Logo

Description automatically generatedQr code

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Triggered Event Test Log

Client: Simply Rugby

Name of Window: PlayerDetailsWindow Tested by: Kian Gault Date: 30/04/2023

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Control | User interaction | Expected Result | Actual Result | Comments |
| Button(btn\_Create)  Button(btn\_updateRecord)  Button(btn\_Delete)  Button(btn\_Search)  Button(btn\_unselect)  CheckBox  (checkbox\_Juniors)  (checkbox\_Under18s)  (checkbox\_18Plus)  (checkbox\_21Plus)  Button(btn\_LogOut)  Button(btn\_SkillWindow)  Button(btn\_Emails)  Button(btn\_Exit) | Click  Click  Click  Click  Click  Check / uncheck  Click  Click  Click  Click | When this button is triggered all values from the textboxes, checkbox and datepicker are stored.  Validation is then performed to make sure no invalid data as been entered.  If the check is a pass then the program then checks to see what the current team is.  Once determining the current team it will call the admin class to add all the values to the SQLite table property in the current teams class i.e. junior class.  Once added the listview is updated with the new record to show that record was uploaded to the database successfully.  If the user is a coach and presses this button they will be denied access as only an admin can create new records.  When this button is clicked, the program first checks to see if an item from the listview as been selected.  If this is true then the selected users updated values are stored in local variables.  If these values pass the validation checks then the program will then check to see what the current team the player is on.  Once the program knows which team to update on it will call the admin class to perform this update operation.  Once completed the listview will update with the new updated record.    When the user clicks on this button , the program will first check to see if a user has been selected.  If true then the program will find the selected users ID and remove this record from the database.  If the user is a coach, they will be denied access to this operation.  When the user clicks on this button the program will check to see if the textbox has anything within it.  If true the ID is stored then checked to see if the SRU number matches any SRU number stored on the current selected team.  If true then the record matching the searched SRU number is displayed in the list.  If not true then the user is displayed a message telling them and the search box is cleared.  When the user clicks on the unselect button all records will be removed from the edit boxes and the list of players will display all players on the team.  When one of these check boxes are checked an event is triggered.  Determined by what checkbox is checked, our boolean values isJuniors, isUnder18s, is18Plus, is21Plus will be updated.  Whatever check box is checked will be set as the true value so we know that team is currently active. All other teams are turned to false.  This allows us to create, update and delete the correct records by checking what these boolean values currently are. I.E. if isJunior = true then amend the junior table.  If the user is an admin then all checkboxes can be checked whereas a coach is unable to change team so access is denied for them.  These events are triggered during the launch of this window by default and will choose which event to trigger determined by the current user type. i.e. if the current user is a junior coach, the junior coach checkbox will be checked during the launch of the window.  When the user clicks on this button they will be brought back to the login window.  When the user clicks on this button they are brought to the skill profiles window.  The program will pass on what the current user type is i.e. Admin or Coach.  When the user clicks on this button the Emails window will open.  Depending on what the current team is, their emails will be the first to be displayed.  When the user clicks on this button the program will shutdown. | As expected  As expected  As expected  As expected  As expected  As expected  As expected  As expected  As expected  As expected | The create button successfully uploads to the correct table within the database. |