**ATM TestReport**

Attributes of code set for testing:

1. Accountchecker, what happens when non existing accountnumber gets entered?
2. Pinchecker, what happens when wrong pin or pin of different account gets entered?
3. Withdraw function, is there a way to break the atm?
4. Balance checker, is there a way to make atm crash?
5. Deposit, can you deposit an abnormally large number?
6. Back, can you kill it?
7. Stop, can you kill it?

Expected results:

Account gives text unknown account when an unknown accountnumber is entered and continues to pincheck when a known one is.

Pinchecker gives text wrong pin entered when wrong pin for entered account is entered.

Withdraw will always function as expected.

Balance check will always return the balance.

Deposit will always deposit the amount or give the message that amount given is too large.

Back returns to previous screen

Stop says goodbye and restarts

Given results:

1. AccountCheck:
   1. Returns card unknown when account number is unknown
2. PinCheck:
   1. Wrong pin no matter it being someone else’s pin is given text wrong pin
   2. Continues to welcome screen when correct pin is entered
3. Withdraw:
   1. Atm crashes after amount over 10 numbers is added
   2. Number larger than balance blocks action and gives message that balance is too low for the action.
   3. Number exact on balance or lower than balance accepts action and shows new balance.
   4. Entering 0 or nothing crashes code.
4. Get Balance:
   1. No possible way found to crash the balance checker.
5. Deposit:
   1. Code crashes after a button is pressed too quickly too many times.
   2. Entering 0 or nothing crashes code.
   3. Code crashes after amount over 10 numbers is entered
6. Back:
   1. Returns to previous page quicker than you’re able to double press the button.
7. Stop:
   1. Stops program using goodbye screen quicker than you’re able to double press the button.