

**Side menu Button:**

- Side menu Button scalability
  - In order to check if the buttons was displaying and are getting scales according to the device in user, I had to test the code using all the different simulators. I ran the test in each simulator one at a time and compare the result with the other simulators. Once I saw the button scale according to the simulator in use I knew the scalability is working good for the side menu button display.

**To-Do list:**

- To-do List is scaling correctly based on the different simulators(ex. I-phone #, I-pad)
  - In order to check if the to-do list was displaying and are getting scales according to the device in user, I had to test the code using all the different simulators. I ran the test in each simulator one at a time and compare the result with the other simulators. Once I saw the to-do list scale according to the simulator in use I knew the scalability is working good for the to-do list.
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- To-do list items are saved in the database
  - Once the user add their list of task in the to-do list it stays in the to-do list until user manually delete the task once they are done. I tested that by first writing items in the to-do list in the simulator and then change the view from current to-do list tab to a different tab and coming back to the to-do list tab. If the items disappeared then it means it did not successfully saved in the database. If the items stays in the to-do list then it means they were successfully saved in the database and to-do list is working globally.
- All the to-do list items are showing
  - All the task in the to-do list are showing. In order to test this, I had to input lots of items in the to-do list so the to-do list view gets filled up with the tasks and user have to use the scroll bar to view the rest of the task that are listed in the to-do list but are not showing up in the view. Once I saw the items in the to-do list using the scroll bar I knew it was working.

**Clock scalability:**

- Clock displaying and scaling on all devices
  - In order to check if the clock was displaying and all the buttons are getting scales according to the device in user, I had to test the code using all the different

simulators. I ran the test in each simulator one at a time and compare the result with the other simulators. Once I saw the clock scale according to the simulator in use I knew the scalability is working good for the clock display.

**Goody Bag Scalability:**

- Goody Bag display
  - In order to check if the goody bag were displaying and getting scales according to the device in user, I had to test the code using all the different simulators. I ran the test in each simulator one at a time and compare the result with the other simulators. Once I saw the goody bag tab scale according to the simulator in use I knew the scalability is working good for the goody bag.