Scenery Design

Name	Class	Scenery
Setup1	Restaurant	A Restaurant object with name = "Las Palmas", nit = "5554568", admin = "Robert Kingsman"
Setup2	Restaurant	A Restaurant object no initialized
Setup1	Product	A product object with name = "pink Ice Cream", code = "123546", nit = "5554568", cost = 5000, info = "This is a great Ice Cream"
Setup2	Product	A
Setup1	Order	An Order object with Client Id = "4485623", Restaurant nit = "5554568"
Setup1	Manager	A Manager object with 0 clients, 0 restaurants, 0 orders and 0 products

Test Objective: verify if setters are working right

Class	Method	Scenery	Input	Output
Restaurant	SetName	setup1	Las Palmas	Now the restaurant's name is "Las Palmas"
Restaurant	SetNit	Setup1	10254687	Now the restaurant's name is "10254687"
Restaurant	SetAdmin	Setup1	King crimson	Now the restaurant's admin is "king Crimson"

Test Objective: verify if constructor is working right

Class	Method	Scenery	Input	Output
Restaurant	Restaurant	Setup2	Name = "Delicious things" Nit = "546789" Admin = "Fredric Chopin"	The Restaurant is now initialized Name = "Delicious things" Nit = "546789" Admin = "Fredric Chopin"

Test Objective: verify if setters are working right

Class	Method	Scenery	Input	Output
Product	SetName	setup1	Candy Juice	Now the product's name is "Candy Juice"
Product	SetRestaurantNit	Setup1	549876	Now the Restaurant's nit is 549876
Product	SetClientCode	Setup1	5487	Now the client's code is "5487"
Product	setCost	Setup1	7000	Now the Product's cost

Test Objective: verify if constructor is working right

Class	Method	Scenery	Input	Output
Product	Product	Setup2	Name = "Ice cream" Nit = "4578" Code = "8067" Cost = 8000	The Product is now initialized Name = "Ice cream" Nit = "4578" Code = "8067" Cost = "8000"

Test Objective: Verify if generateCode method is working right

Class	Method	Scenery	Input	Output

Order	generateCode	setup1	Nothing	The code now is different

Test Objective: Verify if parseDate method is working right				
Class	**Method**	**Scenery**	**Input**	**Output**
Order	parseDate	setup1	Nothing	The Date is equals to the current (actual) date

Test Objective: verify if registerRestaurant method is working right				
Class	**Method**	**Scenery**	**Input**	**Output**
Manager	registerRestaurant	setup1	New Restaurant name = "eye candy" nit = "465879" admin = "hitler"	Now the restaurants list has 1 element
Manager	registerClient	Setup1	New Client firstName = "Juan" lastName = "Jimenez" Idtype = "CC" Id = 1005487 Phone = "3154879564" Adress = "las palmas"	Now the clients list has 1 element