

Test ID#	Test Procedure	Expected Result	Actual Result	Pass / Fail
1	Run the program.	A window should open that displays the GUI		
2	Under the Exterior Panel Button, select floor 5 from the dropdown menu and press the D button below.	Elevator 1 should go to floor 5, which will be indicated by a black box under the Master View tab and a red 5 under the Exterior panel in the leftmost black box.		
3	Below the Interior Panel label, select the radio button labeled 3.	The number 3 below the Interior Panel label should highlight in yellow the number 3.		
4	Select Elevator 4 from the tab in the Worldview which is found along the top of the window.	The Worldview should display just elevator 4 and its status window.		
5	From the Elevator 4 tab, press the button labeled 2.	The red numbers in black boxes below the Exterior Panel label should read: 3 1 1 2		
6	For the interior panel with the specified tab open please click the open button to see it change in the world view GUI	Labels change when elevators move to other floors, also displays inactive or active and whether the door is open.		
7	Below the Interior Panel label, select the radio button labeled Operator.	A message box with a snarky message shall appear.		
8	Move any elevator to a different floor.	Image for elevator reflects the current floor.		
9	Move elevator 2 to floor 4 and elevator 3 to floor 4 in the interior panel.	Floor changes in the exterior panel.		
10	Close the message window by pressing the OK button.	The message box should disappear.		
11	Select the Master View tab.	All four of the elevators should be represented in the Worldview.		

12	Press the Lock Elevator button in the Master View window.	The selected elevator should indicate the elevator is locked by changing the green buttons to red.		
13	Press the Unlock Elevator button in the Master View window.	The selected elevator should indicate it is unlocked by changing the red buttons to green.		
14	Press the red X button in the uppermost right-hand corner of the program window.	The program should end without displaying errors.		