System Test Cases – Iteration 4

IC	SF	Initial State	Input	Expected Output	Actual Output
#IC_B1: Setting up for driving	#SF_B0: Request Data	#SC_B0: Start Screen	User taps on "Start Tour"	- System shows #SC_B1: Select Bus Screen where a list of busses is shown provided by the server	- correct
#IC_B1: Setting up for driving	#SF_B1: Select Bus	#SC_B1: Select Bus Screen	User taps a bus	- System shows #SC_B2: Select Line Screen where a list of the lines is shown provided by the server	- correct
#IC_B1: Setting up for driving	#SF_B2: Select Busline	#SC_B2: Select Line Screen	User taps a line	- System shows #SC_B3.1: Drive Screen – Main Tab - initiate #SF_B3.1	- correct
#IC_B1: Setting up for driving	#SF_B3.1: Send Bus Status Data to server	#SC_B3.1: Drive Screen – Main Tab	Bus and line information	- Bus ID and line ID is sent to and received by server	- correct
#IC_B2: Document number of Citizens #IC_B3: See route #IC_B4: See stops	#SF_B3.2: Send Real Time Data to server	#SC_B3: Drive Screen, #SC_B4: Stops Screen, #SC_B5: Map Screen	GPS data from the device	- GPS location, ID of the bus, number of passengers and a timestamp are sent to server every 60 seconds - Data is received by server	- correct
#IC_B2: Document number of Citizens #IC_B3: See route #IC_B4: See stops	#SF_B3.2: Send Real Time Data to server	#SC_B3: Drive Screen, #SC_B4: Stops Screen, #SC_B5: Map Screen	GPS data from the device	- GPS location, ID of the bus, number of passengers and a timestamp are sent to server if the bus moved 75 meters since the last sending - Data is received by sever	- correct
#IC_B5: Receiving a Custom Stop Request, #IC_B6: Completing a Custom Stop	#SF_B3.3: Send Custom Stop status update to server	#SC_B3: Drive Screen	Custom Stop status	- the Custom Stop status and ID of the bus are sent to and received by server	- correct
#IC_B2: Document number of Citizens	#SF_B4: Change number of taken seats	#SC_B3.1: Drive Screen – Main Tab	#SC_B3.1: Drive Screen – Main Tab	- displayed number of Passengers increased - updated number sent to and received by server in #SF_B3.2	- correct
#IC_B2: Document number	#SF_B4: Change number of taken seats	#SC_B3.1: Drive Screen – Main Tab	User taps the Decrease Button	- displayed number of Passengers decreased - updated number sent to and received by server in #SF_B3.2	- correct

of Citizens					
#IC_B3: See route	#SF_B6: Show map of current position	#SC_B3: Drive Screen, #SC_B4: Stops Screen	User taps Map Tab	- System shows #SC_B5: Map Screen - The screen shows map, current position, Line Stops connected by a Line and accepted Custom Stops	- correct
#IC_B4: See stops	#SF_B7: Show Line Stops	#SC_B3: Drive Screen, #SC_B5: Map Screen	User taps Stops Tab	- System shows #SC_B4: Stops Screen - The screen shows list of all stops including scheduled arrival time	- correct
-	#SF_B8: Cycle through Line Stop	#SC_B3.1: Drive Screen – Main Tab	User taps the Next/Previous Stop Button	- The System shows the next/previous Line Stop	- correct
#IC_B5: Receiving Custom Stop Request	#SF_B5: Receive Custom Stop Request	#SC_B3: Drive Screen, #SC_B4: Stops Screen, #SC_B5: Map Screen	List of Custom Stops from server	- App shows a notification - The #SC_B3.2: Drive Screen – New Custom Stops Tab shows a list of new Custom Stops	- correct
#IC_B5: Receiving a Custom Stop Request	#SF_B9: Respond to Custom Stop Request #SF_B3.3: Send Custom Stop status update to server	#SC_B3.2: Drive Screen – New Custom Stops Tab	User accepts Custom Stop	- Custom Stop is moved to accepted Custom Stops on the #SC_B3.1: Drive Screen – Main Tab - #SF_B3.3: Send Custom Stop status update to server	- correct
#IC_B5: Receiving a Custom Stop Request	#SF_B9: Respond to Custom Stop Request #SF_B3.3: Send Custom Stop status update to server	#SC_B3.2: Drive Screen – New Custom Stops Tab	User declines Custom Stop	- Custom Stop disappears from the list - #SF_B3.3: Send Custom Stop status update to server	- correct
#IC_B6: Completing a Custom Stop	#SF_B10: Complete Custom Stop #SF_B3.3: Send Custom Stop status update to server	#SC_B3.1: Drive Screen – Main Tab	User marks Custom Stop as 'completed'/'no appearance'	- Custom Stop disappears from the accepted Custom Stops list - #SF_B3.3: Send Custom Stop status update to server	- correct

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