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|  | Testing Table |
| Test ID | 01 |
| Feature | Buttons changing colour |
| Expected Outcome | When a locker is unlocked it then becomes unavailable and the colour of the buttons will change to red. |
| Evidence of Test |  |
| Result | The first locker fully functioned however when trying to open locker 4 it doesn’t change to red but it does make it impossible to open. |
| Description of Test | Testing functionality of each individual button. Restarting the application after each test. |
| Further Actions | Upon investigating the code, I found a **Logical** where I processed the colour going vertically down with the numbers of the lockers whereas the code changed colours horizontally. |

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| Test ID | 02 |
| Feature | Admin ability to force unlock |
| Expected Outcome | When the admin logs into the system s/he should be able to unlock any locker regardless of it being in use or not |
| Evidence of Test |  |
| Result | When a locker is in use the admin still can’t open it which defeats the purpose of being an admin |
| Description of Test | Log in as an admin then go to open a locker that is currently in use. |
| Further Actions | Add an extra value onto the if statement checking to see if admin variable is true if so then the locker can be unlocked. |

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| Test ID | 03 |
| Feature | Scanner link to program |
| Expected Outcome | Once the user inputs a 18 digit code into the id the trigger method then runs |
| Evidence of test | As you can see there is an extra “h” on the end of the code which was required to prompt the code to run. |
| Result | The trigger method will only run when another key is entered after the 18th character |
| Description of test | Testing that if lowering the if to 17 keys then it should work on the 18th key; it does work but the extra 18th key is still counted as input to the text field. This means that the id that will be inputted will be wrong. Upon further testing I found out that pressing enter would suffice this. |
| Further Actions | In the code there is a part that runs whenever the text field is being changed when this was first made all it did was call the trigger method. Now I have used the java robot method and simulated an enter key press. This means that whenever the user has text entered into the text field there will be an enter after it. This has solved the problem so that once the text field reaches 18 characters in length the trigger method runs and the if statement in it passes. |