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| Advanced Programming GUI Testing System |

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| No. | TEST | METHOD | EXPECTED RESULT | ACTUAL RESULT | EVIDENCE |
| --- | --- | --- | --- | --- | --- |
| .. | While the program is running one scene should contain a Table with 4 columns and 9 rows of Animal information | Set up the Pen Class with getters and setters for the animals. In the Main Class read an Observable list into a Table and run the program. | One screen and a table should appear | Table was implemented | Print-screen 01 |
| 1. | Testing the Graphical User Interface | Run program | GUI should appear |  |  |
| 2. | All data regarding all animals and pens is read from and stored in files | Save data in notepad txt document and crate a method to read from file to initialize data to the table in the GUI then run program | Data should appear in the Table of the GUI interface. |  |  |
| 2a. | Reading Animal data from a file | Save Animal data in notepad txt document and create initialize method to read from file to be read to table in the GUI then run program | Animal data should appear in the Animal scene, in the Table columns on the GUI |  |  |
| 2b. | Reading Pen data from a file | Save Pen data in notepad txt document and create initialize method to read from file to be read to table in the GUI then run program | Pen data should appear in the Pen scene, in the Table View columns on the GUI |  |  |
| 2c. | Reading Staff (keeper)data from a file | Save keeper data in notepad txt document and create initialize method to read from file to be read to table in the GUI then run program | Staff (Keeper)data should appear in the Animal scene, in the Table View columns on the GUI |  |  |
| 2d. | Storing new Animal data back to file | When Program runs: New Animal data will be taken from the animal Input Text Field and read back to file with a Buffereader. | New animal data should be added to the Animal file |  |  |
| 2e. | Storing new Pen data back to file | When Program runs: New pen data will be taken from the pen Input Text Fields and read back to file with a Buffereader. | New pen data should be added to the pen file |  |  |
| 2f. | Storing new Staff data back to file | When Program runs: New Staff (keeper) data will be taken from the keeper Input Text Fields and read back to file with a Buffereader. | New keeper data should be added to the Keeper file |  |  |
| 3 | The program must have at least three main screens: | Run the program from the main class and click all active buttons. | 4 screens should appear:  The menu screen  The animal screen  The pen screen  The screen |  | This piece of evidence should show the 4 s |
| 3a. | Main menu screen | Run the program from the main class. | The first screen should be the menu screen, display buttons to the animal screen, the keeper screen and the pen screen. |  |  |
| 3b. | A list of animals, displaying key information about each animal | Run the program from the main class, click the animal button | The menu and animal screens should appear |  |  |
| 3c. | A list of all pens, displaying key information about each pen | Run the program from the main class, click the pen button | The menu and pen screens should appear |  |  |
| 3d. | A list of staff, displaying key information about each staff member | Run the program from the main class, click the keeper (staff) button | The menu and staff screens should appear |  |  |
| 4. | The user must be able to add new animals, entering all the information regarding animal requirements | When program is run: the GUI will display Input text fields. New data will be added to the text field. | When the add button is clicked the addButtonClicked method will add the information to the Table in the animal scene and store the new Animal data back to file (see test no.2d for reading back to file) |  |  |
| 5. | The user must be able to add new pens, entering all the information about the pen. | When program is run: the GUI will display Input text fields. New data will be added to the text field. | When the add button is clicked the addButtonClicked method will add the information to the Table in the Pen scene and store the new Pen data back to file (see test no.2e for reading back to file) |  |  |
| 6. | The user must be able to assign animals to pens | When the program is running: the button to the pen screen on the menu screen will be clicked and the user will enter in the new details of a pen (in the pen screen) including assigning animals to the pen | The table on the pen screen should display a new row containing new a Pen Type, a Pen size, the animal assigned and the assigned keeper. |  |  |
| 7. | The user must be able to assign staff to pens | When the program is running: the button to the pen screen on the menu screen will be clicked and the user will enter in the new details of a pen (in the pen screen) including assigning keepers (staff) to the pen | The table on the pen screen should display a new row containing new a Pen Type, a Pen size, the animal in the pen and the assigned keeper. |  |  |
| 8. | If a pen is full or otherwise unable to accommodate the animal, the user should see an error message explaining why | I initialized a binding of the animal4 Input and a static text message underneath the table in the zoo scene class ZooScene class. I will run the program | When the user enters the name of the last animal in the pen, that name should also appear in red next to the static sentence underneath the table, indicating the Pen is full. |  |  |
| 9. | If a staff member is assigned to an unsuitable pen, the user should see an error message explaining why | \*\*Maybe a label can be added to Scene about when the Keepers is assigned to the wrong pen \*\* |  |  | // |
| 10. | Any animals that has not been assigned a pen should be indicated clearly | While the program is running: The User should be able to type in the text field information about the animal (e.g. animal name, size) without inputting the pen it will be in and add it to the Table. | Information about the animal' type and size should be visible on the screen but there should be a missing space in the pen column. |  |  |
| 11. | Any Pens that have not had staff assigned should generate an alert of some kind. | I initialized a binding of the animal4 Input and a static text message underneath the table in the zoo scene class ZooScene class. I will run the program | When the user enters the name of the last animal in the pen, that name should also appear in red next to the static sentence underneath the table, indicating the Pen is full and no keeper (staff) has yet been assigned to that Pen. |  |  |
| 12. | Displaying the current weather from openweathermap.org/api | Run the program | On the first menu screen temperature should appear under the buttons. Temperature should appear under the buttons. |  |  |
| 12a | Display the City information |  |  |  |  |
| 12b | Display the Temperature information |  |  |  |  |
| 12c | Display the Clouds information |  |  |  |  |
| 12d | Display the Humidity information |  |  |  |  |
| 12e | Display the Last Update Information |  |  |  |  |
|  | **Advanced Requirements** |  |  |  |  |
| 13. | The user must be able to refresh the weather data. This should not block the UI whilst the request is made. |  |  |  | X |
| 14. | Automatic mode, which automatically tries to allocate animals to the available pens without input from the user. | Add a Choice Box and an Auto Fill button to the PenScene Class Which will display underneath the table of Pen information when the program is run. | When the Animal is selected from the Choice Box, when auto fill is pressed the Animal should appear in the table in along with the relevant information. | TEST FAILED  When the autofill button was pressed the Animal selected (Sloth) didn’t appear in the table but in the terminal |  |
| 15. | Automatic mode, which automatically tries to allocate staff to available pens without input from the user | Add Keeper name elements to the already created Choice box for animals | When the Keeper is selected from the Choice Box, when auto fill button is pressed the Keeper should appear in the table in along with the relevant information. | TEST FAILED  When the autofill button was pressed the Keepers selected didn’t appear in the table but in the terminal |  |
| 16. | The program must allow some but not all animal types to share a pen. For example, goats and sloths might get along fine, but cats and dogs don't. | Run the program and Click the Zoo button to the Zoo Scene. Enter in the Input boxes the Animals which that are to share a pen i.e. Goats and Dogs | When the add button is clicked The Dogs and the Goats should be added to the petting pen. |  |  |

