Testing Sprint 3 GUI-

This document lays out the instructions for testing most implemented features of this interface. For each section to run and test properly, be sure to close the window after each test by using the normal red exit button. The tests assume that a user is logged in and have selected to begin editing a plan named “Centre\_Plan\_1”.

## Testing The TreeView:

1. Run the program.
2. Select “Mission” on the left, but do not press the tree view arrow.
   1. This should do nothing but highlight the node.
3. Select the down arrow beside “Mission”’.
   1. This should show the kids of “Mission” and reveal the node for “Goal”.
4. Continue steps 2-3 for each of the subsequent nodes until “Results” node shows up.
5. Select the arrow beside any of the previous nodes.
   1. This should cause the branch (all the nodes underneath the selected) to disappear.
6. Close the program.

## Testing The Section Name Box:

1. Run the program.
2. Select “Mission” on the left so that it is highlighted.
   1. The center of the page should update and now say “Mission”.
3. Press the down arrow beside “Mission” and then beside “Goal”, yet do not highlight anything besides “Mission”.
   1. The tree should show the subsequent nodes, yet the center of the page should showcase “Mission” title.
4. Highlight any of the nodes.
   1. The center of the page should update the title to the name of the node selected.
5. Close the program.

## Testing Remove and Add Subsection Buttons:

1. Run the program.
2. Press the arrow next to “Mission”.
3. Highlight “Goal”.
4. Press “Add Subsection” on the right side of the screen.
   1. This should refresh the tree and bring it back to its originally format only showing “Mission”.
5. Press the arrow next to “Mission”.
   1. This should now show two “Goal” nodes.
6. Press the down arrows beside both “Goal” nodes to ensure that their children have been populated.
7. Highlight one of the “Goal” nodes.
8. Press “Remove” button on the right side of the screen.
   1. This should refresh the tree and bring it back to its originally format only showing “Mission”.
9. Press the arrow next to “Mission”.
   1. This should now only show one “Goal” node.
10. Try adding and removing sections from other nodes.
11. Close the program.

## Testing Node Contents:

Since this is a plan that has not been edited, the nodes do not have data in them currently. Follow the steps below to add data and edit data.

1. Run the program.
2. Select any node of your liking.
3. The middle text field should show “Node Contents” in a muted gray.
4. Select inside of this box and type anything you would like.
5. Change nodes in the tree.
6. Return to the node you edited and ensure the text is still there.
7. Do this as many times as you would like to make sure editing and switching nodes is allowed.
8. Close the program.

## Testing Save Button:

Since this is only one window of the GUI, the save button is unable to be tested at this moment. Yet, feel free to press “Save” after editing plans to ensure it does not break anything.