##### Appendix B – Test Cases

| **Test Num** | **Description** | **Input** | **Required Output** | **Actual Output** | **Comments** | **Pass/Fail.** |
| --- | --- | --- | --- | --- | --- | --- |
| **1** | Password Check 1 | User enters ‘alacaza’ in password text field and presses Log In Button | Error message, user denied access | Error message, user denied access |  | Pass |
| **2** | Password Check 2 | User enters ‘alacaza’ *twice* more, each time pressing Log in Button | Error message, user denied access, then system locks and system must be closed down | Error message, user denied access, then system locks and system must be closed down |  | Pass |
| **3** | Password Check 3 | User restarts system and enters ‘alazaZam’ in password field and presses Log In button | User logged in and functionality available | Error Message | The password is OpenSimSim, not alazaZam | Fail |
| **4** | Bad username entered | User enters ‘Fred’ as student name and 0,0,0 as marks | Error Message | Error Message |  | Pass |
| **5** | Bad mark entered | User enters ‘George and mark for Class Test as ‘Forty’ and Conical Basket as ‘Fifty’ and ‘Sizty’ as Destructive Testing | Error Message(s) | The mark stays 0 | Anything outside the range of 0-100 does not work | Pass |
| **6** | Bad mark entered | User enters ‘George’ and mark for Class Test as 999, Basket as blank and Destructive Testing as -1 | Error Message(s) | The marks stay 0 |  | Pass |
| **7** | Good Mark entered | User enters ‘George’ and mark for Class Test as 40 and Basket as 40 and Destructive Testing as 40. | Success | It successfully stored the numbers |  | Pass |
| **8** | Good Mark entered | User enters ‘Dave’ and mark for Class Test as 50 and Basket as 50 and Destructive as 50 | Success | It successfully stored the numbers |  | Pass |
| **9** | Show scores by Name | User presses Show Marks (A-Z) | Name Test Basket Destructive Total  Chris 0 0 0 0  Dan 0 0 0 0  Dave 50 50 50 50  George 40 40 40 40  Ian 0 0 0 0  Joe 0 0 0 0 | It successfully shows grades by name. | However it was coded with brute force, no sorting algorithm. | Pass |
| **10** | Show scores by Score | User Presses Show Marks (100-0) | Name Test Basket Destructive Total  Dave 50 50 50 50  George 40 40 40 40  Chris 0 0 0 0  Dan 0 0 0 0  Ian 0 0 0 0  Joe 0 0 0 0 | Has not been implemented yet. |  | Fail |

##### My Own Tests

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| --- | --- | --- | --- | --- | --- | --- |
| **Test Num** | **Description** | **Input** | **Required Output** | **Actual Output** | **Comments** | **Pass/Fail.** |
| **1** | Log Off button | User clicks on log off and | Success | It successfully stored the numbers |  | Pass |
| **2** | Information Retains after logging off | User logs in, inputs grade, logs out and logs back in | Success | It successfully retains information |  | Pass |
| **3** | Restarting App shouldn’t retain any information entered by user | User closes and reopens app | Success | Successfully Forgets Information |  | Pass |
| **4** | Store Marks 1 | User Clicks on Store Marks | Success | Successfully Stores Marks |  | Pass |
| **5** | Store Marks 2 | User Doesn’t input any information and stores marks | Error Message() | Successfully displays error message |  | Pass |