

## How I Would Test an ETH Payment Flow?

First, I will need to check if MetaMask or other wallets are added to my browser. Then, I will connect it to a test network like Goerli or Sepolia, or any other network that's being used for tests in the company.

After that, I need to make sure my wallet has some test ETH. I can get this from a testnet faucet online or any other recommended platforms from my team.

Finally, I need to open the app that I want to test and check if there's an option to pay with ETH. If all this is ready, then I can start testing the payment flow.

## Things I Will Test

Connect Wallet	When I click "Connect Wallet", MetaMask should pop up and connect.
Check ETH Balance	The app should show the correct ETH amount in my wallet.
Make a Payment	When I enter a valid amount and confirm in MetaMask, the transaction should go through.
Cancel Payment	If I click "Reject" in MetaMask, the app should cancel payment and show a message like "Payment cancelled".
Low Balance Test	If I try to pay more ETH than I have, MetaMask or the app should give an error.
Weak Internet / Slow Confirm	If the transaction takes time, I should see a "Processing..." message.
See Confirmation	After payment, I should see a "Payment Successful" message with transaction ID or a link to view on Etherscan.

## What Can Go Wrong (and I'll Test That Too)

- If MetaMask or another wallet is **not installed**, does the app handle it properly?
- If I **switch networks** during payment, does it show a warning?
- If I **disconnect the wallet**, does the app ask me to reconnect?
- If I send **0 ETH or random letters** instead of a valid number, is it blocked?
- Does the payment button stay disabled until the form is valid?

## Tools I Might Use

- **MetaMask** for wallet connection
- **Goerli or Sepolia testnet** for fake ETH
- **Etherscan** to check if the payment went through
- Basic **browser dev tools** (console, network tab) to see errors

## Notes

- I'll keep logs of transaction IDs, screenshots of any errors, and note the exact steps I took.
- I'll work closely with the developer to confirm expected behavior (some delays or network issues might be normal).
- I'll suggest improvements if the flow feels confusing, like adding loading spinners or clearer messages.