

# GUI Test

These tests are meant to be performed on a tablet and the application will in some ways behave differently running on a phone since it has been designed with a tablet in mind.

## 1) Test orderlist

- a) Scroll the orderlist and verify that it is smooth
- b) Look at an order and verify that it contains
  - i) The order's name ID
  - ii) The name of the deceased person
  - iii) The order date
  - iv) The cemetery name
  - v) A percentage of how much of the order has been done
- c) Write "or" in the search field and verify that orders not matching the string get filtered out.
- d) Choose "Sågning" in the drop-down followed by "Gravering" and verify that it sorts the orders differently.
- e) Click on an order in the list and verify that it is shown in the detail view to the right of the list.

## 2) Test detail view

- a) Click on an order to make sure that an order is selected.
- b) Click on "Detaljer" in the tab menu in the upper left corner underneath the actionbar
- c) Make sure that the following data can be view in the white cards that is displayed on the screen:
  - i) Graveyard notation
  - ii) Cemetery board
  - iii) Cemetery
  - iv) Material and color
  - v) Stone model
  - vi) Ornament
  - vii) Description
  - viii) Frontwork
  - ix) textStyle
- d) rotate the screen and repeat steps a to c and determine if application works properly according to these steps.

## 3) Test task view

- a) Click on an order to make sure that an order is selected.
- b) Click on a task that you wish change status on.

- c) Make sure that its color changed.
- d) Rotate the screen and check if the tasks are the same as before the rotation. \*

#### **4) Test map view**

- a) Click on the map icon in the actionbar.
- b) Install plugins if necessary and restart app afterwards
- c) Wait for orders to be placed on map
- d) scroll around the map and check if the order that were on the previous screen are placed properly on the map (some orders may not be placed anywhere on the map if google cannot find its address)
- e) rotate the screen and repeat steps a to d and determine if application works properly according to these steps.

\* THIS DOESN'T WORK IN THE CURRENT RELEASE