

Results from Unit Testing:

Unit Testing for Methods Requiring Touch Input

Item Tested	Output	Expected Output
Busboy	Moving to Table Status screen	Moving to Table Status screen
Busboy – Table Selection + Ready	None	Table should be selected in order to toggle status with Ready button.
Waiter/Server	Moving to Order Status screen	Moving to Order Status screen
Waiter/Server – Table Selection + Delivered or Paid	None	Table should be selected in order to toggle status with Delivered or Paid button.
Chef	Moving to Chef's Order List screen	Moving to Chef's Order List screen
Chef – Buttons on Order List screen	None	Buttons on screen should: start an internal timer (with the Start button) and complete the current order (with the Complete button)
Host	None	Should move to the Host screen, consisting of a menu that holds the option for seeing the reservation list and creating new reservations.
Manager	Moving to Manager menu	Moving to Manager menu
Manager Menu – Statistics	Advances to sub-menu with the selection for inventory, traffic, and profits.	Advances to sub-menu with the selection for inventory, traffic, and profits.
Manager Menu – Statistics Sub-Menu	All options go to their respective endpoint, showing charts representing the selected item.	All options go to their respective endpoint, showing charts representing the selected item.
Manager Menu – Edit Employee	Advanced to add employee menu	Advances to list of employees in order to be able edit employees off of the list
Manager Menu – Add Employee	Text boxes that take in text input, but do not have to follow any certain structure (i.e. allowing invalid characters). Add button has no visible	Text boxes formatted in order to force properly formatted strings, along with fully functional buttons.

	effect for adding a new employee and delete outputs a toast.	
Manager Menu – Edit Item	Text boxes that take in text input, but do not have to follow any certain structure (i.e. allowing invalid characters). Add button has no visible effect for adding a new employee and delete outputs a toast.	Text boxes formatted in order to force properly formatted strings, along with fully functional buttons.
Manager Menu – Messenger Button	Advances to Messenger	Advances to Messenger
Manager Menu - Messenger	Two working drop down menus – one for recipient and another containing the message. Also a Send button that outputs a toast message.	Two working drop down menus – one for recipient and another containing a set of messages. An actual chat box with a history of messages and users that sent those messages. A proper Send button that sends the selected message.
Customer	Moving to meal receiving menu	Moving to meal receiving menu
Customer – Delivery	None	Moving to time selection page
Customer – Takeout	None	Moving to time selection page
Customer – Dine In	Moving to time selection page	Moving to time selection page
Customer – Time Selection	Any time selected moves onto the table selection screen	Any time selected moves onto the table selection screen
Customer – Table Selection	Any table selected moves onto the restaurant meal menu	Any table selected moves onto the restaurant meal menu
Customer – Restaurant Menu	Scrolling menu with a list of meals, along with their rating (which can be currently altered and bugged out). Number of items to order cannot currently be changed. Pressing “Place Order” moves onto rating screen, to rate the meal.	Scrolling menu with a list of meals, which the user can select the amount they wish to order. Accurate, immovable rating stars. “Place Order” should advance to payment options.
Customer – Table Selection – View Seating Chart	Advances to screen displaying the restaurant’s table layout	Advances to screen displaying the restaurant’s table layout

Customer – Food Rating	List of all meals available at the restaurant, with a row of 5 and ¾ rating stars to the left of each item on the menu. A submit rating button that submits the selected ratings.	List of meals containing only what the customer ordered, along with exactly 5 empty stars next to each item on the list. The submit rating button should submit the rating of each item.
Customer – Submit Rating Button	A confirmation message is displayed, with yes sending the user back to the main page and no keeping the user on the same page.	A confirmation message is displayed, with yes sending the user back to the main page and no keeping the user on the same page.

Class	Method	Input/Input Spectrum	Output	Expected Output
FoodItem	FoodItem	Any number, including ones with decimals	The number that was input	Upon receiving a negative or a number larger than 5, an exception should be thrown. For input ranging between (and including) 0 and 5 should be accepted, and output as such.

As seen above, most of the methods tested were clickable and thus tested physically. Other methods that were not clickable, and yet not included, were methods that were available in the Android libraries, and restated inside of the classes in order to help create them. These library methods were already fully tested by the developers of the language itself, and have full documentation concerning them found at: <https://developer.android.com/reference/packages.html>. Upon further development of the program, more methods will be formed that will require unit testing, but at the current stage this was all that the testing that could be done.

Concerning Integration:

A large portion of integration testing was already performed from the physical click tests, in the form of transitioning from one page to another. There was no method that was called outside of those that are activated via physical presses, other than the one stated last in the unit testing. However, this method has no performance issues from within the app itself, only if it was to be send erroneous information from a third-party in an attempt to disrupt the program.