1. Launch the application
2. Select the “Flying Saucer” button from the “Entrees” menu

Graphical user interface, application

Description automatically generated

The application should switch to a customization screen that looks like this

Text

Description automatically generated

There should be a checkbox for “Syrup”, “Whipped Cream”, and “Berries”

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Syrup |
|  | Whipped Cream |
|  | Berries |

A Flying Saucer entry should appear in the order, with a cost of $8.50

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Flying Saucer entry in the order |
|  | Price of $8.50 |

Click the “Back to Menu” button. This should take you back to the main menu screen, with the order still containing the details about the Flying Saucer:

Graphical user interface, application

Description automatically generated

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Flying Saucer entry in the order |
|  | Price of $8.50 |
|  | With “Hold Syrup” |
|  | With “Hold Whipped Cream” |
|  | With “Hold Berries” |

1. Click the “Remove” button

The screen should now look like this:

Graphical user interface, application

Description automatically generated

1. Select the “Crashed Saucer” button from the “Entrees” menu

Graphical user interface, application

Description automatically generated

The app should switch to a customization screen that looks like this:

Graphical user interface, text, application

Description automatically generated

There should be a checkbox for “Syrup” and “Butter”

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Syrup |
|  | Butter |

A Crashed Saucer entry should appear in the order, with a cost of $6.45

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Crashed Saucer entry in the order |
|  | Price of $6.45 |

Click the “Back to Menu” button. This should take you back to the main menu screen, with the order still containing the details about the Crashed Saucer:

Graphical user interface, application

Description automatically generated

1. Click the “Remove” Button
2. Select the “Livestock Mutilation” button from the “Entrees” menu

Graphical user interface, application

Description automatically generated

Graphical user interface, text, application

Description automatically generated with medium confidence

There should be a checkbox for “Gravy”

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Gravy |

A Livestock Mutilation entry should appear in the order, with a cost of $7.25

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Livestock Mutilation entry in the order |
|  | Price of $7.25 |

Click the “Back to Menu” button. This should take you back to the main menu screen, with the order still containing the details about the Livestock Mutilation:

Graphical user interface, application

Description automatically generated

1. Click the “Remove” button
2. Select the “Outer Omlette” button from the “Entrees” menu

Graphical user interface, application

Description automatically generated

The application should switch to a screen that looks like this:

Graphical user interface, text, application

Description automatically generated

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Cheddar Cheese |
|  | Peppers |
|  | Mushrooms |
|  | Tomatoes |
|  | Onion |

An Outer Omlette entry should appear in the order, with a cost of $7.45

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Outer Omlette entry in the order |
|  | Price of $7.45 |

Deselect each checkbox and the special instructions should update in the OrderSummaryControl on the right hand side. The calories will also update with each subsequent removal of toppings.

Table

Description automatically generated

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Outer Omlette entry in the order |
|  | Price of $7.45 |
|  | Hold Cheddar Cheese |
|  | Hold Peppers |
|  | Hold Mushrooms |
|  | Hold Tomatoes |
|  | Hold Onions |
|  | Calories Update |

Customizing an item in the order if it is edited:

1. Select the “Flying Saucer” Button from the “Entrees” menu

Graphical user interface, application

Description automatically generated

The application should switch to a customization screen that looks like this

Text

Description automatically generated

1. Select the “Back to Menu” button. The screen should now look like this:

Graphical user interface, application

Description automatically generated

1. Now select the “Edit” button beside the Flying Saucer entry on the right.

The application should switch back to a customization screen that looks like this:

Text

Description automatically generated

Taking a Credit Card Payment:

1. Select the “Flying Saucer” Button from the “Entrees” menu

Graphical user interface, application

Description automatically generated

1. The screen should now look like this. Select the “Complete Order” button

Graphical user interface, text, application

Description automatically generated

A payment options screen should be displayed. Select the “Credit/Debit” button:

Text

Description automatically generated

If the modal dialog box that displays says “Approved”, check the receipt.txt file in the PointOfSale/bin/Debug/net6.0-windows folder. It should reflect the order that was just placed on the receipt.

Taking a Cash Payment:

1. At the final step of the last testing sequence select the “Cash” button instead of the “Credit/Debit” button

Text

Description automatically generated with medium confidence

The application should switch to a cash payment processing screen that looks like this:

Table

Description automatically generated

1. To stop the payment early, select the “Back to Menu” button. The screen should now look like this:

Graphical user interface, application

Description automatically generated

1. Add a Crashed Saucer to the order by pressing the “Crashed Saucer" button:

Graphical user interface, application

Description automatically generated

The application should switch to the Crashed Saucer Customization Screen:

Graphical user interface, text

Description automatically generated with medium confidence

1. Select the “Complete Order” button

Graphical user interface, text, application

Description automatically generated

The application should switch to a screen that looks like the following image. Select the “Cash” button.

Graphical user interface, text, application

Description automatically generated

The application should switch to a screen that looks like this:

1. Increment the “+” icon on the control beside the $20 row (1st row)

Graphical user interface, application

Description automatically generated

The screen should now look like this:

Application, table

Description automatically generated

1. Lastly, select the “Finalize Sale” button to create a receipt in the receipt.txt file located in the PointOfSale/bin/Debug/net6.0-windows folder that corresponds to this order.

Canceling an order and starting a new one:

1. Select the “Flying Saucer” Button from the “Entrees” menu

Graphical user interface, application

Description automatically generated

1. The screen should now look like this. Select the “Cancel Order” button

Graphical user interface, text

Description automatically generated

1. The screen should now look like this:

Graphical user interface, text

Description automatically generated with medium confidence

|  |  |
| --- | --- |
| Initial | Test Item |
|  | Order Number Increments |
|  | Order Summary Screen is Cleared |
|  | Subtotal Resets $0.00 |
|  | Tax Resets to $0.00 |
|  | Total Resets to $0.00 |