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| Nombre | Clase | Escenario |
| setupStage1 | Article | Vacío |
| setupStage1 | UserBuyer | Vacío |
| setupStage1 | UserSeller | Devuelve un objecto de UserSeller con datos vacíos |
| setupStage1 | User | Vacío |
| setupStage1 | Administraitor | Vacío |
| setupStage1 | Order | Se crea un objeto de tipo Articulo |
| setupStage1 | Technology | Vacío |
| setupStage1 | CellPhone | Vacío |
| setupStage1 | TV | Vacío |
| setupStage1 | HomeAppliances | Vacío |
| setupStage1 | Fridge | Vacío |
| setupStage2 | Fridge | Un objeto creado, que **si** es Smart y **si** es froze |
| setupStage3 | Fridge | Un objeto creado, que **no** es Smart y **no** es froze |
| setupStage1 | Stove | Vacío |
| setupStage2 | Stove | 3 objetos Stove creados, cada uno con difirente tipo de estufa (1-Gas,2-Electrica,3.gas y eléctrica) |
| setupStage1 | SkyMarket | Se crea un objeto de SkyMarket vacío |
| setupStage2 | SkyMarket | Se crea un objeto de SkyMarket con 4 usuarios añadidos por defecto |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| Article | Article(Constructor) | setupStage1 | Name: “Y9”  Code: “12345”  Price: 1000000  Description:” Celulargama media”  Picture = “data/PictureHuaweiY9”  Quantity = 3  NextArticle = null | El método constructor funciona correctamente |
| Article | Setters y getters | setupStage1 | Name: “Mate 20”  Code: “1234”  Price: 3000000  Description:” Celular con muy buena camara”  Picture = “data/Picture1”  Quantity = 2  NextArticle = null | Los getters y setters realizan su trabajo correctamente. |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| User | User(Constructor) | setupStage1 | Name: “Raul”  lastName: “Gomez”  Identification: “1005040032”  Email : “raulg@gmail.com  Password: “raulg10”  Username: “raulito20”  Picture = “data/PictureRaul” | El método constructor funciona correctamente. |
| User | Setters y getters | setupStage1 | Name: “Raul”  lastName: “Gomez”  Identification: “1005040032”  Email : “raulg@gmail.com  Password: “raulg10”  Username: “raulito20”  Picture = “data/PictureRaul” | Los getters y setters realizan su trabajo correctamente. |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| UserBuyer | UserBuyer(Constructor) | setupStage1 | Name: “Raul”  lastName: “Gomez”  Identification: “1005040032”  Email : “raulg@gmail.com  Password: “raulg10”  Username: “raulito20”  Picture = “data/PictureRaul”  Basket = null  History = null | El método constructor funciona correctamente |
| UserBuyer | Setters y getters | setupStage1 | Name: “Raul”  lastName: “Gomez”  Identification: “1005040032”  Email : “raulg@gmail.com  Password: “raulg10”  Username: “raulito20”  Picture = “data/PictureRaul”  Basket = null  History = null | Los getters y setters realizan su trabajo correctamente. |
| UserBuyer | addArticleToHistory | setupStage1 | Price: 100000  Description: “Celular gama media”  Picture: “data/PictureHuaweiY9”  Quantity: 3 | El método añade correctamente artículos al historial de compras |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| UserSeller | UserSeller(Constructor) | setupStage1 | Name: “Raul”  lastName: “Gomez”  Identification: “1005040032”  Email : “raulg@gmail.com  Password: “raulg10”  Username: “raulito20”  Picture = “data/PictureRaul” | El método constructor funciona correctamente |
| UserSeller | Setters y getters | setupStage1 | Name: “Raul”  lastName: “Gomez”  Identification: “1005040032”  Email : “raulg@gmail.com  Password: “raulg10”  Username: “raulito20”  Picture = “data/PictureRaul”  Calification = 0  History = null  sellArticles = null | Los getters y setters realizan su trabajo correctamente. |
| UserSeller | addArticleToHistory | setupStage1 | Name: “Y9”  Code: “12345”  Price: 100000  Description: “Celular gama media”  Picture: “data/PictureHuaweiY9”  Quantity: 3 | El método añade exitosamente artículos al historial de ventas |
| UserSeller | modifyQuantity | setupStage1 | Name: “Y9”  Code: “12345”  Price: 100000  Description: “Celular gama media”  Picture: “data/PictureHuaweiY9”  Quantity: 3  Code: “12345”  newQuantity: 2 | El método resta la cantidad enviada por parámetro al artículo en venta exitosamente |
| UserSeller | addArticleToSellArticles | setupStage1 | Name: “Y9”  Code: “12345”  Price: 100000  Description: “Celular gama media”  Picture: “data/PictureHuaweiY9”  Quantity: 3 | El método añade correctamente un artículo a la venta |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| Administraitor | Administraitor(Constructor) | setupStage1 | Name: “Raul”  lastName: “Gomez”  Identification: “1005040032”  Email : “raulg@gmail.com”  Password: “raulg10”  Username: “raulito20”  Picture = “data/PictureRaul” | El método constructor funciona correctamente |
| Administraitor | Setters y getters | setupStage1 | Name: “Raul”  lastName: “Gomez”  Identification: “1005040032”  Email : “raulg@gmail.com  Password: “raulg10”  Username: “raulito20”  Picture = “data/PictureRaul” | Los getters y setters realizan su trabajo correctamente. |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| Administraitor | Administraitor(Constructor) | setupStage1 | Name: “Raul”  lastName: “Gomez”  Identification: “1005040032”  Email : “raulg@gmail.com”  Password: “raulg10”  Username: “raulito20”  Picture = “data/PictureRaul” | El método constructor funciona correctamente |
| Administraitor | Setters y getters | setupStage1 | Name: “Raul”  lastName: “Gomez”  Identification: “1005040032”  Email : “raulg@gmail.com  Password: “raulg10”  Username: “raulito20”  Picture = “data/PictureRaul” | Los getters y setters realizan su trabajo correctamente. |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| Order | Order(Constructor) | setupStage1 | orderCode; 2341  articles : ObjectArticle | El método constructor funciona correctamente |
| Order | Setters y getters | setupStage1 | orderCode; 123332  articles : ObjectArticle | Los getters y setters realizan su trabajo correctamente. |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| Technology | Technology(Constructor) | setupStage1 | Name: “Y9”  Code: “12345”  Price: 1000000  Description:” Celular gama media”  Picture = “data/PictureHuaweiY9”  Quantity = 3  NextArticle = null  PrevArticle = null  BatteryWats = 2000  ScreenSize =20  Ram = 4  Processor = Hisilicon Kirin | El método constructor funciona correctamente |
| Technology | Setters y getters | setupStage1 | Name: “Y9”  Code: “12345”  Price: 1000000  Description:” Celular gama media”  Picture = “data/PictureHuaweiY9”  Quantity = 3  NextArticle = null  PrevArticle = null  BatteryWats = 2000  ScreenSize =20  Ram = 4  Processor = Hisilicon Kirin | Los getters y setters realizan su trabajo correctamente. |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| CellPhone | Technology(Constructor) | setupStage1 | Name: “Y9”  Code: “12345”  Price: 1000000  Description:” Celular gama media”  Picture = “data/PictureHuaweiY9”  Quantity = 3  NextArticle = null  PrevArticle = null  BatteryWats = 2000  ScreenSize =20  Ram = 4  Processor = Hisilicon Kirin  Number sims = 2  Number cameras = 3 | El método constructor funciona correctamente |
| CellPhone | Setters y getters | setupStage1 | Name: “Mate 20”  Code: “1234”  Price: 3000000  Description: “Celular con muy buena camara”  Picture = “data/Picture1”  Quantity = 2  NextArticle = null  PrevArticle = null  BatteryWats = 2000  ScreenSize =20  Ram = 4  Processor = Hisilicon Kirin  Number sims = 2  Number cameras = 3 | Los getters y setters realizan su trabajo correctamente. |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| HomeAppliances | HomeAppliances(Constructor) | setupStage1 | Name: “Nevera LG”  Code: “12346”  Price: 2000000  Description: “Nevera con alto nivel de congelamiento”  Picture = “data/PictureNeveraLG”  Quantity = 4  NextArticle = null  PrevArticle = null  Weight =100  Capacity =1000  WattsConsum =200  Height = 200  Width = 100 | El método constructor funciona correctamente |
| HomeAppliances | Setters y getters | setupStage1 | Name: “Nevera LG”  Code: “12346”  Price: 2000000  Description: “Nevera con alto nivel de congelamiento”  Picture = “data/PictureNeveraLG”  Quantity = 4  NextArticle = null  PrevArticle = null  Weight =100  Capacity =1000  WattsConsum =200  Height = 200  Width = 100 | Los getters y setters realizan su trabajo correctamente. |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| Fridge | Fridge(Constructor) | setupStage1 | Name: “Nevera LG”  Code: “12346”  Price: 2000000  Description: “Nevera con alto nivel de congelamiento”  Picture = “data/PictureNeveraLG”  Quantity = 4  NextArticle = null  PrevArticle = null  Weight =100  Capacity =1000  WattsConsum =200  Height = 200  Width = 100  Smart = true  frost = False | El método constructor funciona correctamente |
| Fridge | Setters y getters | setupStage1 | Name: “Nevera LG”  Code: “12346”  Price: 2000000  Description: “Nevera con alto nivel de congelamiento”  Picture = “data/PictureNeveraLG”  Quantity = 4  NextArticle = null  PrevArticle = null  Weight =100  Capacity =1000  WattsConsum =200  Height = 200  Width = 100  Smart = true  frost =true | Los getters y setters realizan su trabajo correctamente. |
| Fridge | testIsSmartStringAndIsNoFrozeStringTrue | setupStage2 | Smart = true  frost = true | Los metodos retornan “SI” de manera correcta |
| Fridge | testIsSmartStringAndIsNoFrozeStringFalse | setupStage3 | Smart = false  frost = false | Los metodos retornan “NO” de manera correcta |

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| **Clase** | **Método** | **Escenario** | **Valores de Entrada** | **Resultado** |
| Stove | Stove(Constructor) | setupStage1 | Name: “Estufa mabe”  Code: “1223”  Price: 700000  Description: “Estufa elegante”  Picture = “data/PathPictureEstufa”  Quantity = 2  NextArticle = null  PrevArticle = null  Weight =80  Capacity =500  WattsConsum =1000  Height = 1  Width = 1  NumberOfNozzles = 4  typeStove = 3 | El método constructor funciona correctamente |
| Stove | Setters y getters | setupStage1 | Name: “Estufa mabe”  Code: “1223”  Price: 700000  Description: “Estufa elegante”  Picture = “data/PathPictureEstufa”  Quantity = 2  NextArticle = null  PrevArticle = null  Weight =80  Capacity =500  WattsConsum =1000  Height = 1  Width = 1  NumberOfNozzles = 4  typeStove = 3 | Los getters y setters realizan su trabajo correctamente. |
| Stove | getTypeStoveString | setupStage2 | Nada | El metodo retorna los string correctos. |
| **Clase** | **Método** | **Escenario** | **Valores de entrada** | **Resultado** |
| SkyMarket | newUser | setupStage1 | Name: “Giovanni”  Lastname: “Mosquera”  Identification: “1006055396”  Email: [Giovanni2414g@gmail.com](mailto:Giovanni2414g@gmail.com)  Password: “1234”  Username: “xGiovanni”  Image: “images/”  Date: LocalDate.now()  UserType = 0 | Un nuevo usuario ha sido añadido al arrayList de usuarios |
| SkyMarket | binarySearchUser | setupStage2 | Se buscan los nombres:  Username: “xGiovanni”  Username: “Estela”  Con el método binarySearchUser | El método debe retornar el usuario “xGiovani” y reportar como nulo si se busca el usuario “Estela” |
| SkyMarket | Login | setupStage1 | Name: “Giovanni”  Lastname: “Mosquera”  Identification: “1006055396”  Email: [Giovanni2414g@gmail.com](mailto:Giovanni2414g@gmail.com)  Password: “1234”  Username: “xGiovanni”  Image: “images/”  Date: LocalDate.now()  UserType = 0 | La variable currentUser no debe estar nula |
| SkyMarket | Logout | setupStage1 | Name: “Giovanni”  Lastname: “Mosquera”  Identification: “1006055396”  Email: [Giovanni2414g@gmail.com](mailto:Giovanni2414g@gmail.com)  Password: “1234”  Username: “xGiovanni”  Image: “images/”  Date: LocalDate.now()  UserType = 0 | Deberá de loguearse correctamente el usuario y verificar el currentUser no es nulo para verificar el login, luego de llamar al método logout la variable currentUser deberá estar con valor nulo |
| **Clase** | **Método** | **Escenario** | **Valores de entrada** | **Resultado** |
| SkyMarket | Getters y Setters | setupStage1 |  | Los getters y setters realizan su trabajo correctamente. |