

SOFTWARE QUALITY ASSURANCE & TESTING

GRADUATE PROJECT REPORT

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TOPIC: SATM (Simple automatic teller machine) using MVC architecture.

OBJECTIVE:

Designing and implementing a simple automatic teller machine using MVC (Model-View-Controller) Architecture and testing model, view and controller using Junit framework

INTRODUCTION:

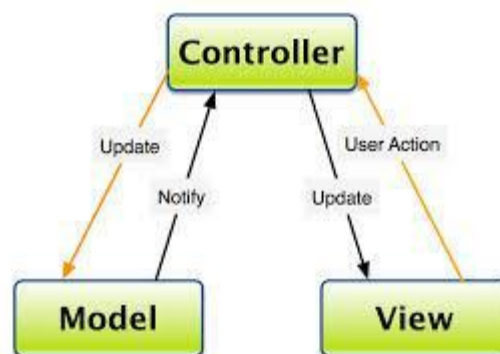
Model-View-Controller Architecture:

The MVC pattern differentiates the modelling of a pattern, its presentation and the actions based on user input into three separate classes.

Model: A model class represents the information or data of an application and the rules to manipulate the data.

View: View represents the user interface of your application. Views handle the job by providing data to the web browser or other tool that is used to make requests from your application.

Controller: The controller provides the “flow” between models and views. Controllers are responsible for processing the incoming requests from the web browser, interrogating the models for data and passing that data on to the views for presentation.



SATM APPLICATION:

SATM is a simple automatic teller machine to communicate with the bank customers. The customer can perform any of three transaction types: deposit, withdrawals and balance inquires.

Customer can exit the system at any point during the transaction. MVC architecture will be used to develop the system. View part will be done by the GUI screens for interaction with the customer. Files will be used to handle the Model (data) part of the architecture. Controller will handle the transactions as well as the updation of model at times.

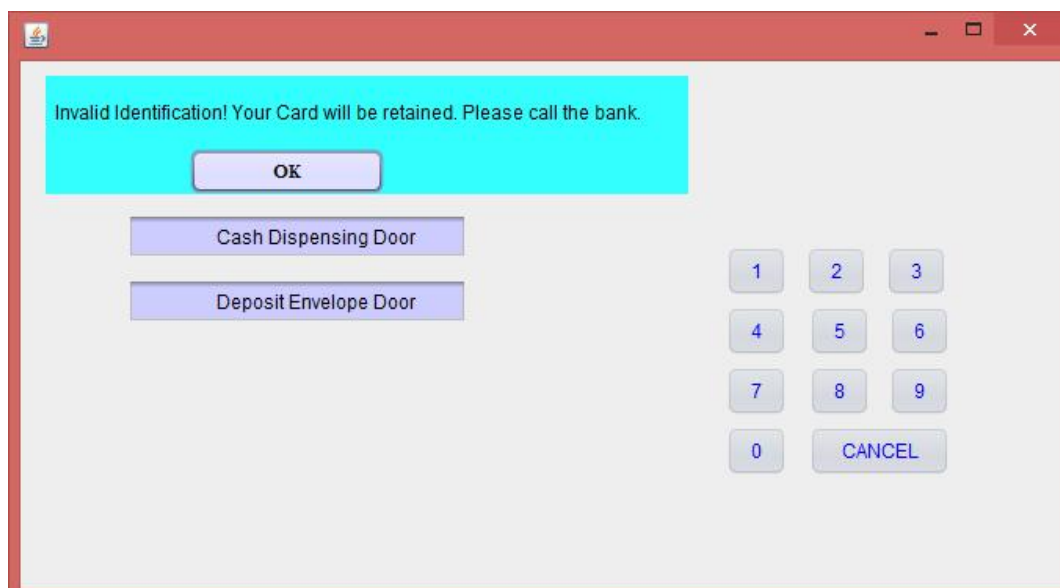
IMPLEMENTATION OF SATM APPLICATION:

In below screen, customer is asked to enter his PAN.




The screenshot shows a window titled "Welcome to ATM. Please enter your PAN(in digits)". The window has a light gray background. On the left, there is a cyan-colored box containing a text input field with a cursor and a "Submit" button below it. Below the cyan box, there are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". On the right side of the window, there is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

If the entered PAN is wrong, below screen will be displayed.



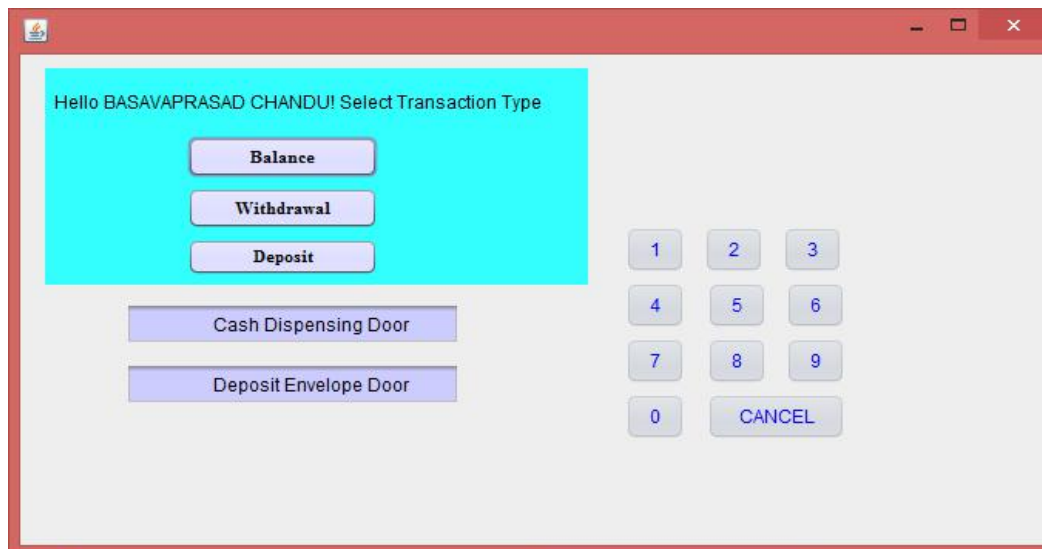
The screenshot shows a window titled "Invalid Identification! Your Card will be retained. Please call the bank.". The window has a light gray background. At the top, there is a cyan-colored box containing the text and an "OK" button below it. Below the cyan box, there are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". On the right side of the window, there is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

If the entered PAN is correct, it will take him/her to the next page.



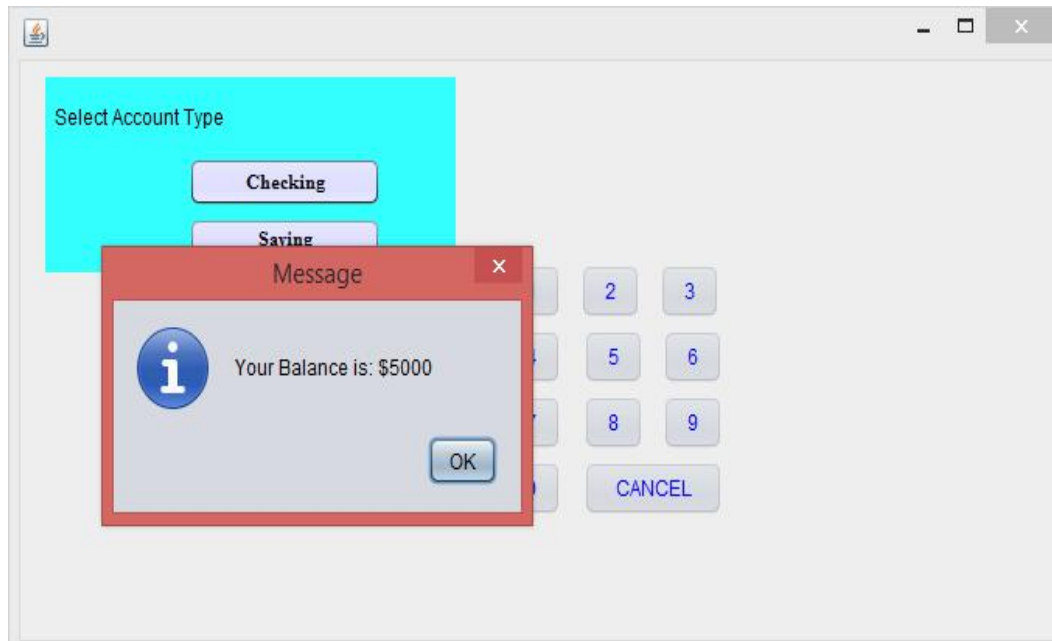
A screenshot of an ATM interface window. The window has a red title bar with standard Windows controls. The main area is light gray. On the left, there is a cyan rectangular box containing the text "Enter your PIN(in digits)" above a white text input field. Below the input field is a "Submit" button. To the right of the cyan box are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". To the right of these buttons is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

If entered PIN is correct he will be taken to the next screen.

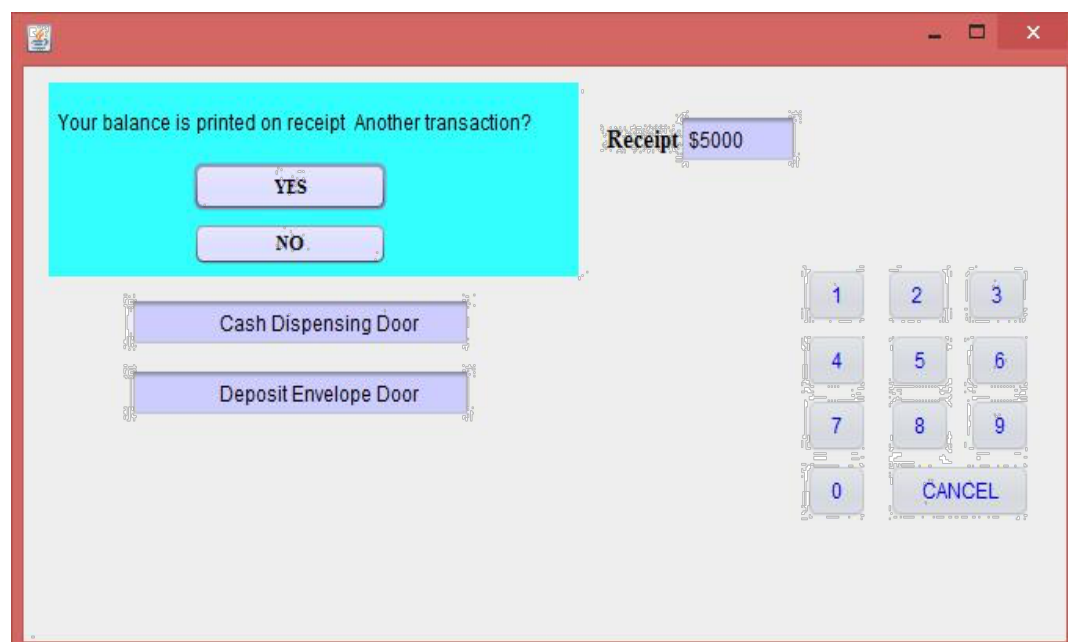


A screenshot of an ATM interface window, likely the next screen after PIN entry. The window has a red title bar. The main area is light gray. On the left, there is a cyan rectangular box containing the text "Hello BASAVAPRASAD CHANDU! Select Transaction Type" above three buttons: "Balance", "Withdrawal", and "Deposit". To the right of the cyan box are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door". To the right of these buttons is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

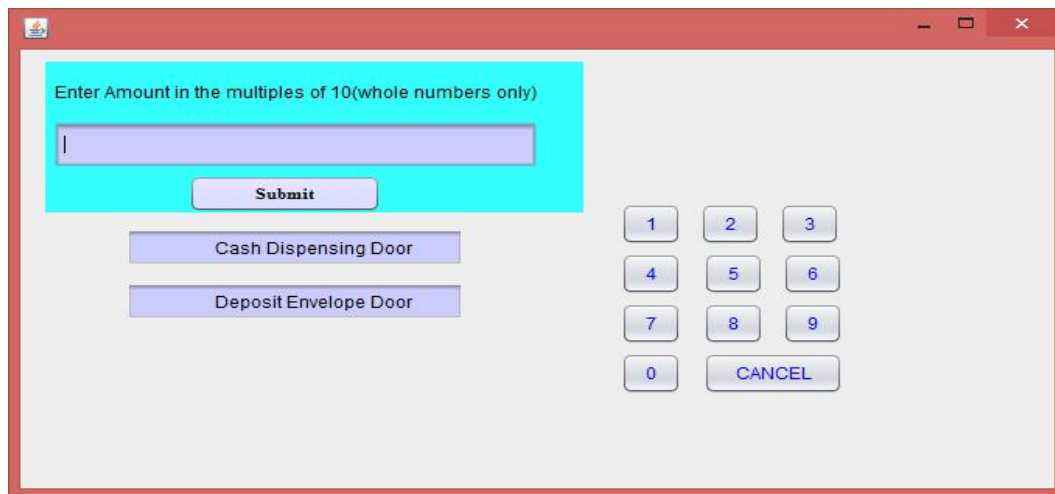
Whatever the account user selects, he will be shown balance of that account which can be seen in below screen.



After, this customer will be asked that if he want to do another transaction.

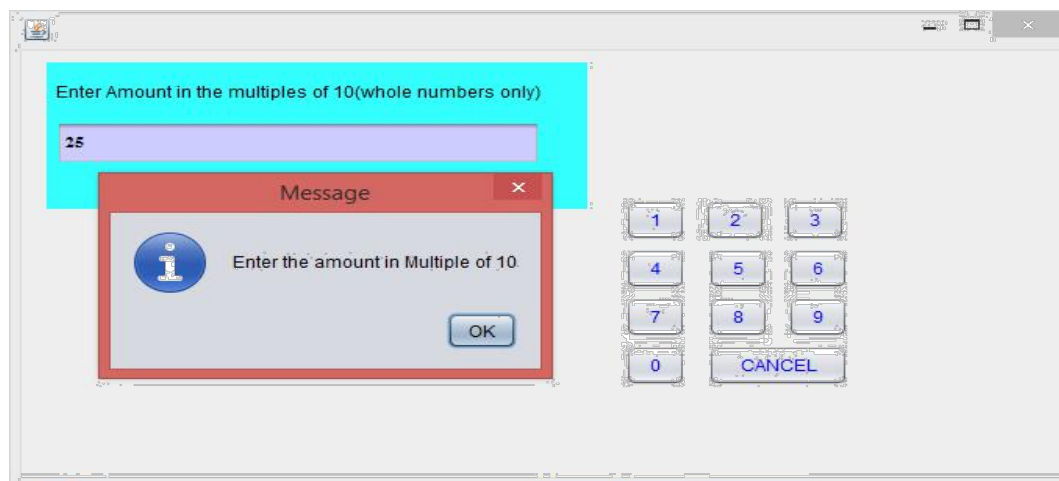


If he selects yes, customer will be shown screen where he will asked the transaction he/she wants to do, like balance, deposit and withdrawal. If customer selects withdrawal, following screen will be displayed.



A screenshot of a software interface for a withdrawal transaction. The interface is contained within a red-bordered window. At the top, a cyan box contains the text "Enter Amount in the multiples of 10(whole numbers only)". Below this is a light blue text input field with a cursor. Under the input field is a "Submit" button. To the right of the input field is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button. Below the "Submit" button are two buttons: "Cash Dispensing Door" and "Deposit Envelope Door".

If the entered amount is not in multiple of 10, following screen will show up.



A screenshot of the same withdrawal screen as above, but with an error message dialog box displayed. The dialog box is titled "Message" and has a red border. It contains an information icon (a blue circle with a white 'i') and the text "Enter the amount in Multiple of 10." Below the text is an "OK" button. In the background, the cyan box now contains the text "25" in the input field. The numeric keypad and other buttons remain visible.

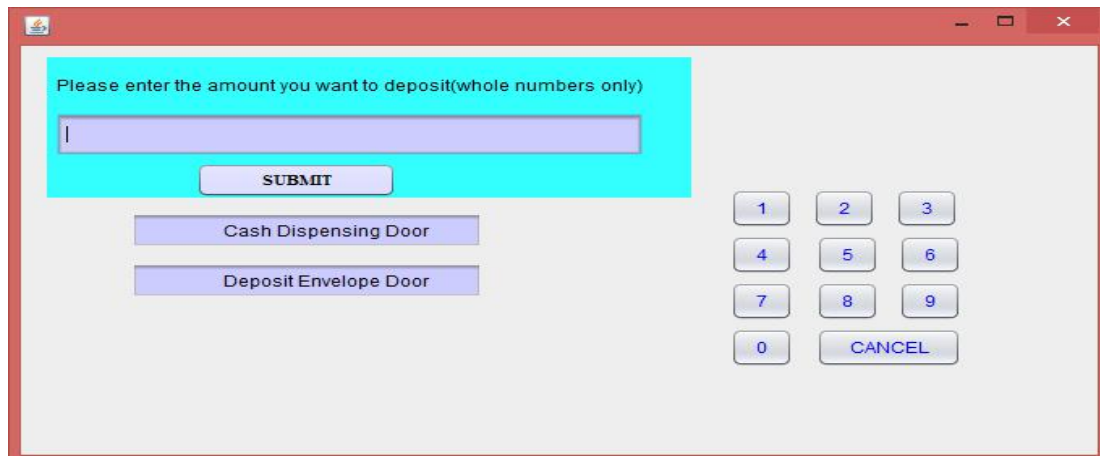
If the entered amount is invalid, following screen will come up.

The screenshot shows an ATM screen with a light gray background. At the top left, a cyan rectangular box contains the text "Enter Amount in the multiples of 10(whole numbers only)". Below this text is a purple input field containing the value "-12". A "Submit" button is positioned below the input field. In the center of the screen, a red-bordered "Message" dialog box is displayed. It features a blue information icon (a lowercase 'i' inside a circle) and the text "Please enter valid amount". An "OK" button is located at the bottom right of the message box. To the right of the message box is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

If he enters the correct amount, following screen will come up.

The screenshot shows the same ATM screen as before, but with a different cyan box at the top left containing the text "Your Balance is being updated Please take the cash". Below this text is a "Done" button. Underneath the "Done" button are two purple buttons: "Cash Dispensing Door" and "Deposit Envelope Door". The numeric keypad with digits 1-9, 0, and a "CANCEL" button remains on the right side of the screen.

On Pressing done button, customer will be shown screen where he will be asked the transaction he/she wants to do, like balance, deposit and withdrawal. If customer selects balance, following screen will be displayed.



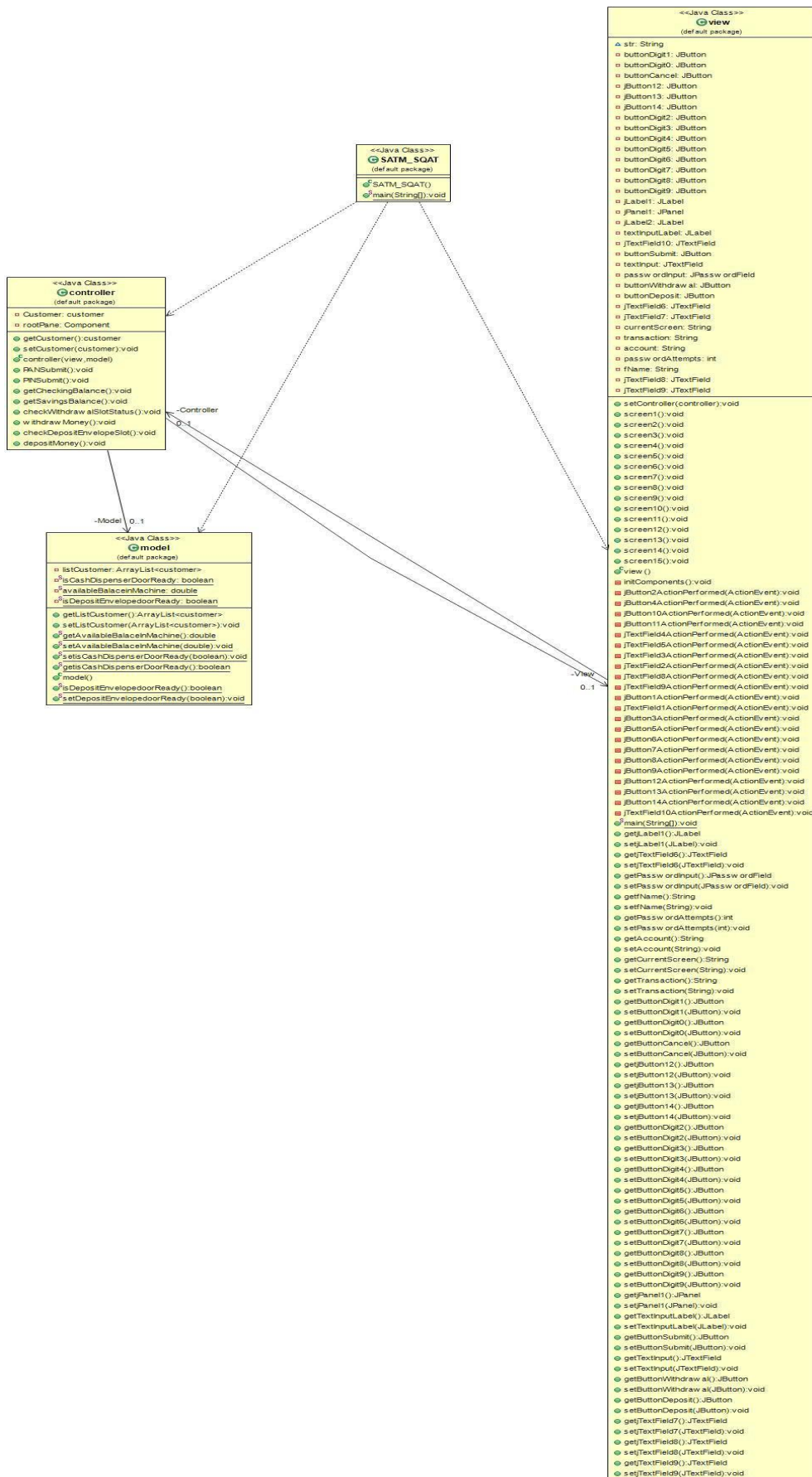
This is a screenshot of an ATM interface. At the top, a red title bar contains standard window controls. Below it, a cyan rectangular box displays the text "Please enter the amount you want to deposit(whole numbers only)". Inside this box is a white text input field with a vertical cursor. Below the input field is a cyan button labeled "SUBMIT". To the right of the cyan box, there are two stacked buttons: "Cash Dispensing Door" and "Deposit Envelope Door". On the far right, there is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

On entering correct amount, customer will be shown screen where he will asked if he want to do another transaction, if he says no. following screen will come.



This is a screenshot of an ATM interface. At the top, a red title bar contains standard window controls. Below it, a cyan rectangular box displays the text "Please take your receipt & ATM card". Inside this box is a cyan button labeled "OK". Below the cyan box, there are two stacked buttons: "Cash Dispensing Door" and "Deposit Envelope Door". On the right side, there is a numeric keypad with buttons for digits 1 through 9, 0, and a "CANCEL" button.

CLASS DIAGRAM OF MVC ARCHITECTURE:



The controller class acts as an interface between the view class and the model class. The model class performs the computations and then gives the result. The controller takes the result from the model class and passes it to the view class to display it on the GUI.

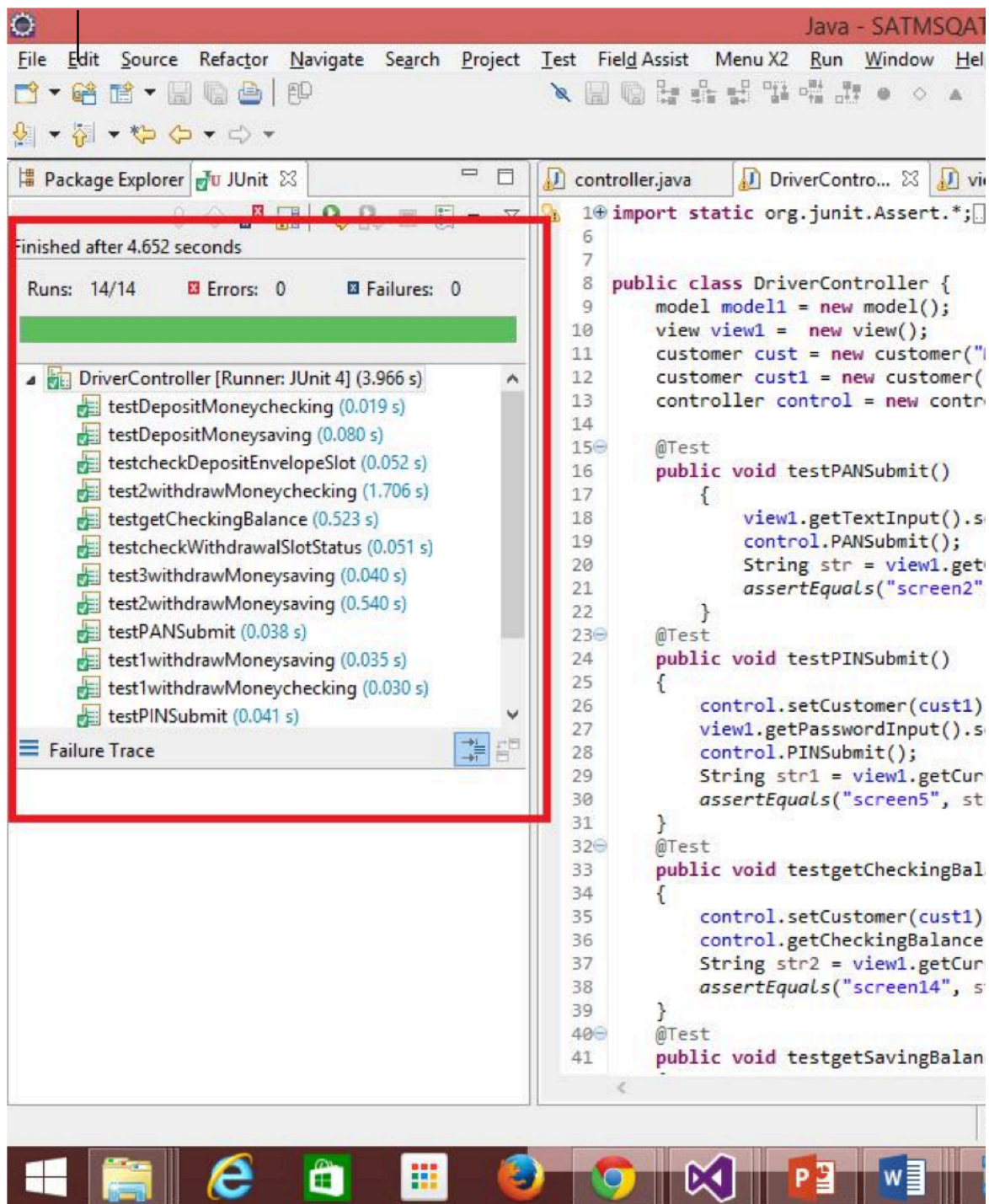
TESTING OF SATM APPLICATION

Designing test cases and implementing the test cases is the primary function of this phase. Here, we test the SATM application through the test cases. Junit test drivers are used to implement them. Since, we have implemented the SATM application using MVC architecture, we can test entire application in units or components. We start the testing at unit level, then later for integration testing. This is later surpassed by object oriented system testing.

1. Test cases for controller:

Testing of controller is done using the model based testing strategy. We have different user scenarios and use cases. As discussed, the use case scenarios would be similar to that of model class and view class. However, the implementing setter and getter methods would change. The method that calculates the change will also get changed.

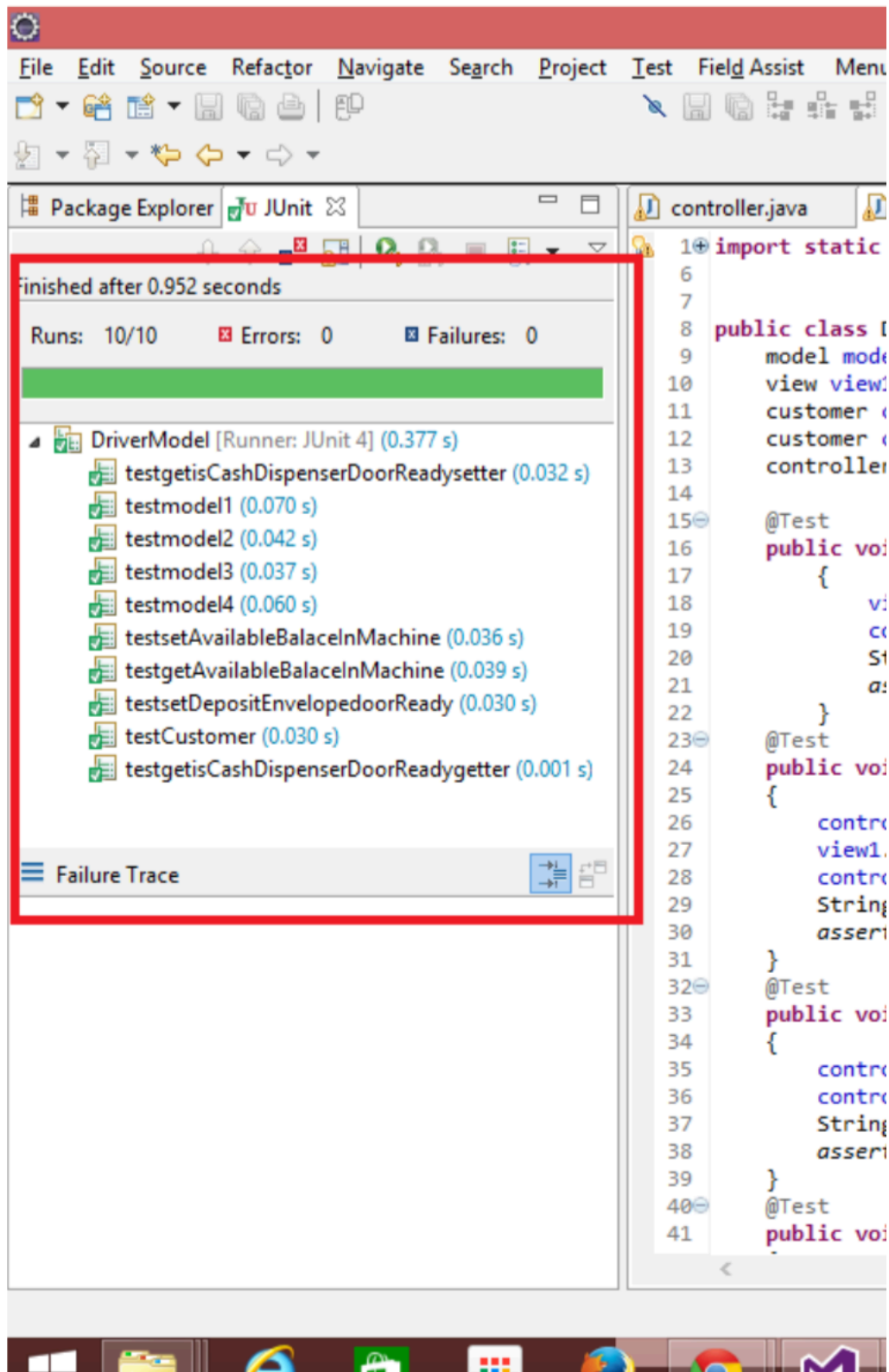
Test Case	Function	Input	Expected Output
1	PANSubmit()	PAN = 0123456789	Screen2
2	PINSubmit()	PIN = 1990	Screen5
3	getCheckingBalance()	Account = Checking	Screen14
4	getSavingBalance	Account = Savings	Screen14
5	checkWithdrawalSlotStatus()	getCurrentScreen()	Screen7
6	withdrwaMoneyChecking()	Account= Checking, Amount = 350	Scree11
7	withdrwaMoneyChecking()	Account= Checking, Amount = 35	Screen7
8	withdrwaMoneyChecking()	Account= Checking, Amount = 100000	Screen9
9	withdrwaMoneySaving()	Account= Saving, Amount = 350	Screen11
10	withdrwaMoneySaving()	Account= Saving, Amount = 35	Screen7
11	withdrwaMoneySaving()	Account= Saving, Amount = 100000	Screen9
12	checkDepositEnvelopeSlot()	getCurrentScreen()	Screen13



2. Test cases for model:

We can design the test cases for “Model” class by testing the methods within the class along using the functionality of the model in the driver. The class “Model” has methods which get invoked when respective buttons are clicked. There are number of test cases to test the model class of the SATM application. Following are the test cases of Model class.

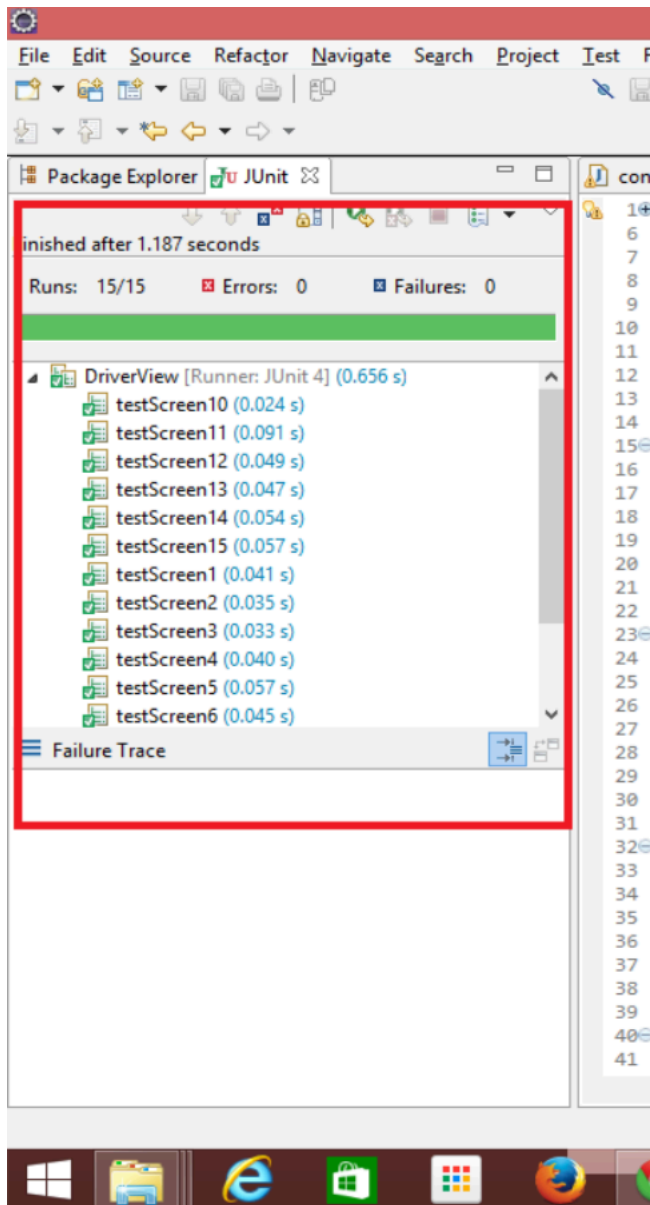
Test Case	Function	Input	Expected Output
1	Model1()	getCustomerList().get(0)	PIYUSH MANTRI , 0123456789, 1990, 0, 0, 5000, 5000
2	Model2()	getCustomerList().get(1)	MAYANK PUROHIT , 4802785779, 1991, 0, 0, 5000, 5000
3	Model3()	getCustomerList().get(2)	JOHN CENA, 1234567890, 1989, 0, 0, 5000, 5000
4	Model4()	getCustomerList().get(3)	DWAYNE JOHNSON, 9876543210, 1992, 0, 0, 5000, 5000
5	getisCashDispenserDoorReadygetter()	getisCashDispenserDoorReady()	True
6	getisCashDispenserDoorReadysetter()	getisCashDispenserDoorReady()	True
7	getAvailableBalanceInMachine()	getAvailableBalanceInMachine()	100000
8	setAvailableBalanceInMachine()	getAvailableBalanceInMachine()	100000
9	setDepositEnvelopdoorReady()	isDepositEnvelopdoorReady()	True



3. Test cases for view:

Testing of VIEW is also done using model based testing strategy. However, the implementing setter and getter methods would change. The method that calculates the change will also get changed.

Test Case	Function	Input	Expected Output
1	Screen1()	getCurrentScreen()	currentScreen=1
2	Screen2()	getCurrentScreen()	currentScreen=2
3	Screen3()	getCurrentScreen()	currentScreen=3
4	Screen4()	getCurrentScreen()	currentScreen=4
5	Screen5()	getCurrentScreen()	currentScreen=5
6	Screen6()	getCurrentScreen()	currentScreen=6
7	Screen7()	getCurrentScreen()	currentScreen=7
8	Screen8()	getCurrentScreen()	currentScreen=8
9	Screen9()	getCurrentScreen()	currentScreen=9
10	Screen10()	getCurrentScreen()	currentScreen=10
11	Screen11()	getCurrentScreen()	currentScreen=11
12	Screen12()	getCurrentScreen()	currentScreen=12
13	Screen13()	getCurrentScreen()	currentScreen=13
14	Screen14()	getCurrentScreen()	currentScreen=14
15	Screen15()	getCurrentScreen()	currentScreen=15



CODE COVERAGE:

Code coverage is a measure used to describe the degree to which the source code of a program is tested by a particular test suite. Eclemma is used in eclipse to calculate the coverage. The test cases of my SATM application covers the 81% of code in which it covers around 90% of the controller and 93% of the model. This thing can be seen in the screenshot attached below.

Element	Coverage	Covered Instructio...	Missed Instructions	Total Instructions
SATMSQAT	80.6 %	4,065	978	5,043
src				
(default package)	80.6 %	4,065	978	5,043
view.java	75.6 %	2,760	892	3,652
controller.java	89.5 %	351	41	392
SATM_SQAT.java	0.0 %	0	26	26
customer.java	83.6 %	61	12	73
model.java	92.5 %	86	7	93
DriverController.java	100.0 %	337	0	337
DriverModel.java	100.0 %	259	0	259
DriverView.java	100.0 %	211	0	211