Script 1: Create a Template, Add Elements & Save Template

Description

Use application to create a template, add elements to it and then save it.

Requirements

- Permissions for Camera and Storage allowed
- API above 22

Setup

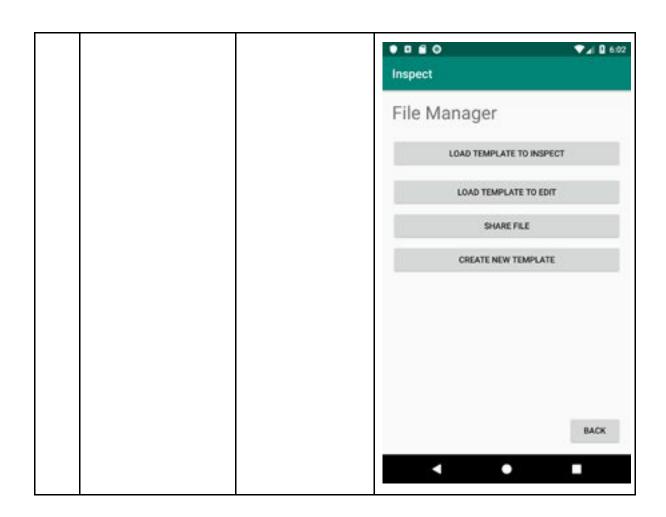
- 1. Load up emulator (Nexus 5 with API 28)
- 2. Load inspection application from application

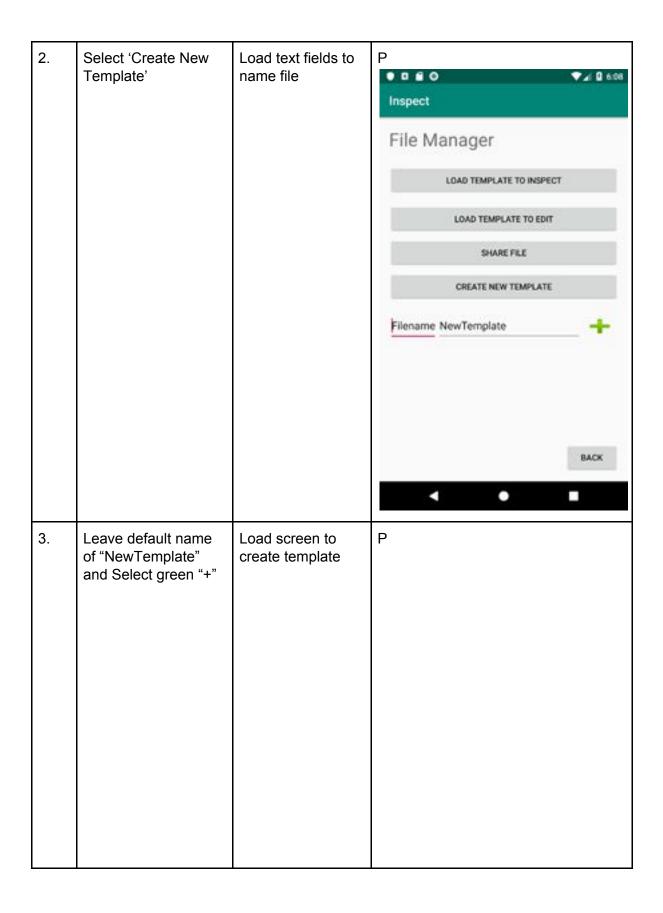
Teardown

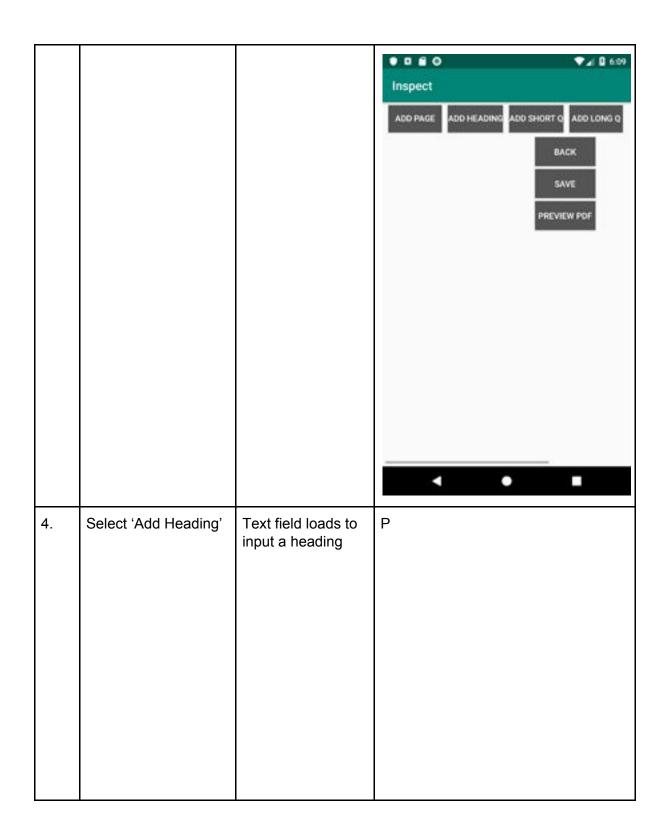
Steps should result in the file being saved

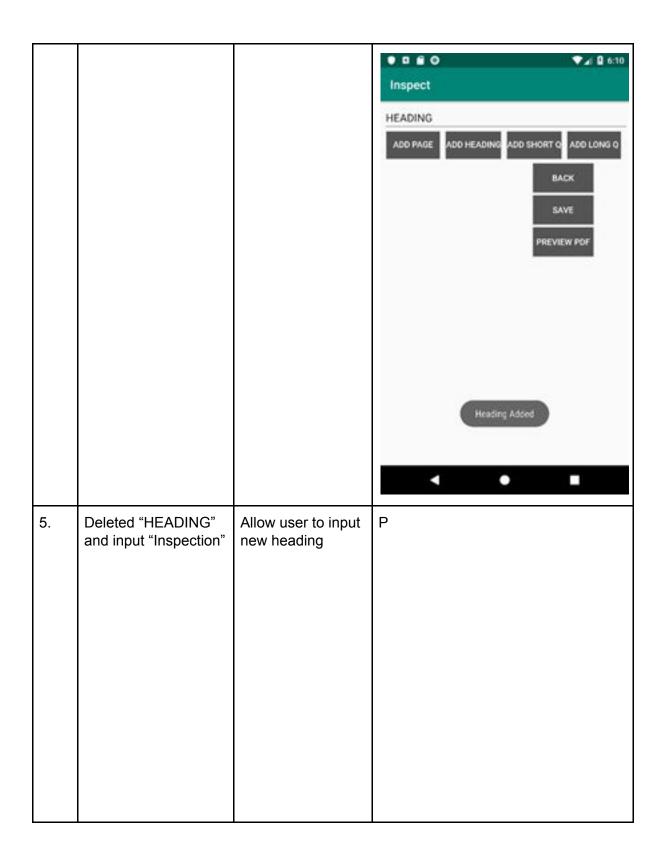
Steps

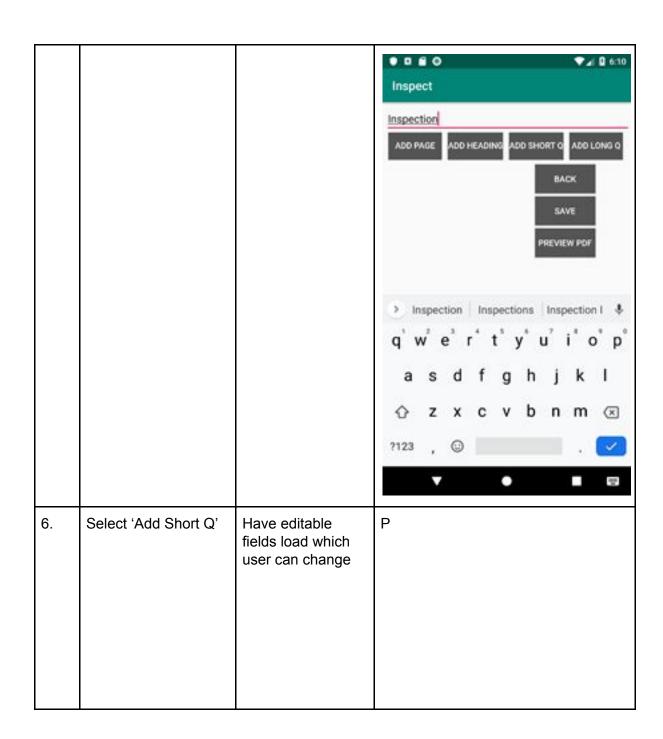
Ste p	Test Action	System Action	Pass/Fail
1.	Select 'File Manager'	Opens application screen to create templates and manage files	P

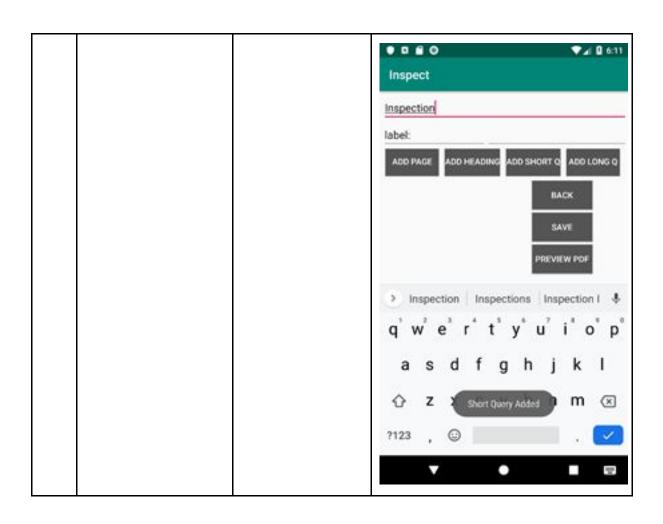


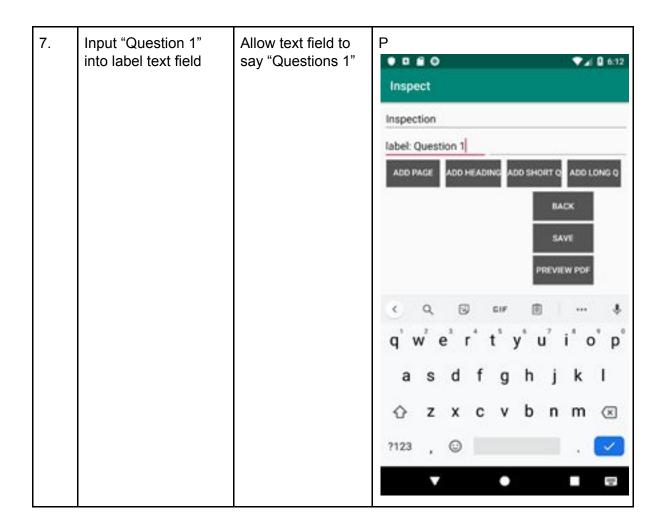


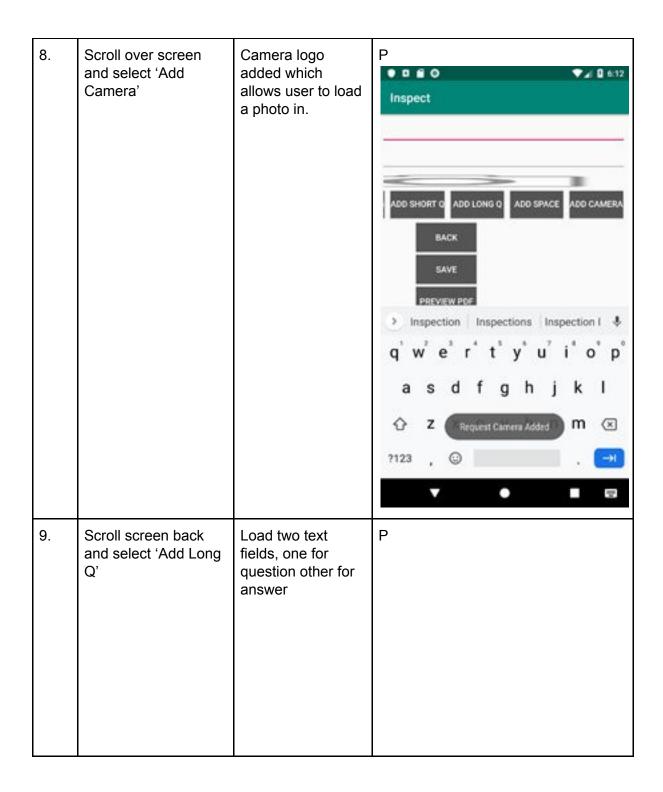


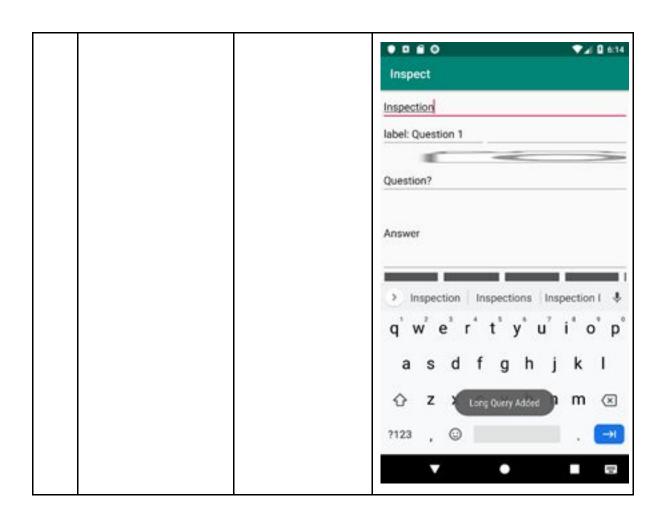


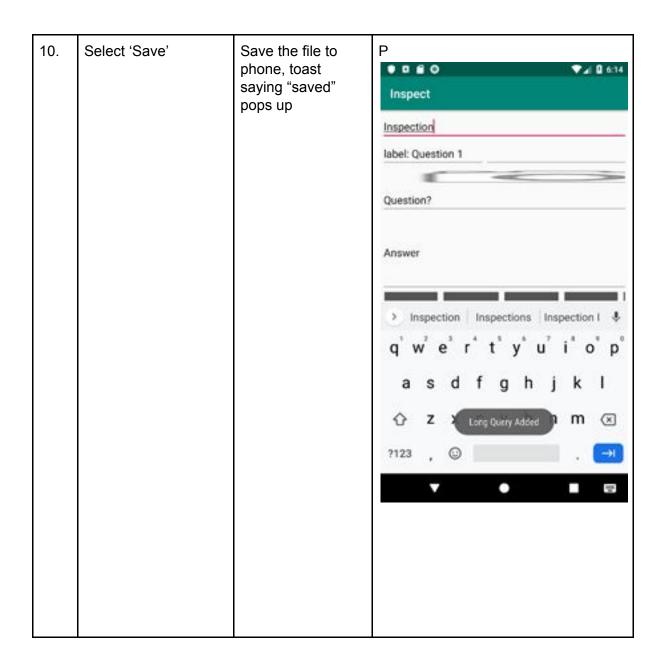


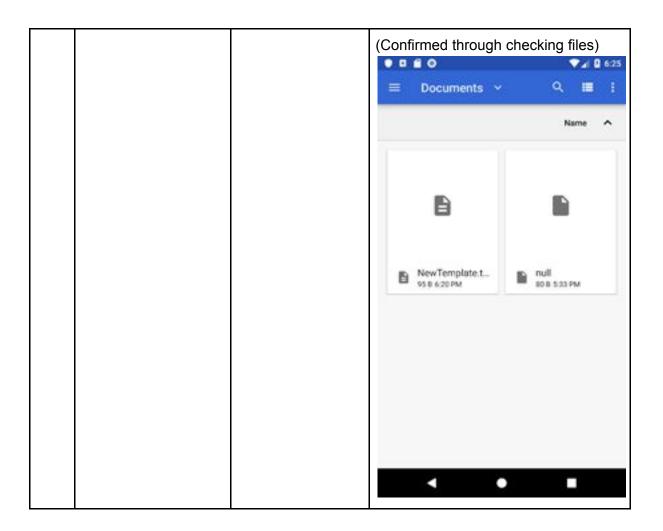












Script 2: Load Saved Template in Edit Mode, Add/Remove Elements & Save Revised Template

Description

Inspector loads a previously saved template, adds/removes elements and saves the new revised template.

Requirements

- A template has been previously saved
- Permissions for Camera and Storage allowed
- API above 22

Setup

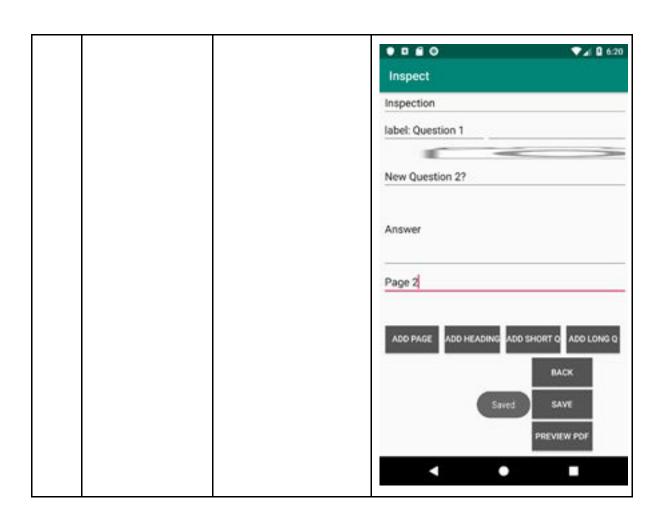
- 1. Load up emulator
- 2. The inspector opens the app

Teardown

None

Steps

Step	Test Action	System Action	Pass/Fail
1.	Selects 'File Manager'	Opens new activity in the file manager	Inspect File Manager LOAD TEMPLATE TO INSPECT LOAD TEMPLATE TO EDIT SHARE FILE CREATE NEW TEMPLATE
2.	Select 'Load Template To Edit'	Opens SAF to select template to load	Documents Q
3.	Select template to load (in edit mode)	SAF loads previously saved template	Р



4. Perform an edit of any kind (e.g. adding or removing elements). E.g. Remove text 'Question?' and change to 'New Questions 2?'



