**Price Basket Tests**

**Test Number 1**

**Test Description:**

Entering invalid items.

**Expected Outcome:**

The program should call the method which handles all the code for user input again if an invalid item is entered.

**Actual Outcome:**

The program does as is expected and does call the user input method again.

**What I can do to fix the issue:**

N/A

**Test Number 2**

**Test Description:**

Entering an invalid item and a correct item

**Expected Outcome:**

The program should call the user input method again and if the user enters a correct item it shouldn’t count the correct item from the invalid input beforehand.

**Actual Outcome:**

Although the user input is called, the amount of apples for example will display 2 instead of 1 if the user entered “apples, pears”. The program does run UserInput again but still counts apples from before.

**What I can do to fix the issue:**

Since I had to declare the variables before the method is executed to prevent an error I can re-declare them as soon as the method starts making them 0 again so if the user inputs something invalid the method will make all values 0 again.

**Test Number 3**

**Test Description:**

Code can adjust to prices

**Expected Outcome:**

All of the code should allow for the value of each item’s price to be changed and then display the price and work out the subtotal based on the new value.

**Actual Outcome:**

The program does allow for the value of each item’s price to be changed and then display the price and work out the subtotal based on the new value since I have made the price a variable which is declared with the value from the products list. Changing a price within the list will change the variable value.

**What I can do to fix the issue:**

N/A

**Test Number 4**

**Test Description:**

Displaying correct prices

**Expected Outcome:**

The program will display the correct prices at the start next to the name of the item

**Actual Outcome:**

The price does appear correctly next to the item but instead of calling the item name from the list like I did with the price, I instead used Console.WriteLine to add a custom line of text to make it look more appealing to the user.

**What I can do to fix the issue:**

N/A

**Test Number 5**

**Test Description:**

Price displayed in the correct format of GBP, this being £0.00

**Expected Outcome:**

No matter what the item's price is the program should format it as £0.00, for example if the value of price for apples was 1 the code should display it as £1.00, if the value was 0.3 the code would display it as £0.30.

**Actual Outcome:**

The code does do exactly what the expected outcome outlines by formatting the string correctly.

**What I can do to fix the issue:**

N/A

**Test Number 6**

**Test Description:**

Displaying the price in the correct GBP format (£0.00) even if the value of price is over 2 decimal places.

**Expected Outcome:**

The program should display the price in the correct GBP format (£0.00) even if the value of price is over 2 decimal places.

**Actual Outcome:**

The program does this by formatting the string of text.

**What I can do to fix the issue:**

N/A

**Test Number 7**

**Test Description:**

User input shouldn’t be case sensitive and it should use the whole item name instead of letters it includes such as “app” for apples

**Expected Outcome:**

The code shouldn’t cause a user's items as being invalid if it has capital letters, for example if the code was looking for “apples” it should be able to accept “APPLES” and if the user enters “app” for example the code should recognise this as being invalid.

**Actual Outcome:**

The code does allow for case sensitivity to not be an issue but does allow for the user to enter “app” as a valid item as apples.

**What I can do to fix the issue:**

I have changed the method used and instead used the Regular Expressions library to be able to match the users input with the product list, I have made it use the whole word not just part of it and made it none case sensitive.

**Test Number 8**

**Test Description:**

Correct discounts and if none then display none.

**Expected Outcome:**

The program should be able to work out the correct discount for the user depending on what they have added to their basket and if the user doesn’t have any the code displays “(no offers available)”

**Actual Outcome:**

The code does work out the correct discount for each item by using simple math formulas and if statements to check if the user has the correct amount of items for the discount to apply. It also will display “(no offers available)” if the discount conditions are not met.

**What I can do to fix the issue:**

N/A

**Test Number 9**

**Test Description:**

Displaying the correct amount of items that the user has added.

**Expected Outcome:**

The program should be able to work out the correct amount of items the user has entered and then display the total at the end.

**Actual Outcome:**

The code does work out the correct amount of items the user entered by counting the amount in the users basket list.

**What I can do to fix the issue:**

N/A