	Project Name:	Timeline Manager	Test Designed by:	Johan Eriksson			
	Module Name:	Add event	Test Designed date:	2017-04-15			
	Release Version:	-	Test Executed by:	Johan Eriksson			
			Test Execution date:	2017-04-18			
e-condition	Timeline added						
ependencies	Timeline, EventControl	, ApplicationControl					
est Priority	High						
Test Case#	Test Title	Test Summary	Test Steps	Test Data	Expected Result	Post-condition	Actual Result
Test cuse#	Test Hite	Test Summary	Test Steps	Test Data		rose condition	Actual Result
		Test that add event			A pop-up window	The application	
C_AE_1	User activity 1	button works	The tester click "add event"	Event object	where the user can	Should be running	Pass
		Button Works			create the event	Should be running	
					4 7- 111-1-		
					1. To be able to		
		1			change the time	la	
TC_AE_2.1*	User activity 2	Set a time for the event	1. Add start and end for the	Event object	2. That the choosen	Previous expected	Pass
			event press "ok"	1 270111 00,000	time is the	result	1 405
		1	2. The first time when asked		same as the time	I	
			if the time is correct say no		shown		
	_	+	ii the time is correct say no				
C_AE_3			Write down a bit of text,		That the text is shown	Previous expected	
	User activity 3	Add some text	press "ok"	Event object	and saved	result	Pass
			press ok		and saved	result	
C_AE_4	User activity 4	Add a picture	Click add image, "save image"	Event object, image	saved image	Previous expected	Failed (not implemented)
	,		3,	, , ,		result	, , ,
					1. the event is shown	Previous expected	
FC_AE_5	User activity 5	Saving	Saves the event	Event object	on the time		Pass
	,	1 -		'	line with correct data	result	
			1. look at the event		1. The information for		
		la			the	I	
		See that the information	displayed and see	1	event should	Previous expected	
C_AE_6	final check	saved is the same as the	that the info is correct	Event object	be the same	result	Pass
		input	2. Close the application		2. the event should be		
			3. Open the application				
					displayed		
C AE 2.2*		Set a time for the event	Add a event that collides with		1. A waring will be shown	A event is already	
					×	+	