

Driver: To test the calendar, I launched our app in Xcode iPhone XR simulator. I then navigated to the calendar tab. Once in the calendar tab I made sure that the current date and days left in the month were lighter, while the days that have already passed were darker to indicate they have passed. I also clicked the days to see if they would highlight and clicked the month buttons to move to future months.

SUT: The calendar component of our application.

Stub: The calendar utilizes three main buttons. One controls going to future months, one controls going back to previous months (only up to the current month though), and the other button allows the user to press current date and future dates.

Testing Fixture: I was checking to see if the calendar was implemented correctly.

Set up phase: I utilized the iPhone XR simulator in Xcode 10.

Exercise Phase: I opened our app and clicked on the main three buttons within the calendar interface (as described above).

Verify Phase: Expected behavior was that the forward arrow would allow user to navigate to future months, backwards arrow would allow the user to move back months up until the current month (e.g., if current month is December and user navigated forward to February, the user can press the backwards arrow and navigate back to December), and the user should be able to click on current date and future date and have the number highlighted.

Tear Down Phase: Quit iPhone XR simulator.