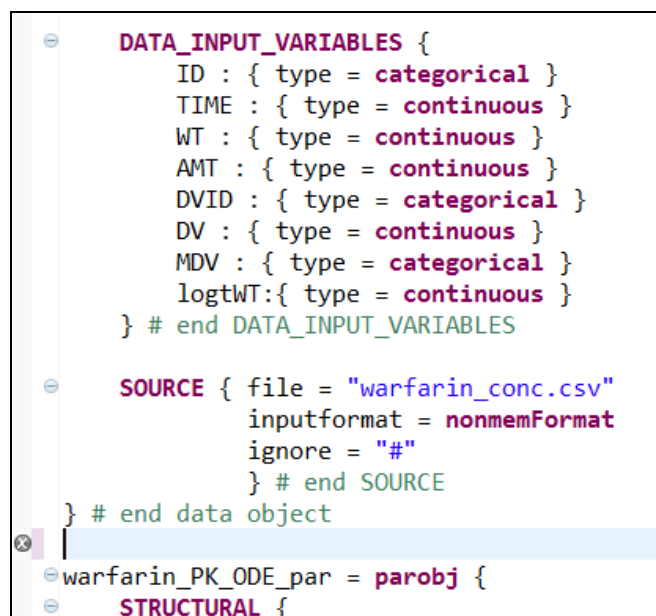
```

DATA_INPUT_VARIABLES {
  ID : { type = categorical }
  TIME : { type = continuous }
  WT : { type = continuous }
  AMT : { type = continuous }
  DVID : { type = categorical }
  DV : { type = continuous }
  MDV : { type = categorical }
  logtWT:{ type = continuous }
} # end DATA_INPUT_VARIABLES

SOURCE { file = "warfarin_conc.csv"
  inputformat = nonmemFormat
  ignore = "#"
} # end SOURCE
} # end data object
missing EOF at '
warfarin_PK_ODE_par = parobj {
  STRUCTURAL {

```

Modification of the MDL file will cause the immediate re-verification, meaning that you can see when the error has been resolved without saving the file. The resolved, but not saved, error will show in grey.



```

DATA_INPUT_VARIABLES {
  ID : { type = categorical }
  TIME : { type = continuous }
  WT : { type = continuous }
  AMT : { type = continuous }
  DVID : { type = categorical }
  DV : { type = continuous }
  MDV : { type = categorical }
  logtWT:{ type = continuous }
} # end DATA_INPUT_VARIABLES

SOURCE { file = "warfarin_conc.csv"
  inputformat = nonmemFormat
  ignore = "#"
} # end SOURCE
} # end data object
warfarin_PK_ODE_par = parobj {
  STRUCTURAL {

```

1. In the MDL file imported in step 9.3.2 insert a '}' character at the first character position. An error (red) icon will be immediately displayed next to the edited line. Hovering the mouse cursor over the error icon will display an explanatory message. Once the file is saved, the error will appear in the Problems tab.

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Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

1. Remove the '}' character added in the previous step. The error icon will be immediately updated to a fixed (grey) icon and will remain displayed next to the edited line. Once the file is saved, the icon will disappear from the MDL file and the error will disappear from the Problems tab.

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.3.5 Syntax Highlighting

The MDL Editor will highlight the syntax of the MCL in order to make it easily recognisable which words form part of the language specification.

```

warfarin_PK_ODE_dat = dataobj {
  DATA_INPUT_VARIABLES {
    ID : { type = categorical }
    TIME : { type = continuous }
    WT : { type = continuous }
    AMT : { type = continuous }
    DVID : { type = categorical }
    DV : { type = continuous }
    MDV : { type = categorical }
    logtWT:{ type = continuous }
  } # end DATA_INPUT_VARIABLES
  SOURCE { file = "warfarin_conc.csv"
    inputformat = nonmemFormat
    ignore = "#"
  } # end SOURCE
} # end data object

```

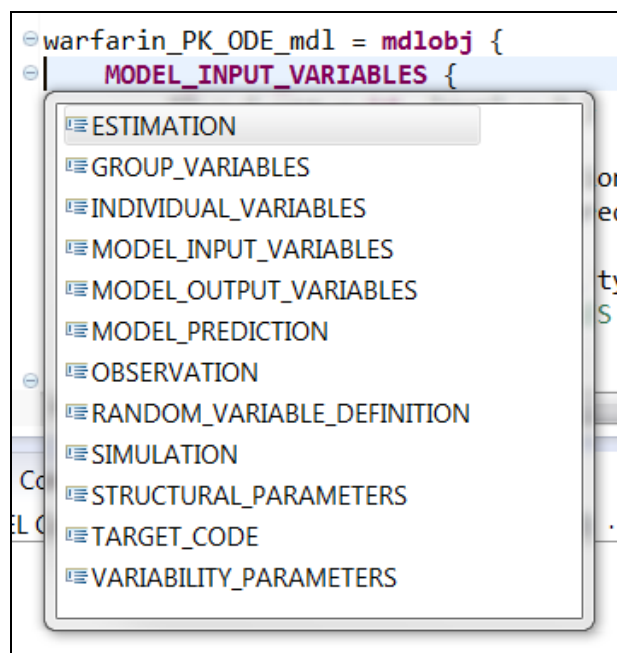
Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

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9.3.6 Auto Completion

The MDL Editor provides auto completion of code using *Content Assist*. Content assist provides you with a list of possible options when you are writing the MDL. The content assist options that are provided are based on the grammar of the MCL.

You can access the content assist while typing by pressing Ctrl + Space.



This shows the options available at this point in the statement; you can select one of these using the cursor keys and press return to have it inserted for you.

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.3.7 Templates Background

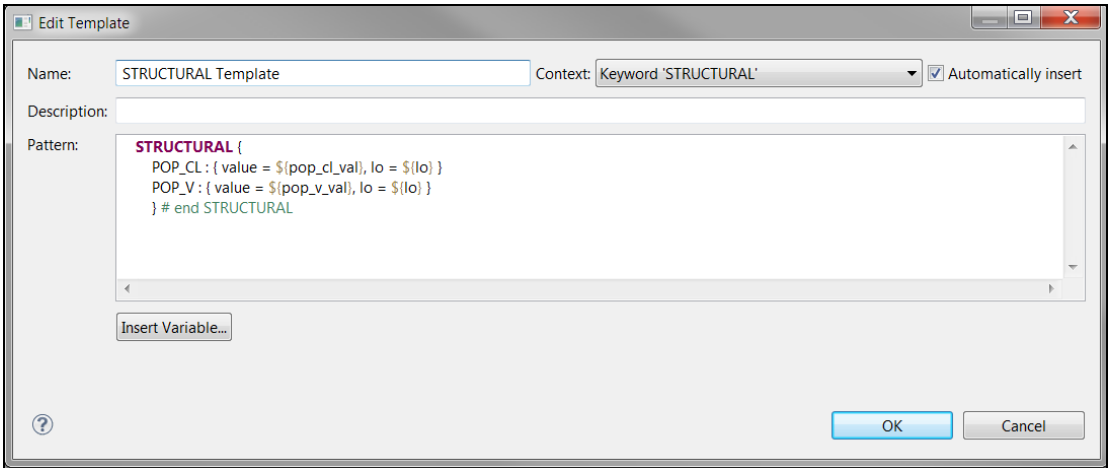
Templates are a powerful feature of the MDL Editor enabling you to pre-define 'snippets' of MDL that you can reuse. In addition they can contain variables that are substituted when the template is applied. This means that you can have a snippet of MDL that you can repeatedly insert and customise with ease.

9.3.8 Templates Creating

You can create templates using the MDL Preferences page.

1. From the menu bar, select **Window > Preferences**
2. In the Preferences, select **MDL > Templates**.
3. Here you can create new templates using the **New...** button.
4. Enter a name for the template, this will be shown when inserting so should be descriptive.

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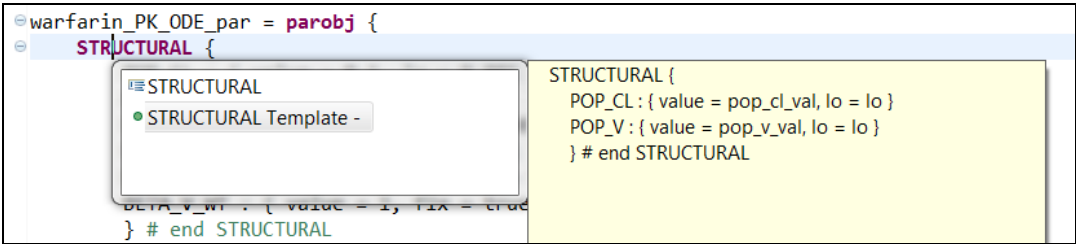


5. Select the context of the template as per the screenshot above; this determines when the template will be displayed.
6. Enter the MDL you want to be able to insert as per the screenshot above in the 'Pattern' section.
7. Enter any values that will change as variables using the **Insert Variable...** button.
 - a. Variables are defined as \${variable_name}
 - b. In the example above there are three variables with one variable being referenced twice.
8. Click OK. **The template should be displayed in the Preview window.** Click OK to dismiss the template window.

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.3.9 Templates Using

You can insert templates using the Content Assist feature, to activate this feature press Ctrl + Space when in the context of the template as shown in the screenshot below.



In the content assist dropdown the template name is shown with a green icon, moving to the template using the cursor keys will also display the contents of the template in a popup. Press return to insert the template.

The template has been inserted with the variables highlighted, to replace these with values simply type the value pressing Tab to move to the next variable. If a variable is referenced in more than one place then editing it in this way will automatically update all references.

Expected Result	Pass (Y / N / Skipped)
-----------------	------------------------

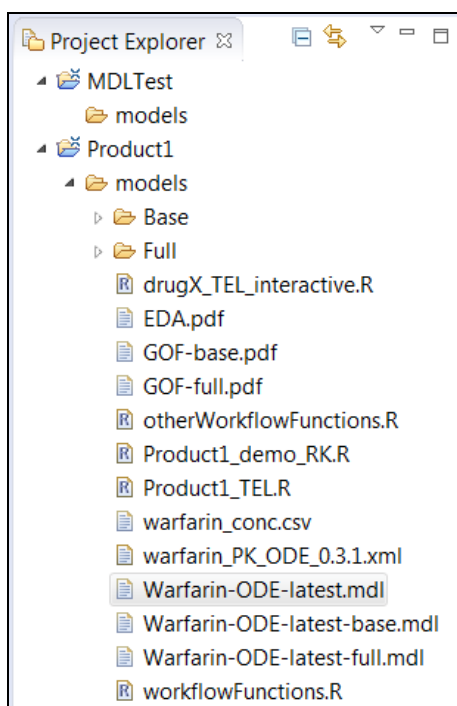
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The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.4 Editors and Views

9.4.1 Project Explorer

The project explorer lists all of the projects in your current workspace. Projects can be expanded to see the files in a hierarchical tree view. **The hierarchy maps to the folder structure held on disk for the project.**



Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.4.2 MDL Editor

The editor provides the functionality to **view and edit MDL files**. It is tabbed so you can open multiple MDL files and switch between them quickly.

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```
warfarin_PK_ODE_dat = dataobj {  
  DATA_INPUT_VARIABLES {  
    ID : { type = categorical }  
    TIME : { type = continuous }  
    WT : { type = continuous }  
    AMT : { type = continuous }  
    DVID : { type = categorical }  
    DV : { type = continuous }  
    MDV : { type = categorical }  
    logtWT:{ type = continuous }  
  } # end DATA_INPUT_VARIABLES  
  
  SOURCE { file = "warfarin_conc.csv"  
    inputformat = nonmemFormat  
    ignore = "#"  
  } # end SOURCE  
} # end data object
```

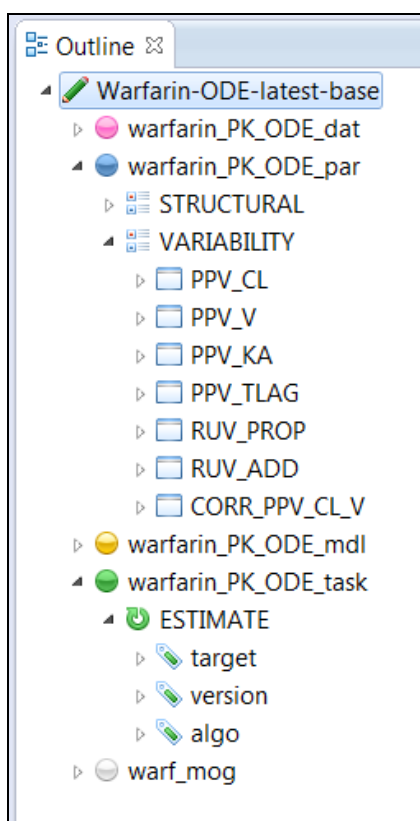
1. Open more than one MDL file by double-clicking on the file name in the Project Explorer. Each file should be displayed in it’s own tab. Switching between tabs displays the contents of each file.

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.4.3 Outline View

When an MDL file is open the outline view will display a hierarchical tree representation of the contents of the file. This is linked to the MDL editor and changes to the file will be reflected here. You can also navigate within the MDL file by selecting an element in the outline view as the corresponding element in the MDL will be highlighted in the MDL Editor.

Document Title: Test Basic MDL IDE Functionality for Demonstrator 1.0.3	Test Script ID: DDMORE_Demo_1.0.3_MDL_IDE_Basic	Script revision: 1.0
Project / Product: DDMoRe Demonstrator 1.0.3	Job No: 2107	Script Status: Draft



Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.4.4 Consoles Background

The consoles section contains two views: Problems and the TEL Console. You can switch between these views by selecting the relevant tab.

9.4.4.1 Consoles - Problems

The **Problems** view shows a list of the problems in the open projects in your workspace. Problems are divided into Errors and Warnings.

1 error, 1 warning, 0 others					
Description	Resource	Path	Location	Type	
✖ Errors (1 item)					
✖ missing RULE_END at 'warfarin_PK_ODE_par'	Warfarin-ODE-l...	/Product1/models	line: 20 /Produc...	Mdl Problem	
⚠ Warnings (1 item)					
⚠ Unknown attribute: xlo	Warfarin-ODE-l...	/Product1/models	line: 24 /Produc...	Mdl Problem	

When there are no errors or warnings the Problems Console should be empty. The display of errors in the Problems Console is covered in Section 9.3.4.

Document Title: Test Basic MDL IDE Functionality for Demonstrator 1.0.3	Test Script ID: DDMORE_Demo_1.0.3_MDL_IDE_Basic	Script revision: 1.0
Project / Product: DDMoRe Demonstrator 1.0.3	Job No: 2107	Script Status: Draft

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.4.4.2 Consoles - TEL Console

The TEL Console offers an environment in which TEL (ie R) commands can be executed and monitored. This functionality is tested in detail in reference [2].

9.5 Workspaces

9.5.1 Switch to new

Switch the workspace by selecting the **File > Switch Workspace > Other...** option on the MDL IDE menu bar. Enter a workspace location which is an empty folder. **A new (empty) workspace should load successfully.**

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>

9.5.2 Switch to original

Switch the workspace back to the original one by selecting the the **File > Switch Workspace > <original-workspace-name>** option on the MDL IDE menu bar. **The original (populated) workspace should load successfully.**

Expected Result	Pass (Y / N / Skipped)
The outcome described above in bold	<<Not recorded>>
Screenshot	Explanation of Above
N/A for Alpha Release	<<Required if not passed>>