Pashto Izdakrra

Software Engineering Course Project

Unit Testing Document

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**GITHUB URL: https://github.com/Mina92/Pashto\_software.git**

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Session 2012-2013

Department of Computer Science

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| Pashto Izdakrra | | | | | | |
| Type of test case: Unit Test | | | | | | |
| Start\_Activity | | | | | | |
| Developed /Executed By: Zarmina Khan  Execution Date: 15th April 2013  Application Version: 1.2 | | | | | | |
| **Test Case ID** | **Test Description** | **Input Values** | **Expected Result** | **Status(Pass/Fail)** | **Actual Result** | **Comments** |
| 1 | Correct Sign In | Correct Username | User logged in | Pass | User logged in | Database stores username for each user. When a correct username given, the software will first extract all the usernames and match the input with it. If username already exists, then account logged in. |
| 2 | Incorrect Sign In | Wrong Username | User not logged in | Pass | User not logged in | If username does not exist, then user is not logged in. |

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| Pashto Izdakrra | | | | | | |
| Type of test case: Unit Test | | | | | | |
| SignUp\_Activity | | | | | | |
| Developed /Executed By: Zarmina Khan  Execution Date: 15th April 2013  Application Version: 1.2 | | | | | | |
| **Test Case ID** | **Test Description** | **Input Values** | **Expected Result** | **Status(Pass/Fail)** | **Actual Result** | **Comments** |
| 1 | Correct Sign up | Valid Username | User Data stored, new account made | Pass | User Data stored, new account made | Validity of username means that it should be unique. If it is unique, account is made. And the user is signed in |
| 2 | Incorrect Sign up | Invalid Username | User asked to give a valid (unique) username | Pass | User asked to give a valid (unique) username | If not unique, then user asked to choose another username. |

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| Pashto Izdakrra | | | | | | |
| Type of test case: Unit Test | | | | | | |
| 3. Check for Words | | | | | | |
| Developed /Executed By: Zarmina KhanExecution Date: 15th April 2013Application Version: 1.2 | | | | | | |
| **Test Case ID** | **Test Description** | **Input Values** | **Expected Result** | **Status(Pass/Fail)** | **Actual Result** | **Comments** |
| 1 | Values extracted from database | Command for getting data | Should display some data | Pass | Displays data and does not dive a null pointer exception. | Data can be accessed whether correct or not. |
| Pashto Izdakrra | | | | | | |
| Type of test case: Unit Test | | | | | | |
| GetWords | | | | | | |
| Developed /Executed By: Zarmina Khan  Execution Date: 15th April 2013  Application Version: 1.2 | | | | | | |
| **Test Case ID** | **Test Description** | **Input Values** | **Expected Result** | **Status(Pass/Fail)** | **Actual Result** | **Comments** |
| 1 | Values correctly extracted from database | Cat\_Id = 1,  Word\_Id = 101 | Eng\_Word = One  Pashto\_Word = Yao | Pass | Eng\_Word = One  Pashto\_Word = Yao | Values displayed according to respective word\_Id and Cat\_Id. |
| 2 | Values correctly extracted from database | Cat\_Id = 1,  Word\_Id = 105 | Eng\_Word = Five  Pashto\_Word = Pinza | Pass | Eng\_Word = Five  Pashto\_Word = Pinza | Values displayed according to respective word\_Id and Cat\_Id. |
| 3 | Values correctly extracted from database | Cat\_Id = 1,  Word\_Id = 110 | Eng\_Word = Ten  Pashto\_Word = Lass | Pass | Eng\_Word = Ten  Pashto\_Word = Lass | Values displayed according to respective word\_Id and Cat\_Id. |

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| Pashto Izdakrra | | | | | | |
| Type of test case: Unit Test | | | | | | |
| 1. **Choose Category Activity** | | | | | | |
| Developed /Executed By: Group 10  Execution Date: 14-April-2013 (last update)  Application Version: 1.2 | | | | | | |
| **Test Case ID** | **Test Description** | **Input Values** | **Expected Result** | **Status(Pass/Fail)** | **Actual Result** | **Comments** |
| 1 | Check to see if right tutorial is displayed for the unlocked category  :selectCategory  :unlockLevel | Click all the categories one by one. | Right tutorial will be displayed | Fail | NA | In process. |
| 2 | Check to see that you cannot click on a category that is locked.  :passLevel  :unlockLevel | Click the categories that are locked | Error message should be displayed that the category is locked. | Fail | NA | In process |
| 3 | Check to see that a new category is unlocked after you pass a category, and you’ve selected out of the available categories  :unlockLevel  :selectCategory | Passing a category | A category should be unlocked. | Fail | NA | In process |

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| Pashto Izdakrra | | | | | | |
| Type of test case: Unit Test | | | | | | |
| 6. Blinking Colours \_Activity | | | | | | |
| Developed /Executed By: Group 10  Execution Date: 14-April-2013 (last update)  Application Version: 1.2 | | | | | | |
| **Test Case ID** | **Test Description** | **Input Values** | **Expected Result** | **Status(Pass/Fail)** | **Actual Result** | **Comments** |
| 1 | If the button is pressed at time when the right colour is displayed on the screen. | Clicking the button on the screen | Game should be over or move on the next round of the colour game and 10 points added to the user’s current score | Fail | NA | In process. |
| 2 | If the button is pressed at time when the wrong colour is displayed on the screen. | Clicking the button on the screen. | Game should be over or move on the next round of the colour game and 0 points added to the user’s current score. | Fail | NA | In process |
| 3 | The right color is displayed at least once every minute on the screen | Input the colour red | Red colour should appear on the screen at least every one minute | Fail | NA | To avoid time lag. |
| 4 | Check if correct instructions are appearing on the screen: getInstructions() | User clicks on “Get instructions” button | Instructions on how to play the game should appear on the screen | Fail | NA | This function is inherited from the Quiz class and is overridden, specific to this game |
| 5 | Check if the right score is displayed on the screen: computeScore() | Game ends | Game should check the database to find the current score in the game. | Fail | NA | This function is inherited from the Quiz class and is overridden, specific to this game |