**Testing of project 2**

For project 2 i will be starting by testing by breaking. For this i have been using HootNotes for all notepad related activity that i have on a given day. The reasons for this are twofold. One a lot of the issues i’ve noticed so far are GUI side and not necessarily the easiest to test with a test suit. And two, the testing suits for c++ seem to not be as straightforward as java’s and it would lead to making the app even more complicated.

**Anything not specifically mentioned as an issue below has been tested and found to work.**

**Method**

I have run HootNotes at least one a day everyday since it was in a alpha stage in the hopes to break it. I have attempted entering every weird combination of chars i can think of, and tried saving and opening files that it should not be able to. Below you will find everything that i was able to break, along with steps on how to reproduce, if it is still broken.

**Known issues:**

This section of the document will outline the known problems with the app as of right now. These issues while they are problems, do not cause crashes or unexpected behavior that can be dangerous.

1. Text manipulation such as italics and bold are not working as expected, and as such have been disabled in the current build. Resolved? [**X**]
2. The music player is not working. When the stressed button is clicked i receive the error “DirectShowPlayerService::doRender: Unresolved error code 0x8004022a ()”

Resolved? [**X**]

1. The app doesn't have correct labels when opening. Example “main window” instead of “hoot notes”. This is true for more labels. Resolved? [**X**]

* The correct labels do show however, after opening, or saving a file. It only says mainwindow on startup.

1. When attempting to open a save file, the default type of file that the app looks for is html, when it makes more sense for it to look for .txt Resolved? [**X**]
2. Buttons on side of app still not implemented. Resolved? [**X**]

* These were removed in current build

1. Upon first typing text into the window, the console spits out a warning “ QWidget::setWindowModified: The window title does not contain a '[\*]' placeholder” Resolved? [**X**]
2. Help menu not yet in final build Resolved? [**X**]

**Steps to reproduce**

1. Issues has been resolved in current build
2. Issue has been resolved
3. Open the app and do not save/open any file. Once saved or opened the issue fixes itself.
4. Issue has been resolved
5. Team decision to not add this feature as it was very complex, for not much benefit
6. Fixed in final build.
7. n/a now in final build

**Major issues**

Major issues are ways that the program can crash or exit when its unintended. The below are cause for concern, especially since a crash means a loss of all unsaved work.

1. Upon trying to enter a non ascii character the program will stop responding and crash. Resolved? [**X**] this is true 100% of the time. Test characters include “§ “ and “ ¢

* This issue is problematic particularly because the crash will not allow you to save any current work. The docs should explicitly include instructions to not use non-ascii char sets. Not resolved in final build due to time constraints
* **THIS ISSUE HAS BEEN RESOLVED**
* **No other major issues I.E crashes have been found in the app after about a week and a half of testing and attempting to break.**

**TODO**

1. n/a. App is ready for grading. No known issues exist in the app as of 10/18/17