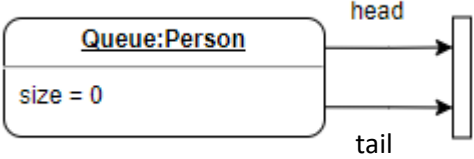
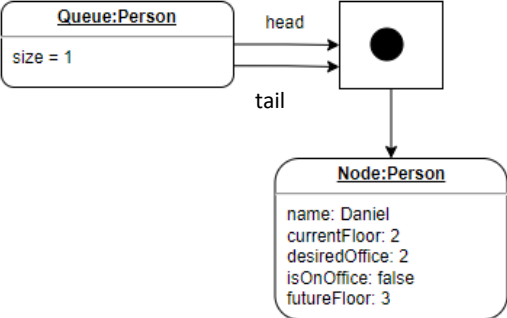
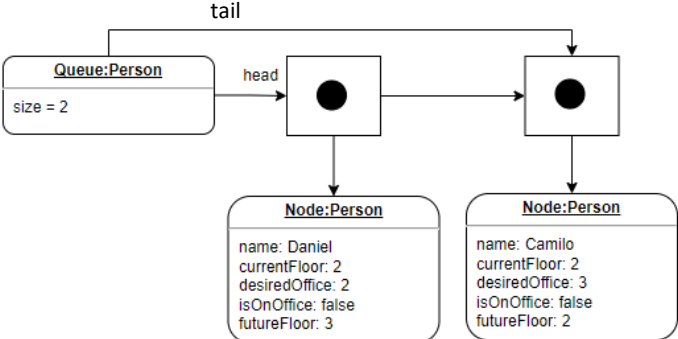


TEST CASES QUEUE

Scenario configuration

Name	Class	Scenario
setUpScenary1 ()	QueueTest	
setUpScenary2()	QueueTest	
setUpScenary3()	QueueTest	

TEST CASES QUEUE

Test Cases Design

Test Objective	Validate that the method enqueue is correctly working			
Class	Method	Scenario	Input Values	Result
QueueTest	enqueue	setUpScenario1()	name: "Daniel" currentFloor: 2 desiredOffice: 2 isOnOffice: false futureFloor: 3	The element of type Person is added to the queue, so, head and tail are equals to the node added. One is added to the size.
QueueTest	enqueue	setUpScenario2()	name: "Camilo" currentFloor: 2 desiredOffice: 3 isOnOffice: false futureFloor: 2	The new element of type Person is added to the queue, so now, head is pointed to the Person "Daniel" and tail is pointed to the new person added "Camilo".
QueueTest	dequeue	setUpScenario3()		The element to which the head is pointing ("Daniel") is taken from the queue, now head will point to the next element on the queue ("Camilo"). One is subtracted from size.
QueueTest	dequeue	setUpScenario1()		The method will return null, because the queue is empty.
QueueTest	dequeue	setUpScenario2()		The element to which the head is pointing ("Daniel") is taken from the queue, now head will point to null. One is subtracted from size.
QueueTest	isEmpty	setUpScenario1()		The method will return true, the queue is empty.

TEST CASES QUEUE

QueueTest	isEmpty	setUpScenary2()		The method will return false.
QueueTest	getHead	setUpScenary1()		The method will return null, the head is pointing to null be cause, the queue is empty.
QueueTest	getHead	setUpScenary2()		The method will return the person which is pointed by the head ("Daniel").
QueueTest	getHead	setUpScenary3()		The method will return the person which is pointed by the head ("Daniel").
QueueTest	getTail	setUpScenary1()		The method will return null, the tail is pointing to null be cause, the queue is empty.
QueueTest	getTail	setUpScenary2()		The method will return the person which is pointed by the tail and head ("Daniel").
QueueTest	getTail	setUpScenary3()		The method will return the person which is pointed by the tail ("Camilo"), the last person that was added.