

Script 6: Invalid Passenger Car Configuration [TD1, TD2, TD3*, TD4, TD5]

1. Follow Script 4 to step 3 to set up a locomotive and freight carriage.
2. PAG to add a Passenger Car of capacity 27 and weight 100 tonnes.
3. *The system will inhibit the use of the add button in the “Add PassengerCar” frame, indicating – without error – that action is invalid. Disallowing the user from inadvertently performing an action outside of the specification. The display remains unchanged, showing the locomotive and freight carriage in the train configuration and indicating that the train can move, that the passenger amount is zero and that there are no seats available.*

Script 7: Add Passengers Before Passenger Car [TD1, TD2, TD3*, TD4, TD5, C7, C8, C9, C10]

1. PAG to add a Locomotive of class 4D of weight 180 tonnes.
2. *The System display shows the locomotive in the train configuration and indicates that the train can move, has no seats available, and has no persons boarded.*
3. PAG to board 123 passengers to the train.
4. *The system should remain unchanged. Instead printing an error log indicating that, all 123 passengers were unable to board, as no passenger car exists.*

Script 8: Invalid Freight Car Configuration [TD1, TD2, TD3*, TD4, TD5]

1. PAG to add a “Dangerous Goods” Freight Car of weight 100 tonnes.
2. *The System will inhibit the use of the add button in the “Add FreightCar” frame, indicating – without error – that the action is invalid. Disallowing the user from inadvertently performing an action outside of the specification. The display remains unchanged, indication that the train can move, that the passenger amount is zero and that there are no seats available.*

Script 9: Freight Types [TD1, TD4, TD5]

1. PAG to add a Locomotive of class 4E of weight 180 tonnes.
2. *The System will display the locomotive, and indicate the train can move, has no passengers boarded, and has no seats available.*
3. PAG to add a “General Goods” Freight Car of weight 100 tonnes.
4. *The System display shows the locomotive and freight car – Coloured Green -- in the train configuration, that the train can move, has no seats available, and has no passengers boarded.*
5. PAG to add a “Refrigerated Goods” Freight Car of weight 100 tonnes.
6. *The System display shows the locomotive, green general goods, and blue refrigerated goods freight cars in the train configuration, that the train can move, has no seats available, and has no passengers boarded.*
7. PAG to add a “Dangerous Goods” Freight Car of weight 100 tonnes.
8. *The System display shows the locomotive, green general goods, blue refrigerated goods and orange dangerous goods freight cars in the train configuration, that the train cannot move – and is therefore overloaded – has no seats available, and has no passengers boarded.*

Script 10: Long Train Configuration [TD1, TD4, TD5]

1. PAG to add a Locomotive of class 9E of weight 180 tonnes.
2. *The System will display the locomotive, and indicate the train can move, has no passengers boarded, and has no seats available.*
3. *PAG to add a 6 randomly selected goods types freight cars of weight 100 tonnes.*
4. *The System display will show the locomotive followed by 6 freight cars following each other in a logical manner, that the train can move, no passengers have boarded, and no seats are available.*

***TD3 Modification – Shunt error cannot occur, so there will be no need to correct error.**