

Standard case

The standard case represents the favourite sequence of interactions with the system in order to achieve the desired application goals.

Example:

Parking fee payment at the meter

- Ⓐ payment in cash
- coins 10, 20, 50 cent,
1, 2 euro,
exact amount



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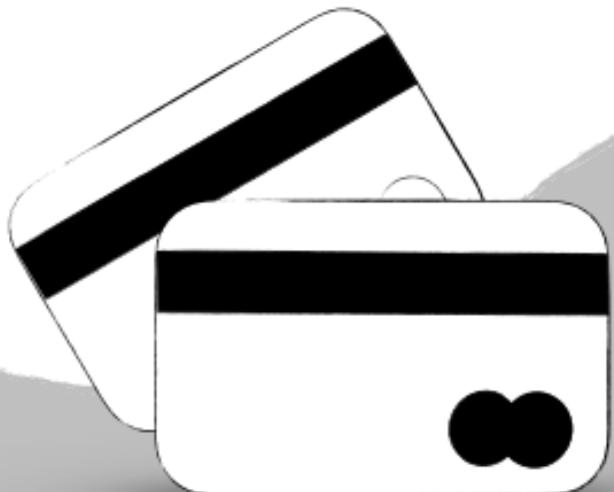
Alternative case

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Example:

Parking fee payment at the meter

- ① payment with EC-Card
- valid card, PIN ok



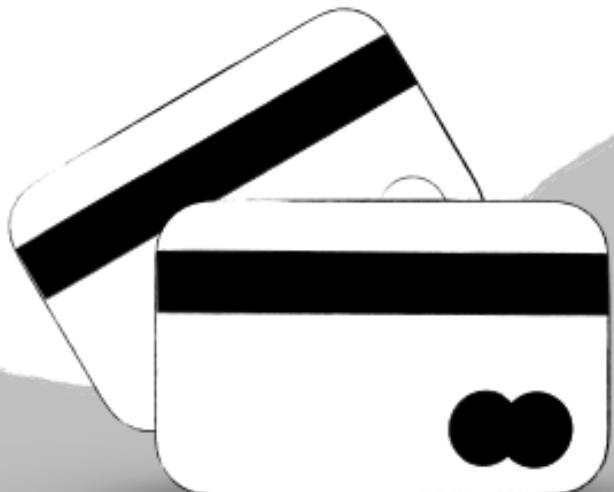
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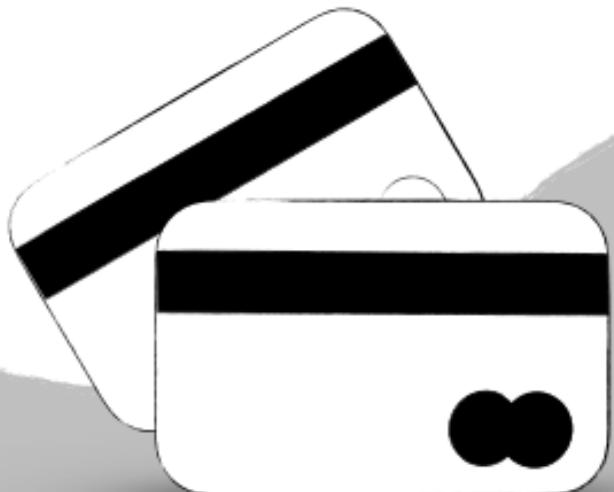
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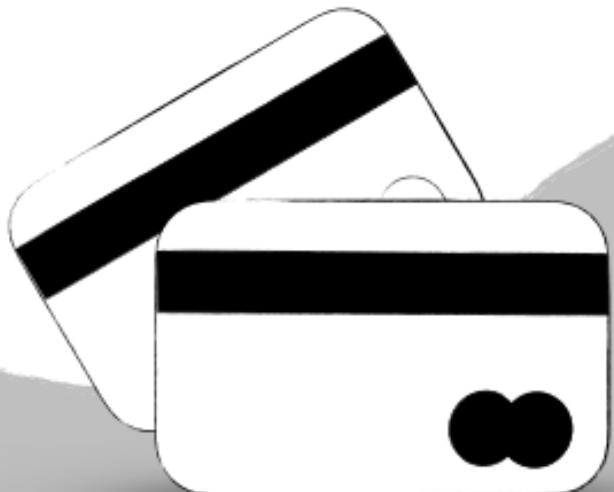
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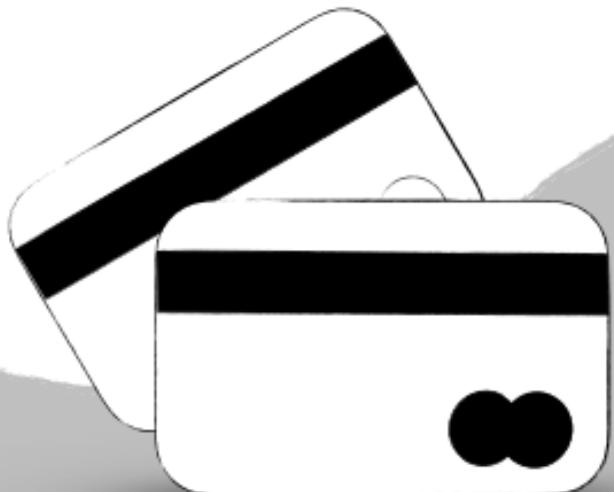
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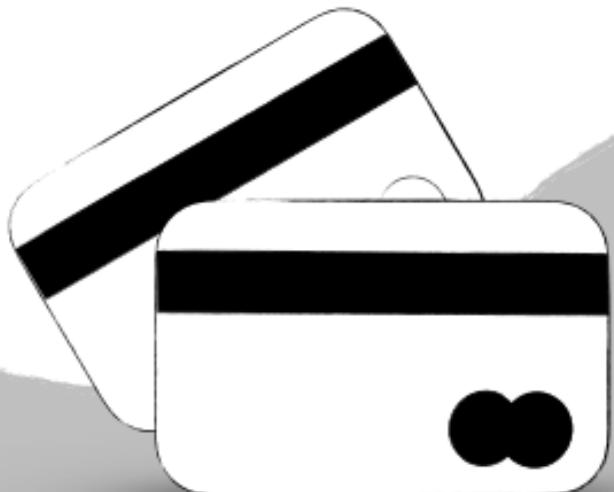
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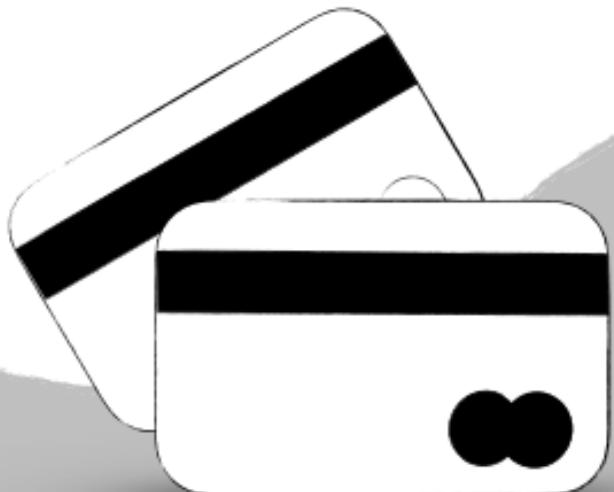
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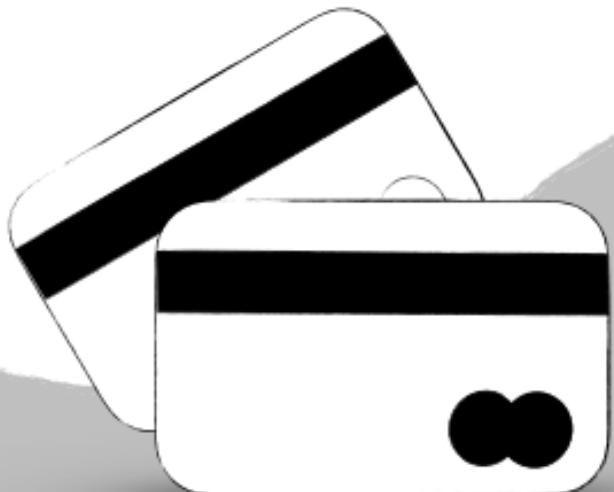
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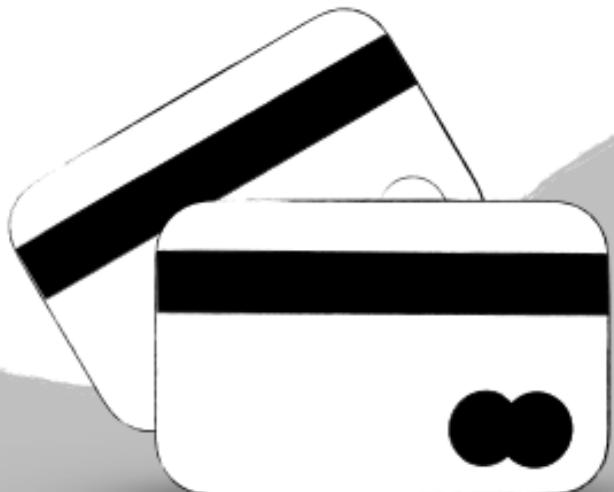
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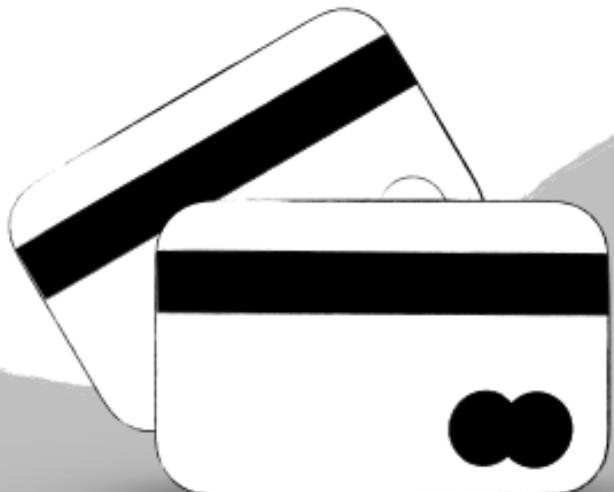
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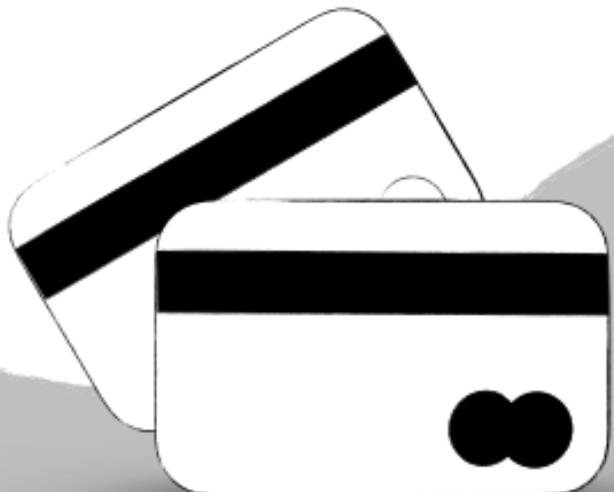
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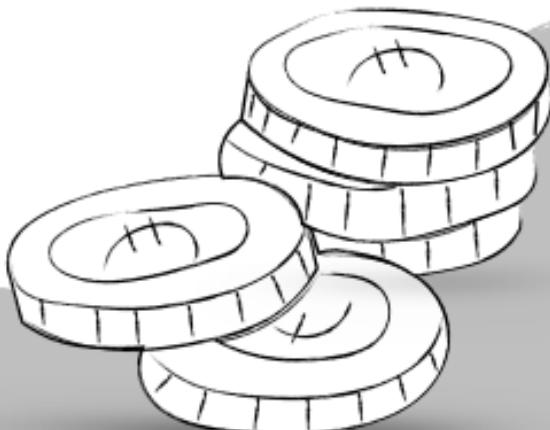
Exception case

The exception case pursues the same application goals as the standard and the alternative case. The exception describes a sequence of interactions with the system that should be executed on deviations from to the standard or alternative case.

Example:

Parking fee payment at the meter

- payment in cash,
not exact amount, too much
- notice and return of money
(excess amount)



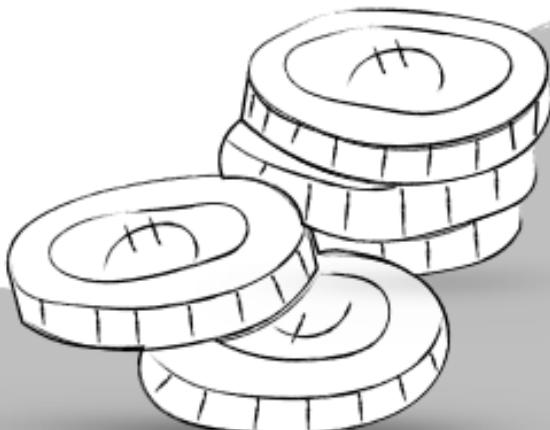
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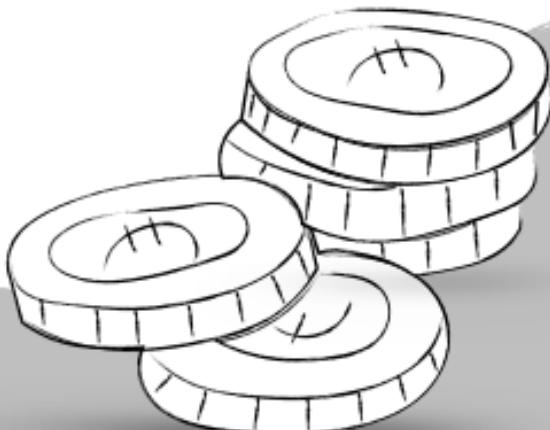
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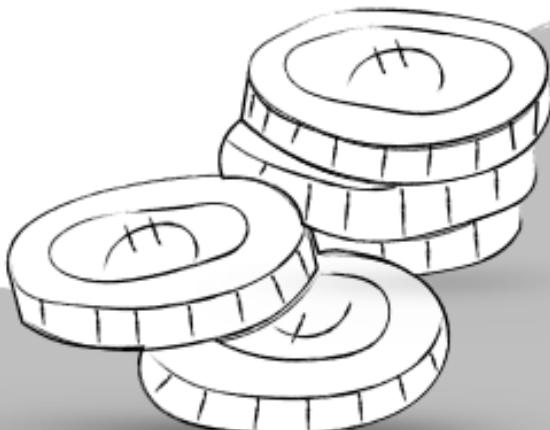
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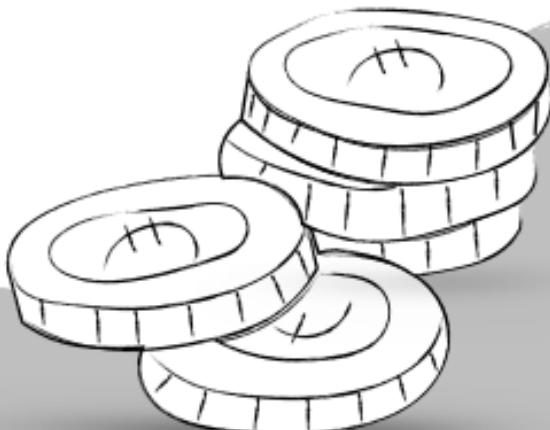
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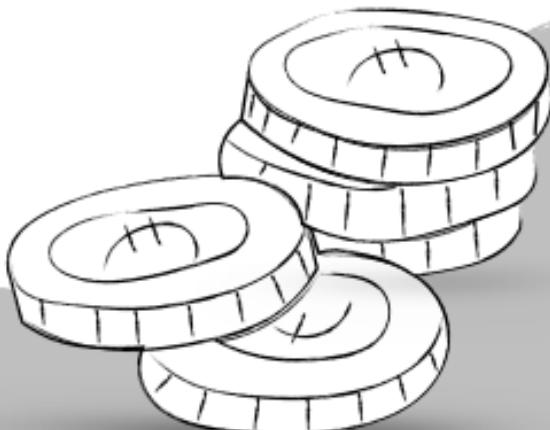
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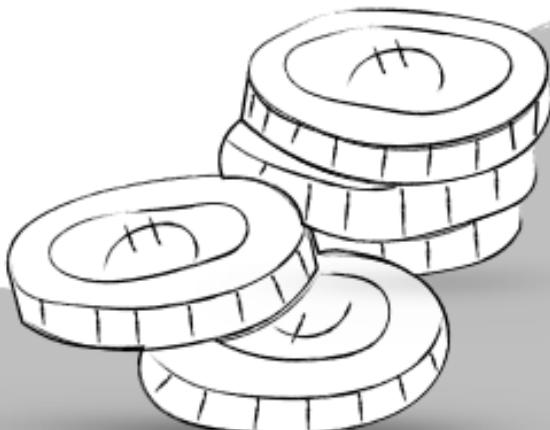
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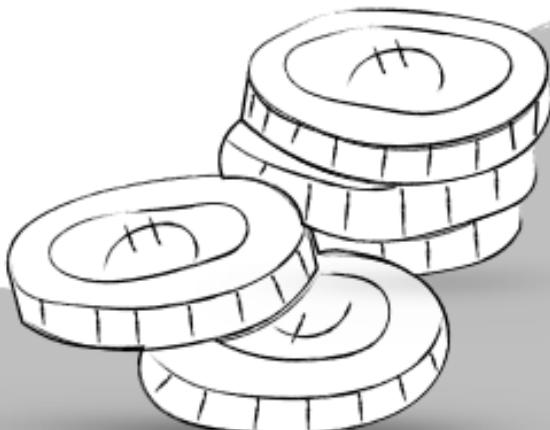
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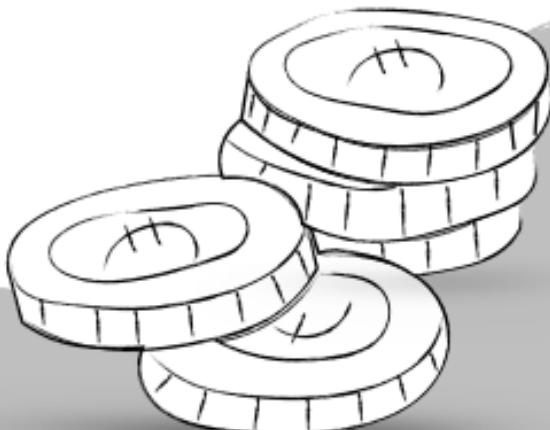
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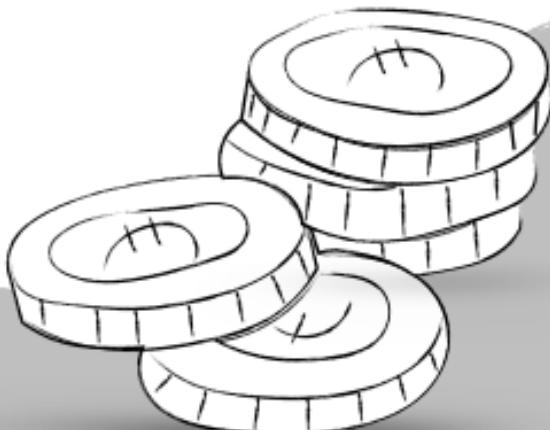
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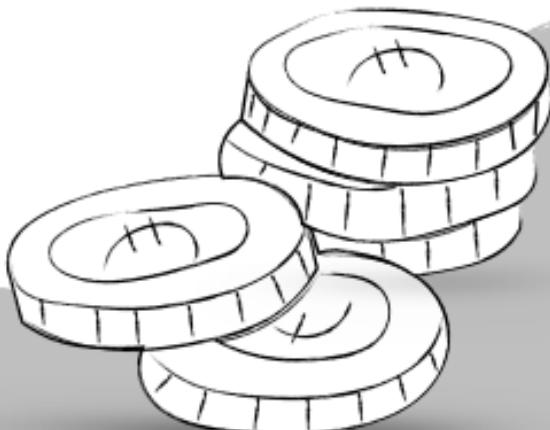
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Negative Case

The negative case consciously does not pursue the application goals of the standard, alternative and exception cases (so-called happy cases). In the negative case, invalid test data is used within the same sequences of interactions as in the happy cases to check that they are accurately rejected by the system.

Example:

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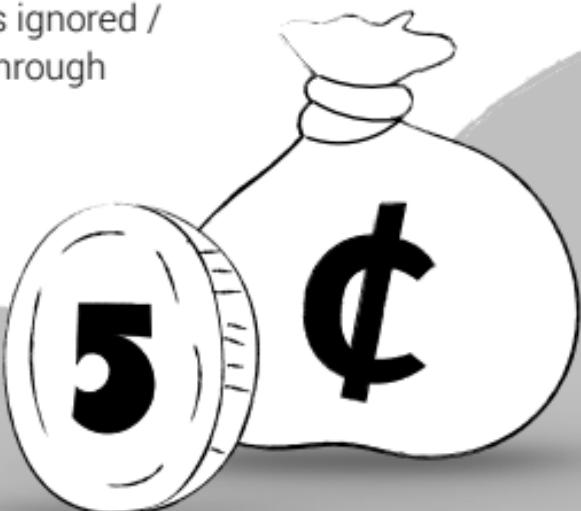
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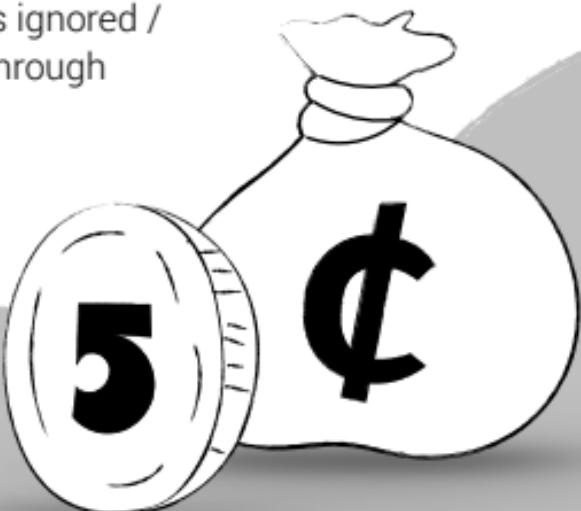
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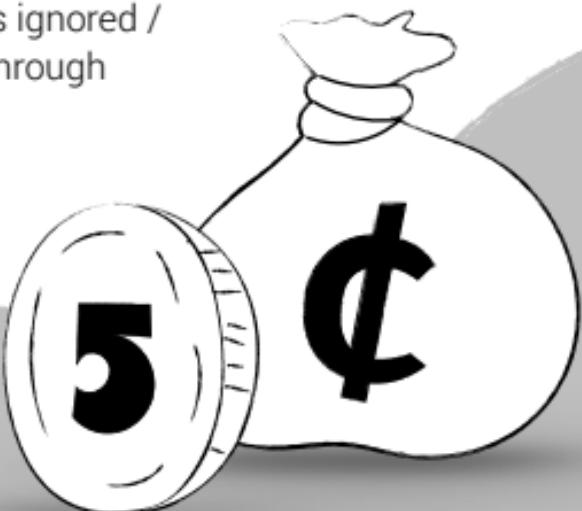
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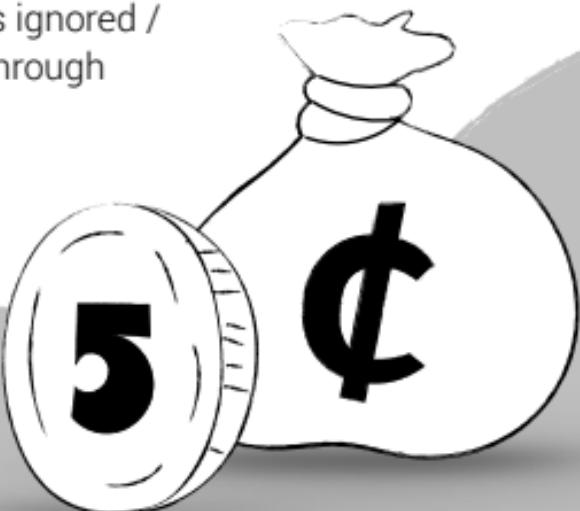
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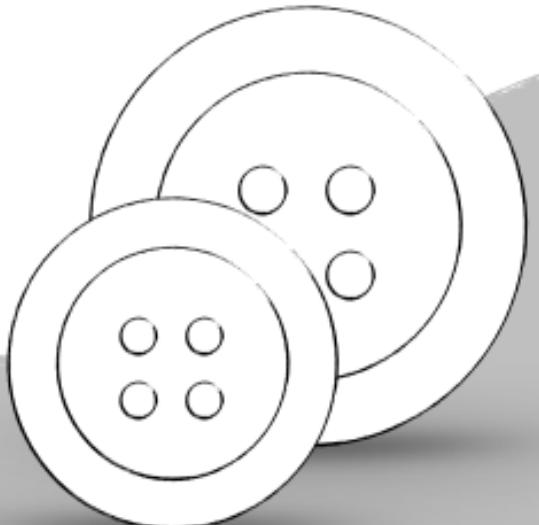
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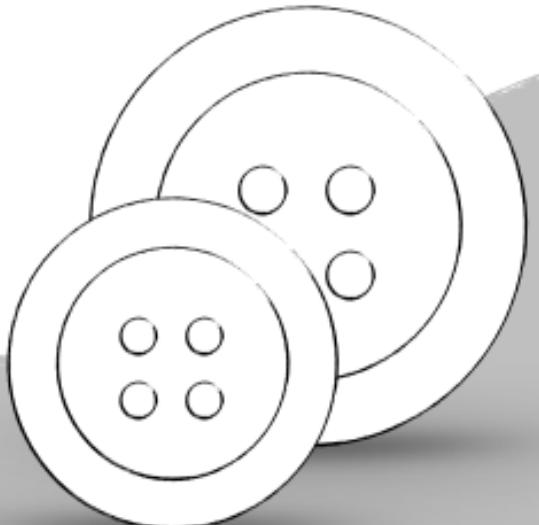
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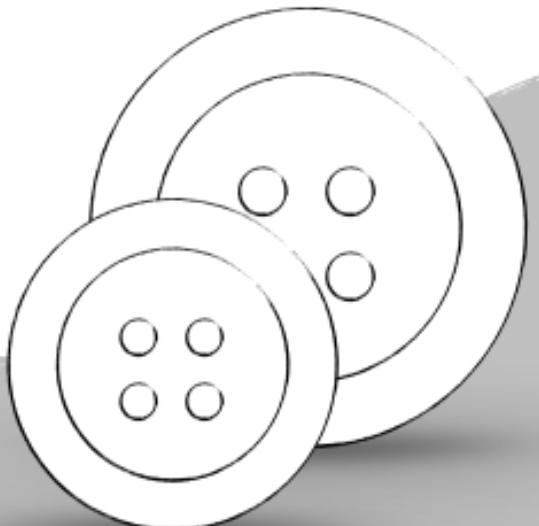
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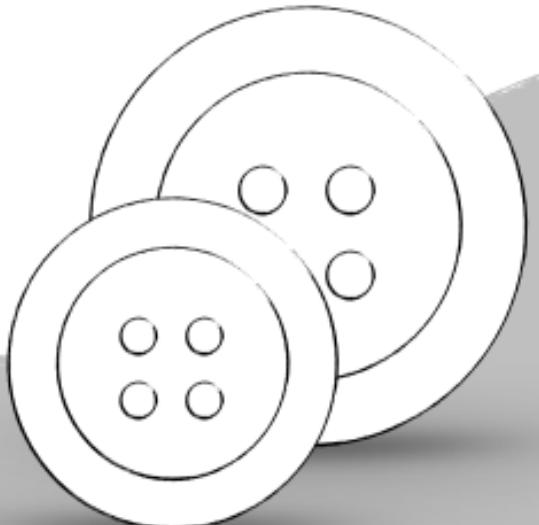
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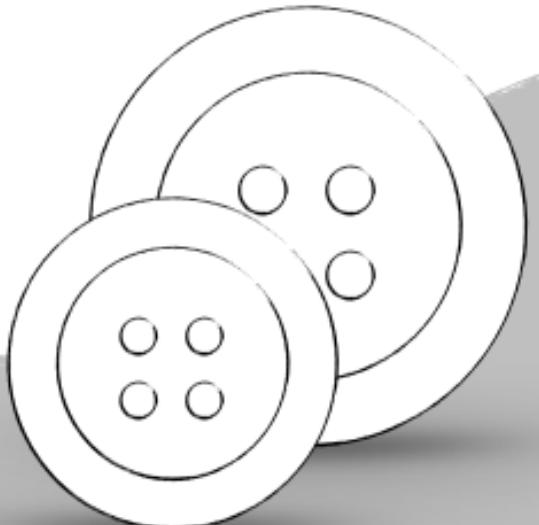
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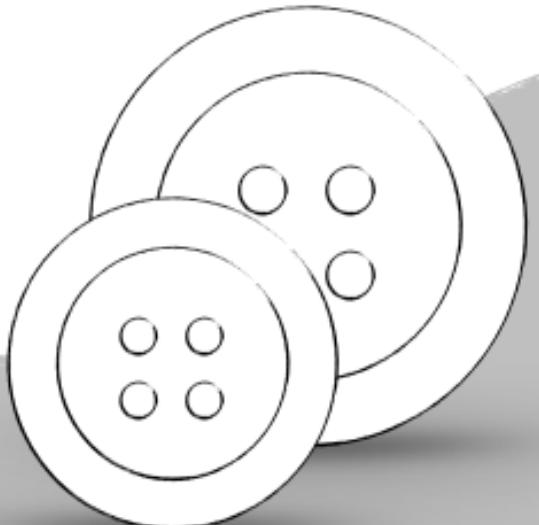
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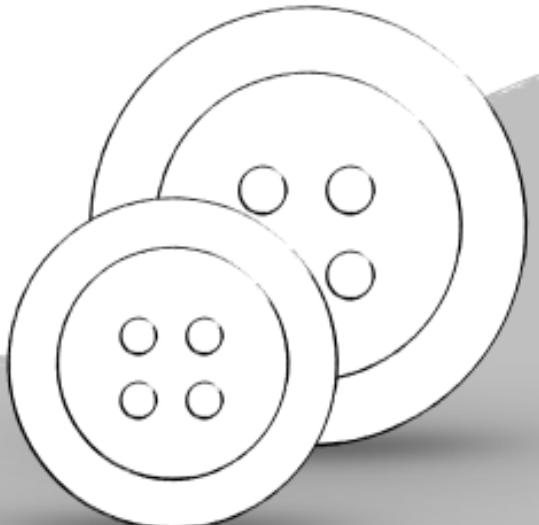
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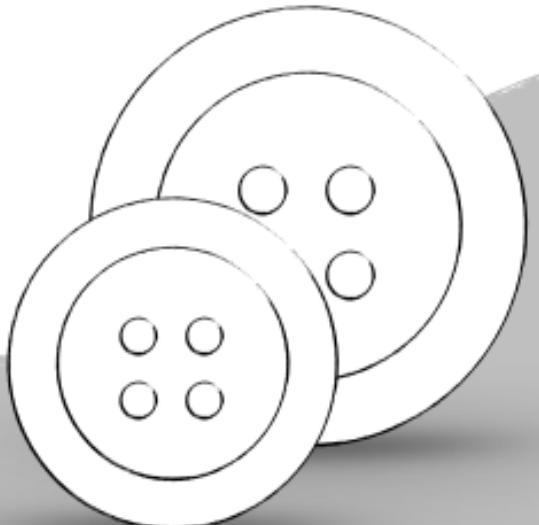
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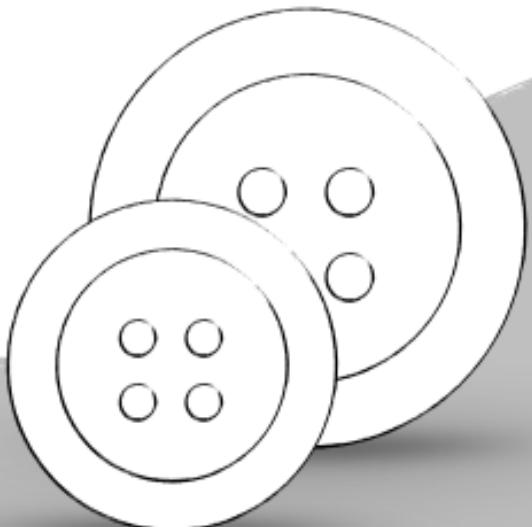
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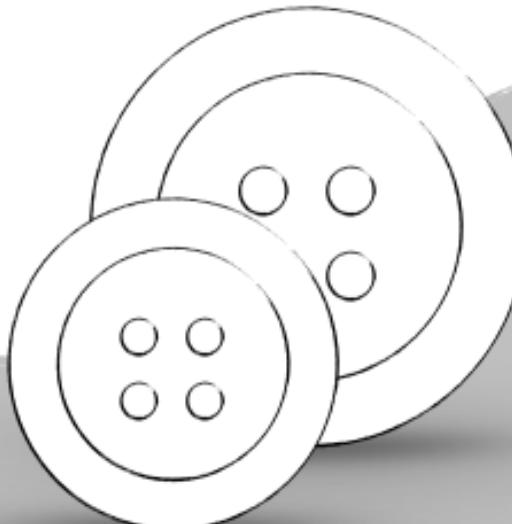
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