**Testing Table for PokemonCardCollection Java Assessment**

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| **Type of test & Method** | **Value(s) to enter** | **Expected result** | **Actual result (screen snip)** | **Comments / Changes made** |
| **Expected Values**  Using:  viewAllGUI() | Clicking the “View All Cards” button in the GUI | All of the cards that have been added to the collection will print out in the GUI’s console along with their details |  | Worked as expected. |
| **Expected Values**  Using:  addCardGUI() | Clicking on the “Add Pokemon Card” button.  Name: “Alakazam”  Value: 3900  Add Img: “y”  Adds an img | The Pokemon Alakazam will be added to the collection and will show up when clicking the “View All Cards” button |  | Works as expected |
| **Expected Values**  Using:  findCardGUI() | Searching for the card “Charizard” | The card Charizard will be printed to the GUI along with the details such as name and value |  | Works as expected |
| **Expected Values**  Using:  clearDetails()  &  doMouse() | Clicking on the card image  Also tested using the “Hide Details” Button | The card’s details should become hidden after the first click and then reappear on the second click. |  | Works as expected |
| **Boundary Testing** | | | | |
| **Boundary Values**  Using:  addCardGUI() | Adding a card with the same name as another card in the collection  Name: “Charizard”  Value: 300000  Add an img | Desired result would be that the program tells the user there is already a card with that name in the collection.  In reality this will not happen. |  | Does not work as expected  Card currently gets added to the collection even though it has the same name as another. Will change this and retest. |
| **Boundary Values**  Using:  addCardGUI() | Adding a card with the same name as another card in the collection  Name: “Charizard”  Value: 300000  Add an img | Program tells the user there is already a card with that name in the collection. |  | Works as expected  Error message is displayed in the GUI’s console and the card is not added.  Changed code in collection.java |
| **Boundary Values**  Using:  addCardGUI() | Adding a card with a value less than $0 or greater than $1,000,000  Name: “Alakazam”  Value: -1  Name: “Alakazam”  Value: 2000000 | Desired result would be that the program tells the user that the value of the card is an unrealistic number.  In reality this will not happen just yet. |  | Does not work as expected  Need to add in boundary checking for the card's value. The valid ranges will be between $0 and $1,000,000 |
| **Boundary Values**  Using:  addCardGUI() | Boundary card values  Name: “Alakazam”  Value: -1  Name: “Alakazam”  Value: 2000000 | The program tells the user that the value of the card is an unrealistic number. |  | Works as expected |
| **Unexpected Testing (providing the program with unexpected values)** | | | | |
| **Unexpected Values**  Using:  addCardGUI() | Name: “Alakazam”  Value: “J”  Value “100.99”  Add Img: 1  Search for “Alakazam” | The ECS100 library will handle invalid inputs such as inputting strings or floats when an int is required.  The default card image will be used for the cards image |  | Works as expected  But could make changes to require the user to provide either a “Y” or an “N” as an input |
| **Unexpected Values**  Using:  addCardGUI() | Name: “Alakazam”  Value “3900”  Add Img: 1  Add Img; “Y”  Search for “Alakazam” | Program will keep asking the user if they want to add an img until either a “Y” or an “N” is provided |  | Works as expected |
| **Unexpected Values**  Using:  addCardGUI() | Name: “Alakazam”  Value: 3900  Add Img: “Y”  Choosing a file that isn't an img file | The program will accept a non img file for the cards imgFile field but ECS100 will not display anything in the GUI |  | Does not work as expected  Need to check if the file selected is an img file. If so, accept it. If not set the cards image to the DEFAULT\_CARD |
| **Unexpected Values**  Using:  addCardGUI() | Name: “Alakazam”  Value: 3900  Add Img: “Y”  Choosing a file that isn't an img file | Now the program will accept a non img file for the cards imgFile field and will default the img to the DEFAULT\_CARD img |  | Works as expected |
| **Unexpected Values**  Using:  addCardGUI() | Canceling the pane that allows you to add a card image so that the imgFile is null | Program should set the cards img to the DEFAULT\_IMG.  But in reality this won't happen yet |  | Does not work as expected  Need to check if imgFile == null. if so set card image to the DEFAULT\_CARD image |
| **Unexpected Values**  Using:  addCardGUI() | Canceling the pane that allows you to add a card image so that the imgFile is null | Program should set the cards img to the DEFAULT\_IMG.  But in reality this won't happen yet |  | Works as expected |
| **CheckStyle Checking (that destroys the readability of your code)** | | | | |
|  | | | | Card.java : All Done |
|  | | | | Collection.java : All Done |
|  | | | | CollectionGUI.java : All Done  \*\* I have now removed all of the TODO/FIXME comments from the file |