Test Case 1

Objective	To check if the first burst starts after starting the timer.
Action	1. The "Start" button is clicked.
Expected Result	The first burst must start when the timer is started.
Actual Result	The first burst is started when the timer is started.
Conclusion	Test successful.

Test Case 2

Objective	To check if the length of the burst is 25 minutes or not.
Action	1. The timer is started. 2. A different timer also set to check the accuracy. 3. After the first burst is completed, duration of the burst is cross-checked with another timer that was set before.
Expected Result	The length of the burst should be 25 minutes.
Actual Result	The length of the burst is 25 minutes.
Conclusion	Test successful.

Test Case 3

Objective	To check if the buttons function as it is named properly.
Action	1. The "Start" button is clicked. 2. The "Stop" button is clicked. 3. The "Reset" button is clicked.
Expected Result	1. When the "Start" button is clicked, the timer should start.

	2. When the "Stop" button is clicked, the timer should stop.
	3. When the "Reset" button is clicked, the timer should reset.
Actual Result	1. When the "Start" button is clicked, the timer starts.
	2. When the "Stop" button is clicked, the timer stops.
	3. When the "Reset" button is clicked, the timer resets.
Conclusion	Test successful.

Test Case 4

Objective	To check if a notification is triggered after clicking the "Start" button.
Action	1. The "Start" button is clicked.
Expected Result	A notification saying, "It's burst time. Stay focused" should be triggered.
Actual Result	A notification saying, "It's burst time. Stay focused" is triggered.
Conclusion	Test successful.

Test Case 5

Objective	To check if a notification comes up 30 seconds before the burst ends.
Action	1. The timer is started.
	2. The time when the notification comes up is noted.
Expected Result	A notification saying "Your break begins in 30 seconds. Wrap up!" should come up 30 seconds before the burst ends.
Actual Result	A notification saying "Your break begins in 30 seconds. Wrap up!" comes up 30 seconds before the burst ends.
Conclusion	Test successful.

Test Case 6

Objective	To check if the burst gets over and break starts 30 seconds after the notification.
Action	1. The time after the notification comes up is noted.
Expected Result	The burst should finish and break should start.
Actual Result	The burst finishes and break starts.
Conclusion	Test successful.

Test Case 7

Objective	To check if the timer is switched to the break tab after the burst gets over.
Action	1. The timer is started.
Expected Result	The timer should switch to the break tab after the burst gets over.
Actual Result	The timer switches to the break tab after the burst gets over.
Conclusion	Test successful.

Test Case 8

Objective	To check if a notification comes up after the break starts.
Action	1. The timer is started.
Expected Result	A notification saying "The break has begun. Please stop working and go have fun!" should come up after the break has started.
Actual Result	A notification saying "The break has begun. Please stop working and go have fun!" comes up after the break has started.

Conclusion	Test successful.

Test Case 9

Objective	To check if the timer switches to Pomodoro again and the break tab is not visible after the break is over.
Action	1. The timer is started and waited until the break is over.
Expected Result	The timer should switch to Pomodoro tab again and the break tab should not visible after the break is over.
Actual Result	The timer switches to Pomodoro tab again and the break tab is not visible after the break is over.
Conclusion	Test successful.

Test Case 10

Objective	To check if the countdown doesn't begin by itself until the user starts the timer again.
Action	1. The timer is started and waited until the break is over.
Expected Result	The countdown should not begin by itself until the user starts the timer again.
Actual Result	The countdown does not begin by itself until the user starts the timer again.
Conclusion	Test successful.

Test Case 11

Objective	To check if same process is followed after the second burst is started.
Action	1. The timer is started. 2. The timing of the notifications are noted. 3. The duration of the burst and break are noted.
Expected Result	The same process should be followed during this burst as previous burst.
Actual Result	The same process is followed during this burst as previous burst.
Conclusion	Test successful.