

# 1. Test Plan

## Scope of testing

### In scope

Module Name	Description
Menu	It displays the list of items
Place order	It helps to place an order
Serve	The system allows serving the items of orders in the record.
Display	The system allows displays the details of ordered items
Exit	It exits from the window
Confirmation	It confirms whether it is yes or no
Enter information of order	More information about the item can be entered by the user.

### Out of scope

1. User interfaces
2. Hardware interfaces

## Quality objectives

- Ensure the Application under Test conforms to functional and non-functional requirements.
- Bugs/issues are identified and fixed before they go live.

## Test Methodology

The waterfall model is adopted as the test methodology here as it proceeds to the next phase only when the previous phase is completed.

## Test Criteria

### Suspension Criteria

If more than 45% of test cases are failed then the testing is suspended until all fail cases are fixed

### Exit Criteria

- 100% Test coverage.
- All manual test cases are executed.
- All open bugs are fixed or will be fixed in the next release.

## Test Environment

The test cases are executed in Code Blocks.

## 2. Test Cases

Test cases	Test scenario	Test Steps	Test Data
1	To check if the user unable to display the menu	Choose option1	Enter 1
2	To know if there is required quantity of orders in the cafe and the cost of items	Choose option 2	Enter 2 and enter the how many items you want to order.
3	To check whether able to order more items	Choose option 2	Enter 2 and it display whether you want to add more items (y/n).Then click on y.

4	To know the info about the serve items	Choose option 3	Enter 3
5	To know the info about all the items	Choose option 4	Enter 4. It displays the cost, number of ordered items and served items
6	To exit	Choose option 5	Exit from the window

### 3. Expected Results

Test cases	Test scenario	Expected Results
1	To check if the user can be able to open the editor	Welcome to cafe
2	To check if there is required Food items in the menu	It asks to enter the id of food item which is needed to be ordered and enter the quantity. It displays whether the quantity we

		mentioned is available or not and also displays the cost of item of the quantity we require.
3	To check whether ordered items are served or not	It asks to enter the name of food item so that it displays its details
4	To know the info about the Ordered items and served items	Displays the details of all the ordered items in the cafe. The details include name, price, number of items .
5	To exit	It exits from the program