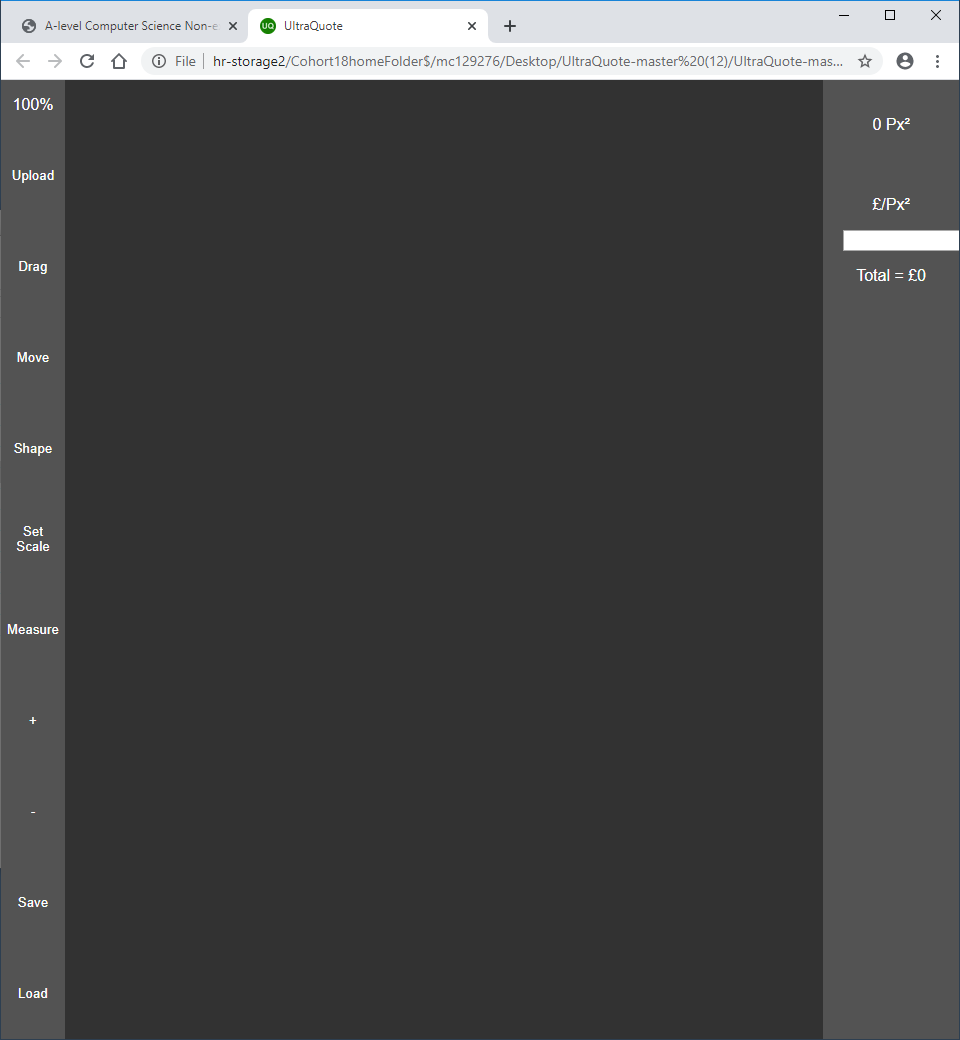
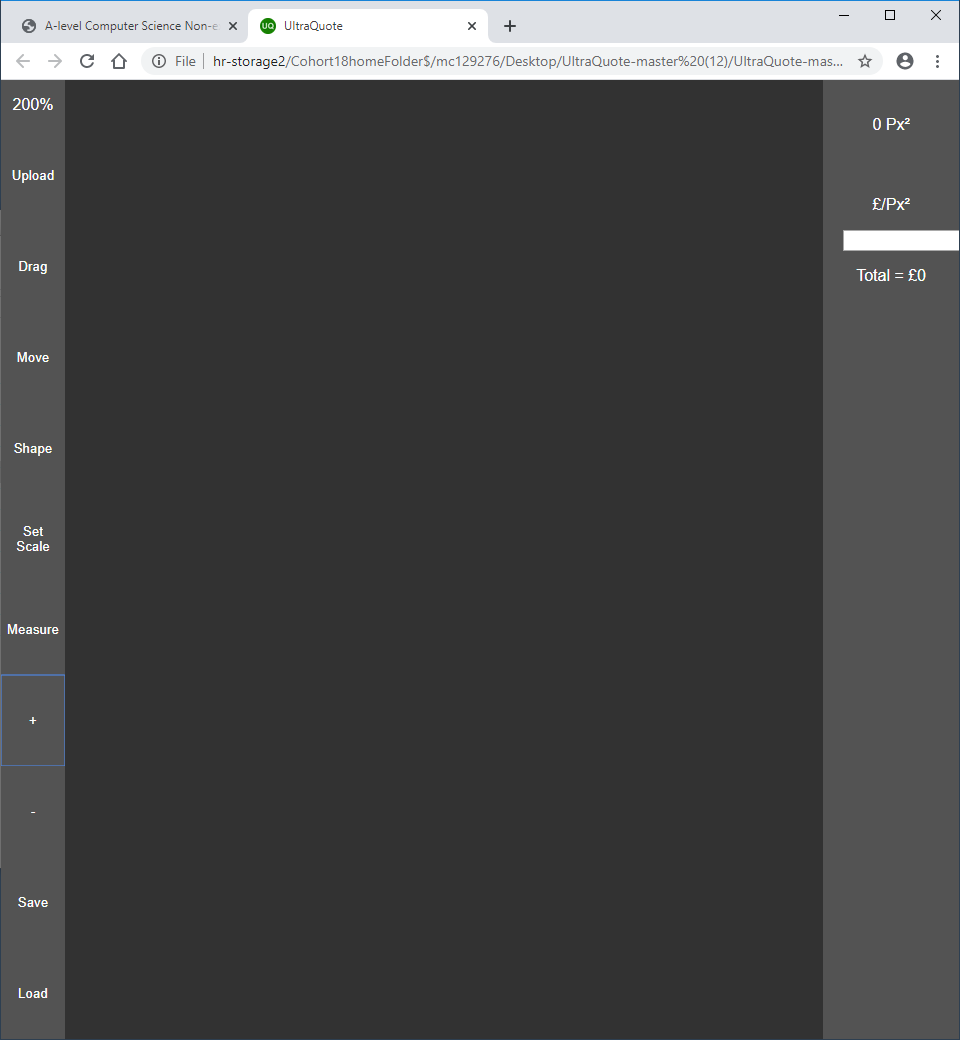
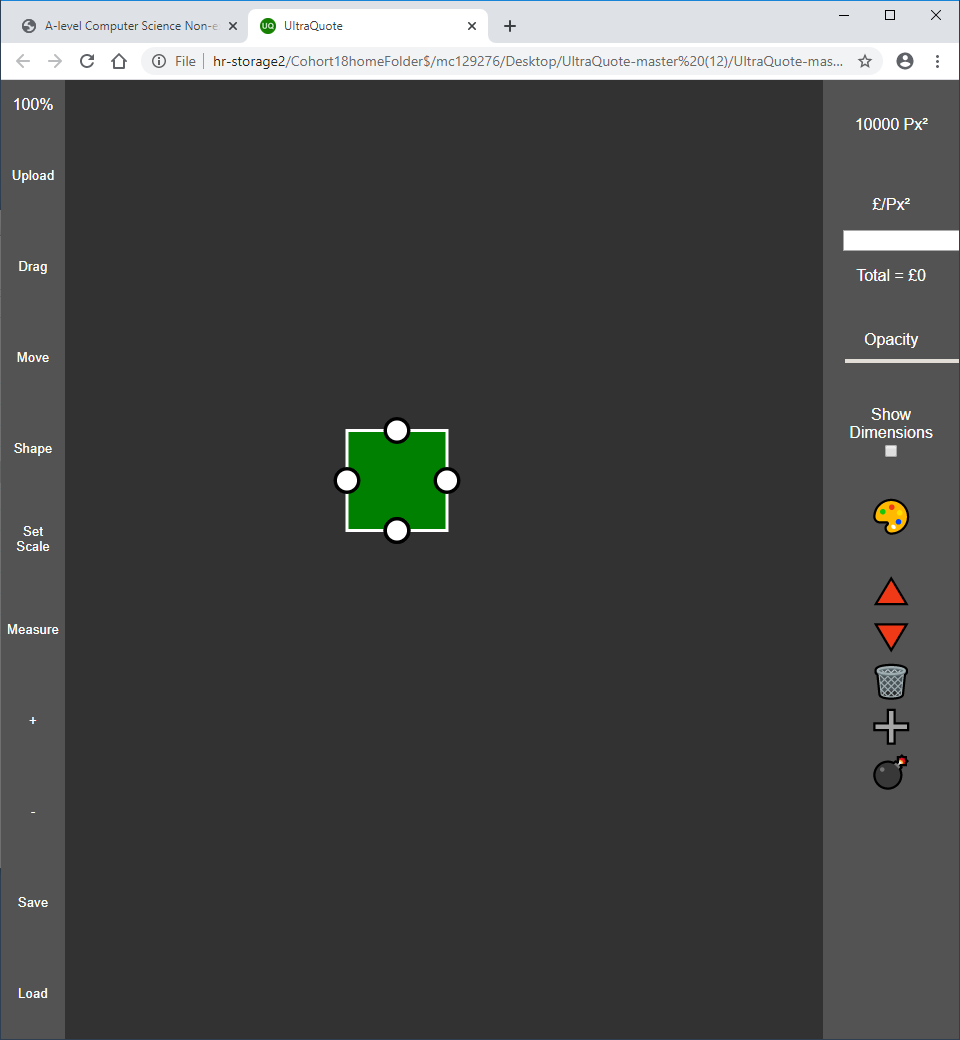
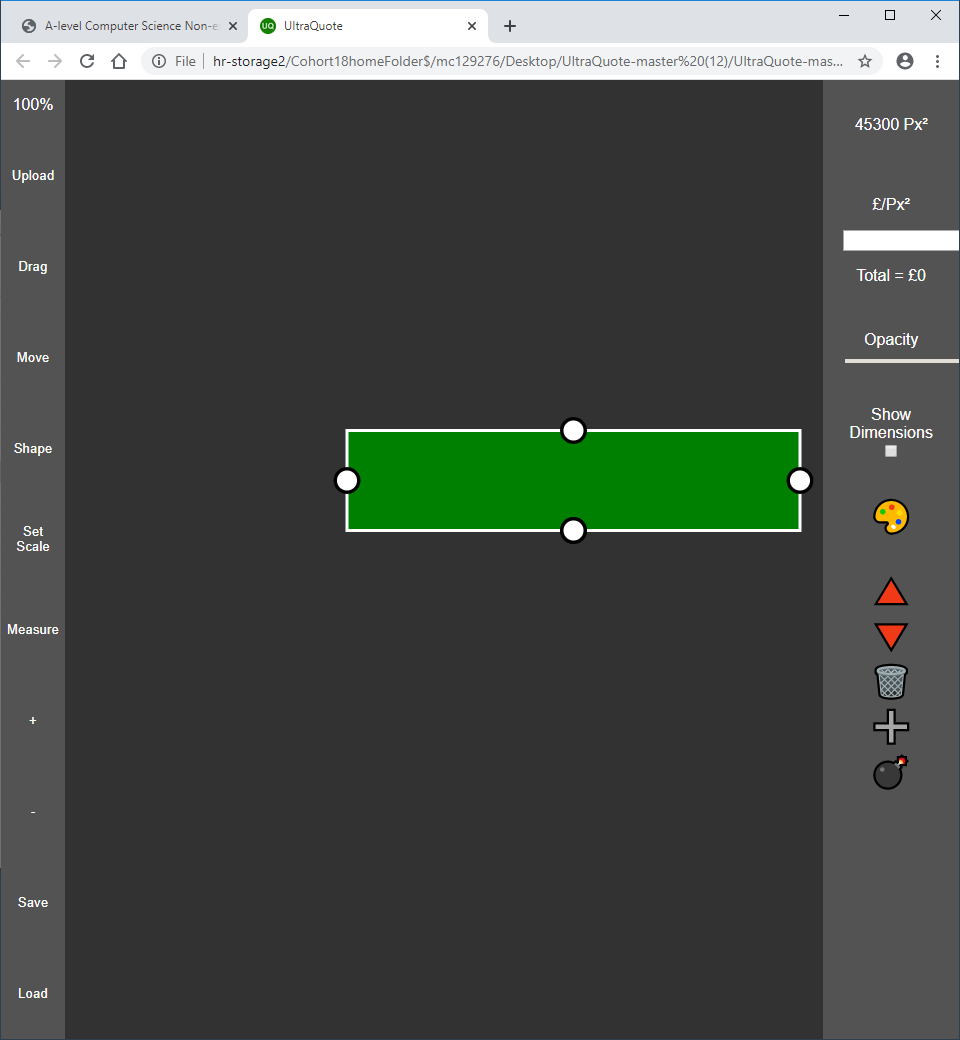
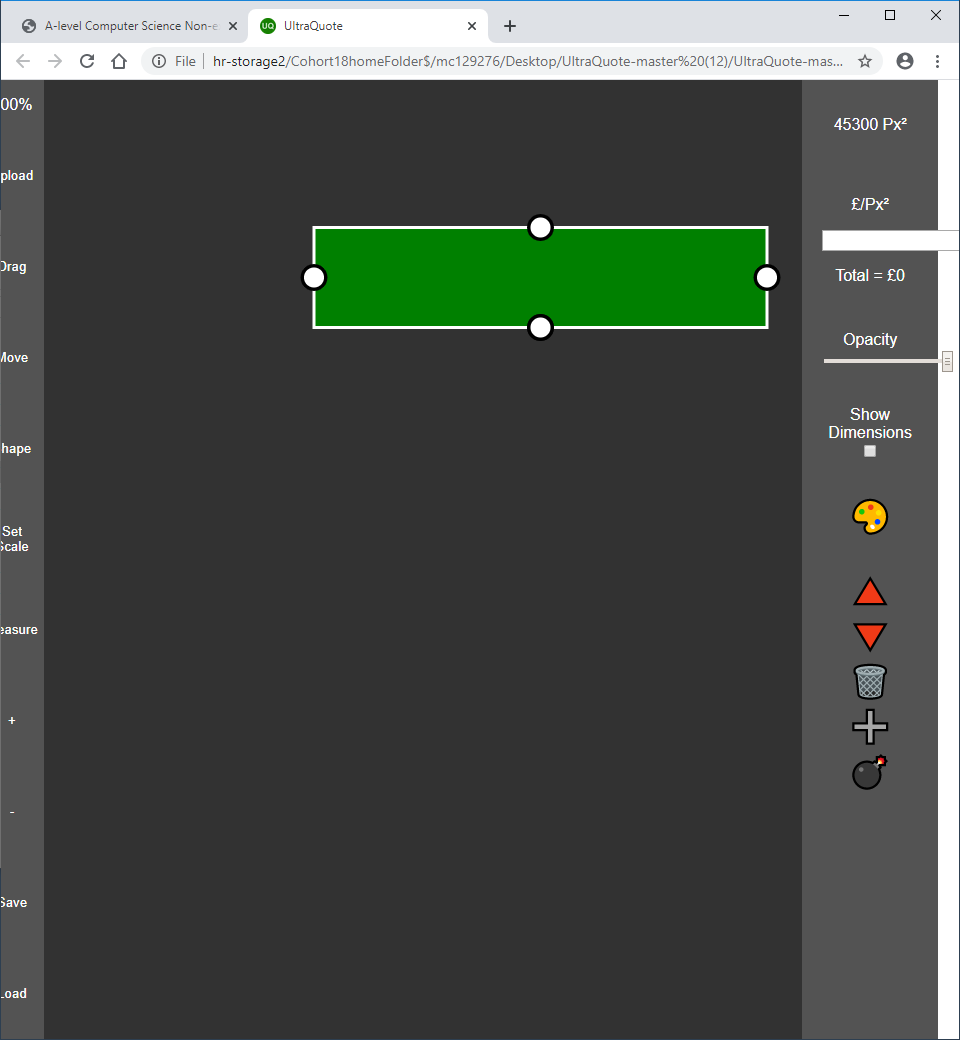
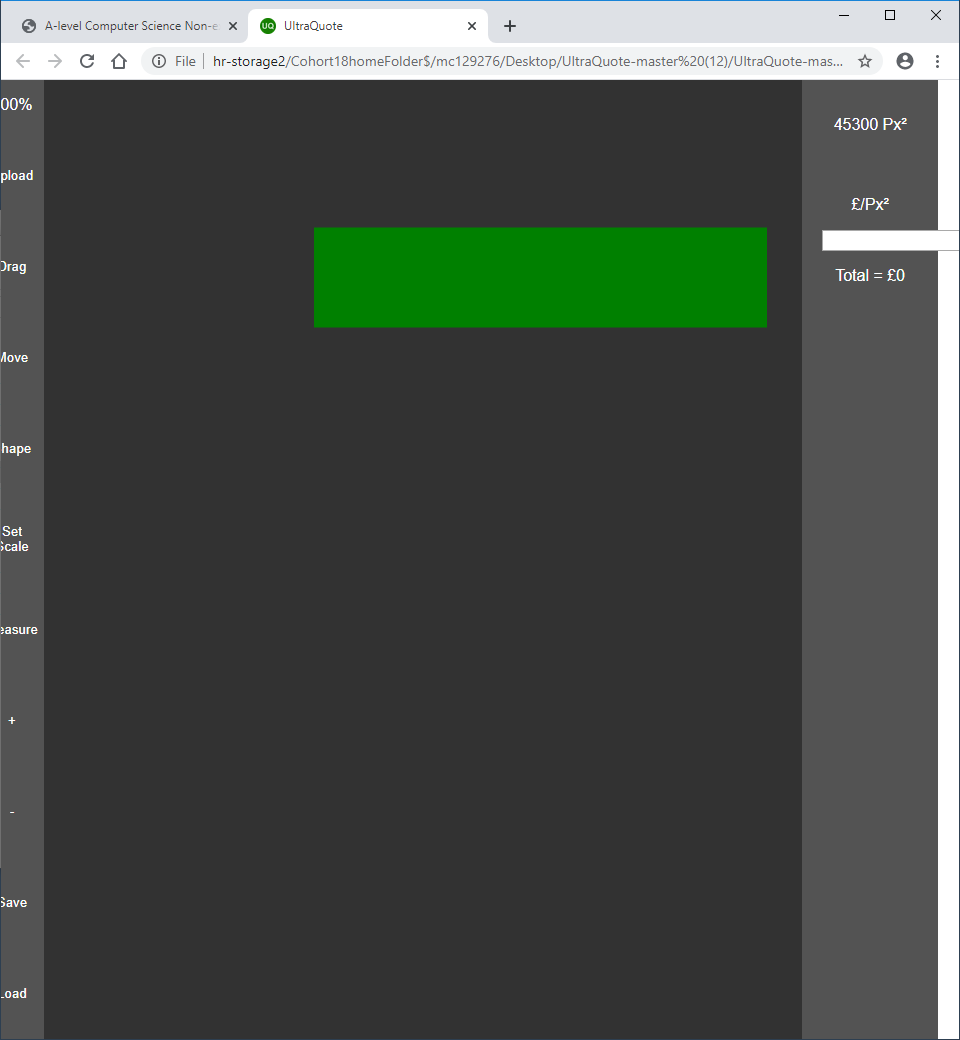
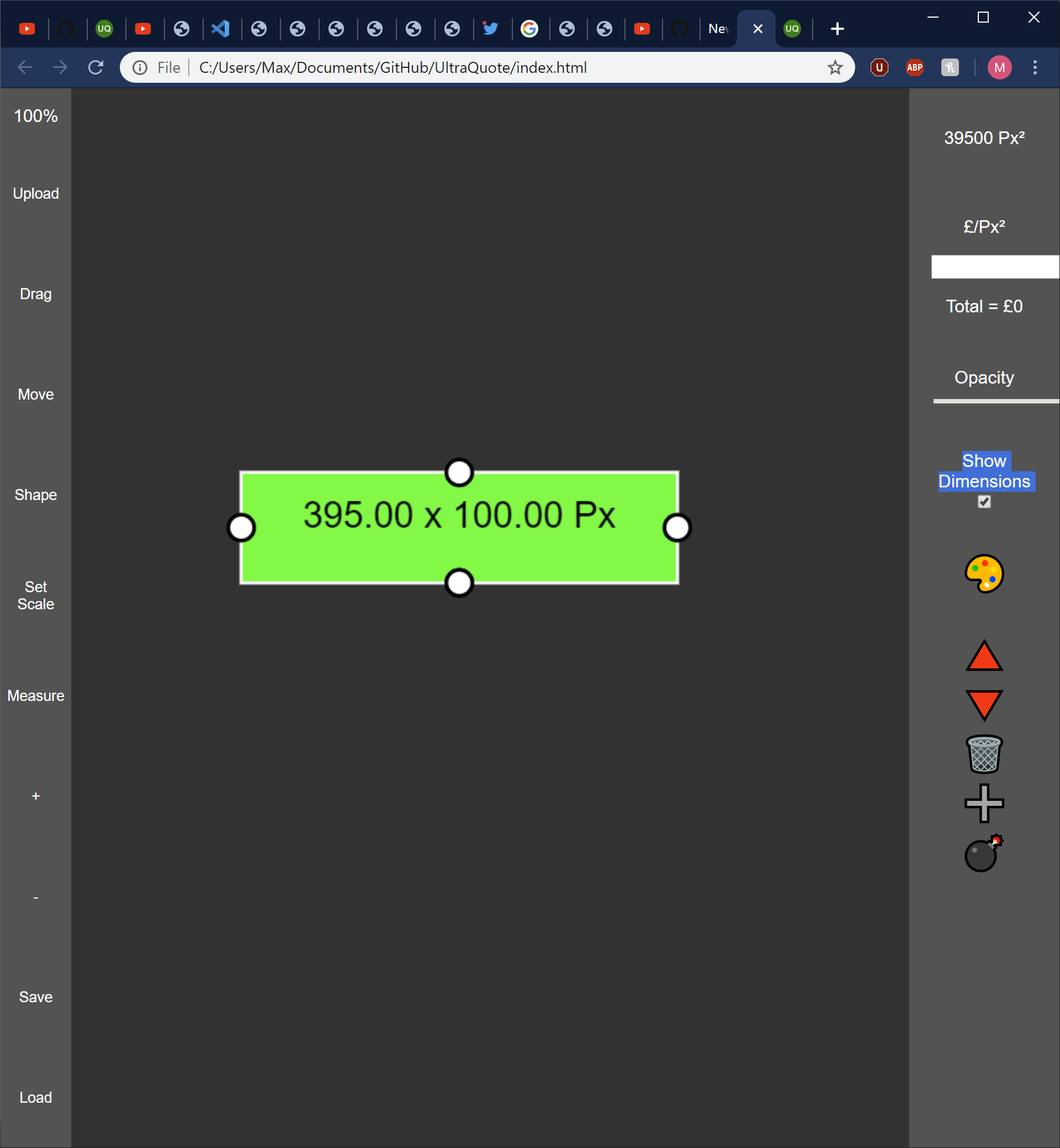
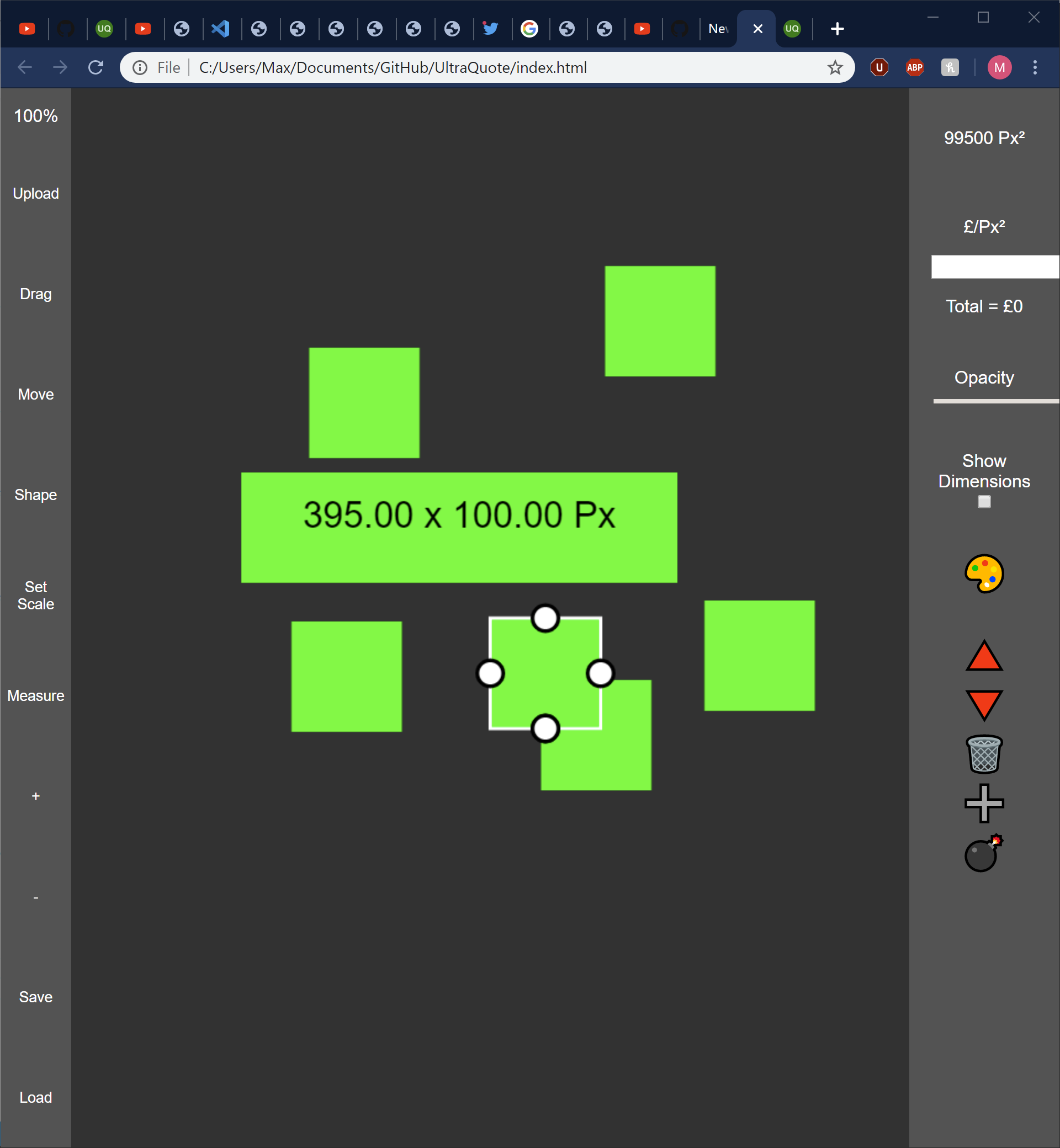
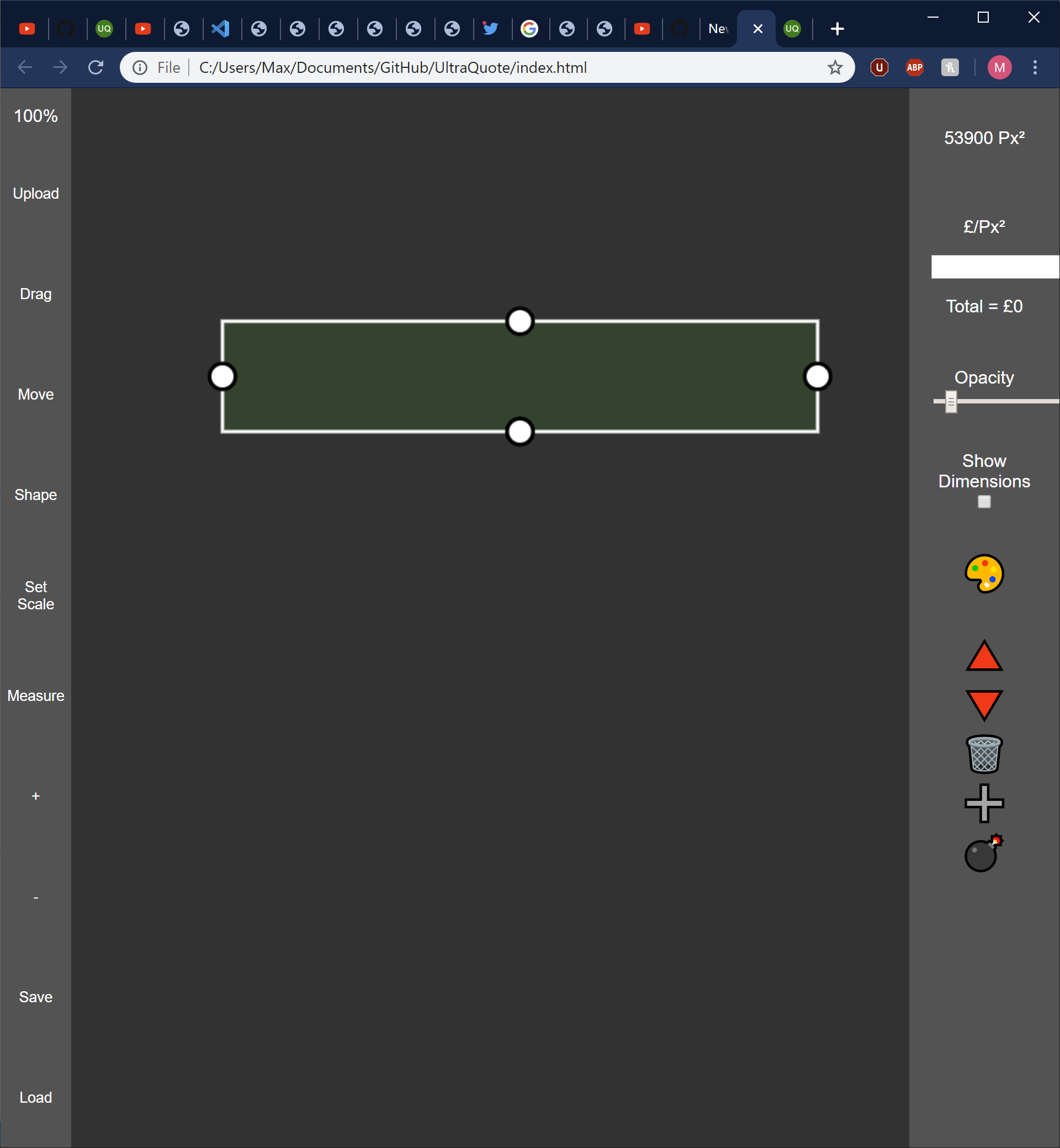
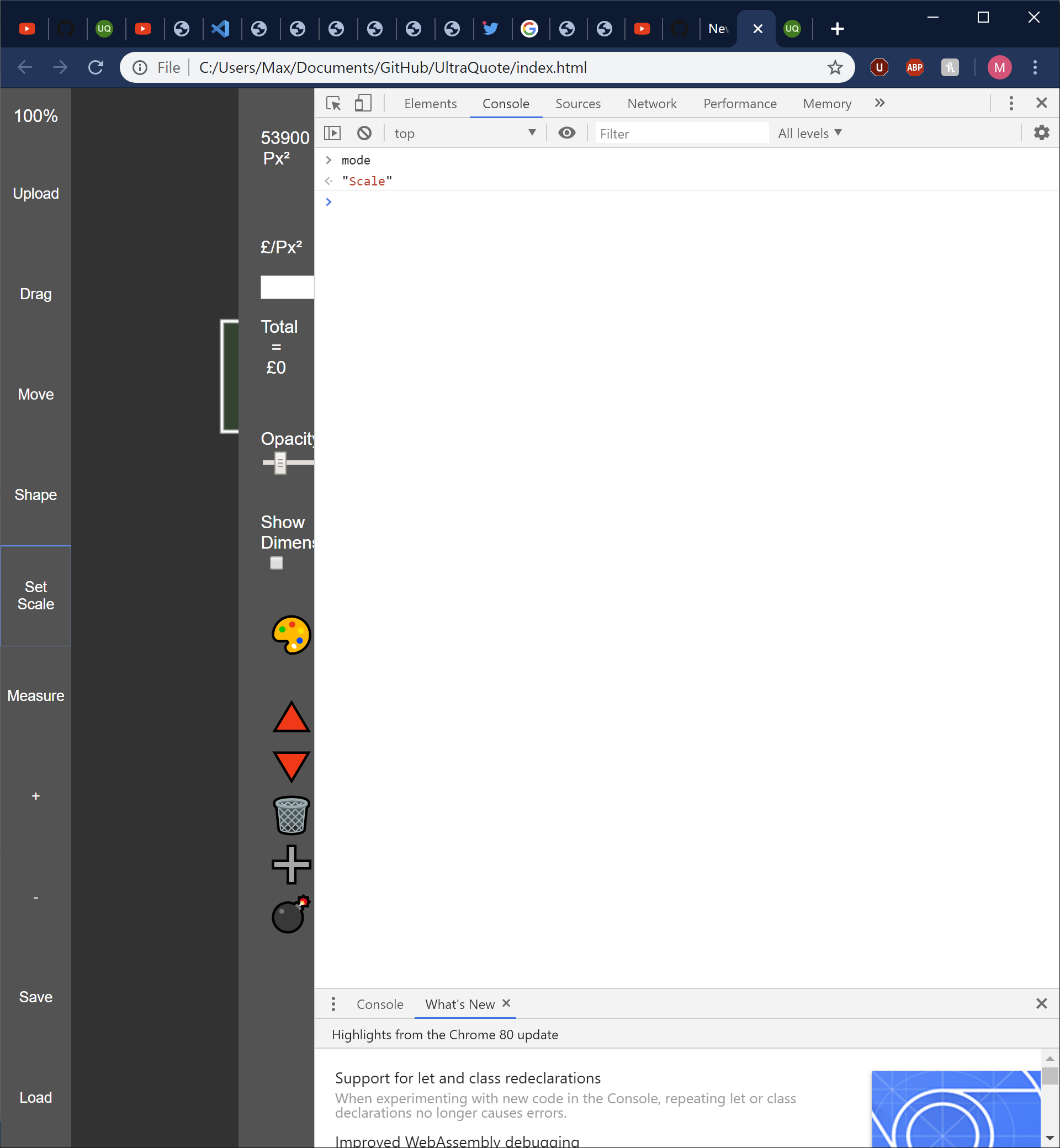
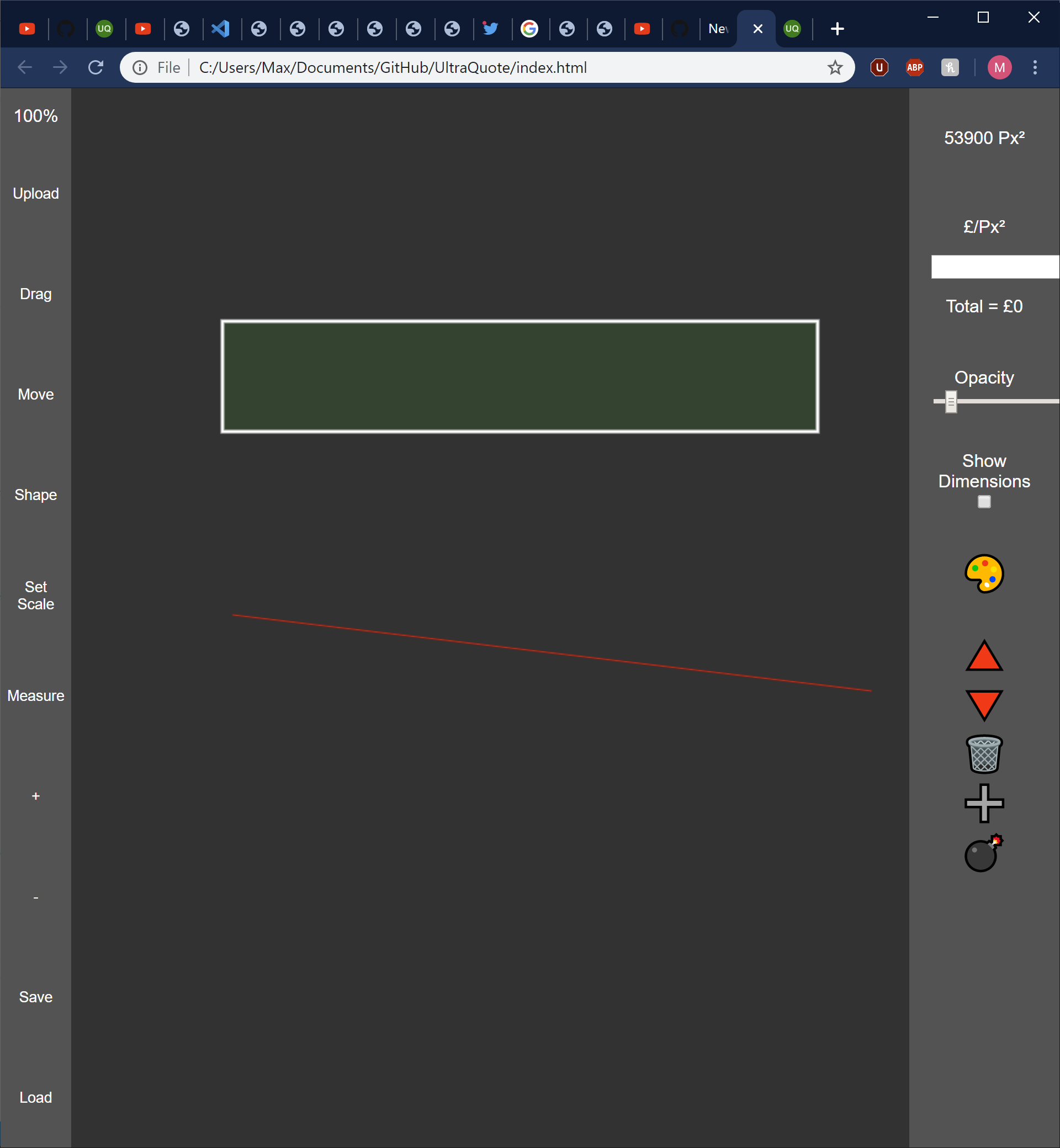
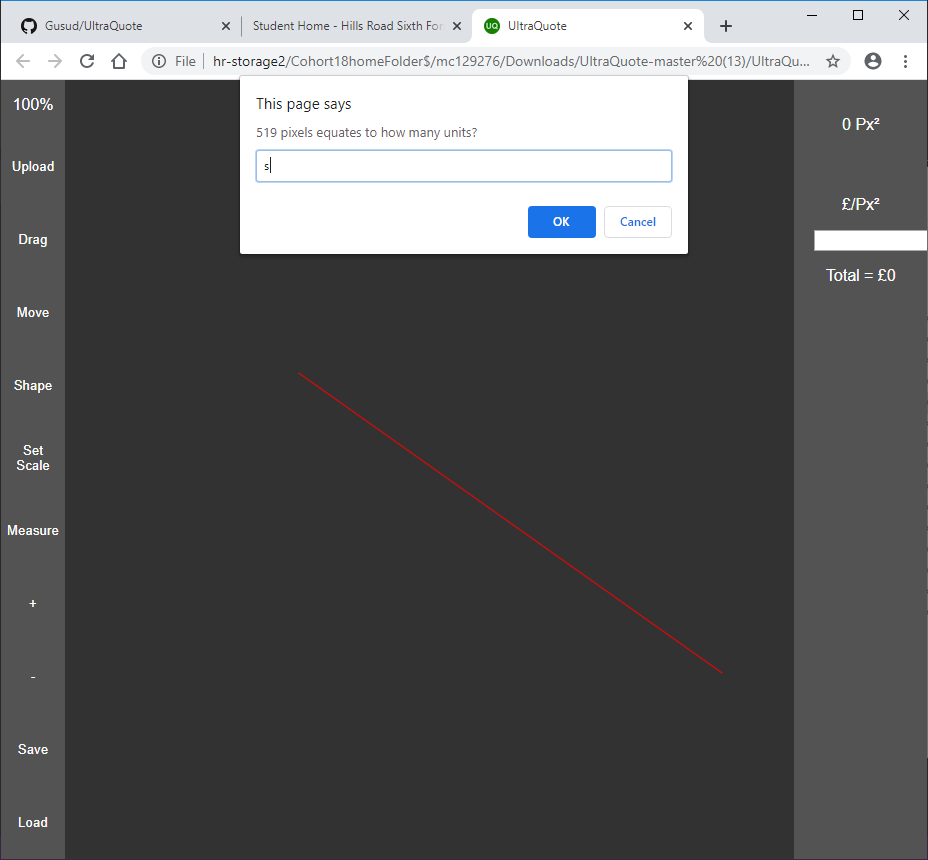
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| --- | --- | --- | --- | --- | --- |
| **Test No.** | **Test Data/Action** | **Reason/Explanation** | **Test type** | **Expected Result** | **Actual Result (screenshot #)** |
| 1 | Does the user see the Upload Button on launch? | User needs to see the Upload button to be able to import images into the program. | Typical | Button should be visible. | Pass  (1) |
| 2 | Does the zoom Indicator change with the usage of the zoom buttons | The zoom indicator is meant to help the user with seeing how far zoomed they are. | Typical | Zoom indicator should double when the “+” button pressed, and halve when “-“ button pressed | Pass  (2) |
| 3 | Does the Price Conversion box accept negative | The price should never be a string | Erroneous | The price conversion should not allow me to put in a string, nothing should show | Pass |
| 4 | Clicking shape button. | User can create the shape by pressing the button | Typical | A rectangle should appear on screen. | Pass (Rectangle appears) (3) |
| 5 | Clicking and dragging the circle at the side of a rectangle. | This should resize the shape. | Typical | The shape should increase in width when dragging right. | Pass (4) |
| 6 | Clicking a rectangle | This should show custom layer buttons on the side. As the layer is selected. | Typical | Should show the colour buttons, layer up and down buttons + more. | Pass (5) |
| 7 | Clicking off a rectangle | This should deselect the layer | Typical | Should hide the Buttons on the right side and box around the rectangle is hidden. | Pass (6) |
| 8 | Ticking Show Dimensions Box | This should make the rectangle display its length and width. | Typical | Should display the length and width in text on top of the layer. | Pass (7) |
| 9 | Clicking shape button when there is already one rectangle on the canvas | One of my key objectives is to support multiple rectangles | Typical | Should create another rectangle on the screen | Pass (8) |
| 10 | Moving opacity slider to the left | User should have full control over the rectangle | Typical | Should make the rectangle more see through | Pass (9) |
| 11 | Clicking scale button | User should be able to control the scale which pixels translate to, to get to this it has to set the right mode. | Typical | Mode Should = “Scale”  Cursor should be a crosshair. | Pass (10) |
| 12 | Dragging whilst in scale mode | User should be able to control the scale from pixels to real units. | Typical | User should be able to click and drag around screen with a line drawn. | Pass (11) |

**Testing**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test No.** | **Test Data/Action** | **Reason/Explanation** | **Test type** | **Expected Result** | **Actual Result (screenshot #)** |
| 13 | Releasing from a drag in scale mode | Give user control of scale | Typical | Bring up dialogue to get the unit quantity | Pass (12) |
| 14 | Upload button clicked | Allow user to upload image | Typical | Bring up file dialogue | Pass (13) |
| 15 | Resize window | User experience – useful to allow multi resolution | Typical | The Panels on the side of the screen will move inwards | Pass (14) |
| 16 | Change Colour in colour dialogue | Allow user to have full control over layers | Typical | The colour of the rectangle should change to the colour which was selected. | Pass (15) |
| 17 | Click Save | Allow user to save their work to resume it later | Typical | The user should download a file to their pc. |  |
| 18 | Click Load | The user should be able to upload their file which they saved earlier. | Typical |  |  |
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**Screenshots of Tests**

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