testing plan:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test Date | What I tested | What I did to test it (actual input values) | Test type | What I expected to happen | What happened. | What I did to fix it if the test failed. |
| 20/02/24 | Checking if display runs when being selected from the menu and if the nested keys are being accessed | Menu->see task collection | Valid | The nested keys of the first tasks key are printed | A computer screen with white text  Description automatically generated | I changed the value I was putting which was zero to the key putting zero doesn’t access the first thing but looks for a key 0 |
| 20/03/24 | What happens when u click the cancel in the multenterbox when adding new task | Menu-> New Task->cancel | Valid | The cancel should just close and do nothing as, yet I haven’t made it so it’s go’s back | A screenshot of a computer  Description automatically generated  A error occurred as clicking the cancel button returned none which the program tried to append to the dictionary. | I made an if statement to not append when the multenterbox returns none |
| 22/03/24 | I am testing if a button box pops up when picking the assignee when adding a new task | Menu->New Task->Title->Description->Assignee->Priority->Status | valid | A button box pops up with the options of all possible people who can be assigned | A screenshot of a computer  Description automatically generated  An enterbox appears and not a buttonbox with all possible people that can we assigned as initially expected | There was a syntax issue at the start of the if statement which was causing only the first if statement to run which had the enterbox |
| 22/03/24 | If the new task function works smoothly | Menu->New Task | valid | A set of windows will open all asking different specifications of the new task they want to add | A screenshot of a computer  Description automatically generated  The new task function doesn’t ask for the description of the task | When running the function its matches what the user should be asked and runs its specific window which there was a spelling error which the computer wasn’t running the description if statement due to the miss match in spelling. |
| 28/03/24 | Checking if the value change function runs | Menu->New Task | valid | A set of windows will open all asking different specifications of the new task they want to add- same as previous test | A screenshot of a computer error  Description automatically generated  When the program got to asking the assignee the button box expected a string but the list of options had integers | I changed the options into strings as the priority doesn’t require to be an integer |
| 02/04/24 | Checking if update tasks runs now with using task change function | In menu clicked update task and choose task to create an about us page task then change title  Menu->Update task->Create an about us page(then ok)->Title | Valid | The choose value of the chosen task will be updated | A computer screen with white text  Description automatically generated  Since I wanted to show the task title in the choice box meaning I cant use the option to access the nested dictionary where the title is. | I made the program so it backtracks from the title to find the task/key which has that title |
| 03/04/24 | Testing if task\_num is identified correctly which is the value being identified from the title of the chosen task to be able to update the tasks dictionary | Menu-> update task-> pick task(design hompage) -> assignee -> JSM | valid | The chosen value in the chosen task is updated | The choices are empty so it wont be able to find anything in there. | The search function now returns a tuple which has the chosen value and possible choices to make the program more modular so now what is did was look for the first item in the tuple which is their choice in the second item in the tuple which is a list. |
| 03/04/24 | Testing if the changes from the previous test work, meaning testing if the task Num identified works | Menu-> update task-> pick task(design homepage) -> assignee -> JSM |  | The chosen value in the chosen task is updated |  | I used square brackets instead of normal brackets meaning it didn’t call the function but rather just looked for it something in a unknown dictionary |
| 7/04/24 | Testing if searching for a team member works | Menu->find employee or task->Team\_member->Jane Love | Valid | The chosen team members details will be shown in a window | There was an error when calling the display function inside the find function. The display function coulndt add a ‘list’ to the message string. This is because the search function returns a tuple which has the users choice and a list of the choices the user had. | I referenced to only access the first item when calling the display function inside the find function |
| 7/04/24 | Testing if searching for a team member works | Menu->find employee or task->Team\_member->Bob Dillon | Valid | The chosen team members details will be shown in a window | There was an error when calling the display function inside the find function. The search function did puy only the chosen item as the specfic parameter when calling the display function but it put the name of the team member not their key | I made the search function also return the key as the first value in the tuple, so we don’t have to backtrack multiple times through out the code to find out the key. I did this by making a list of keys of what the search type is and them using the title or name to backtrack to find the key. Using the index of the choice in the choices to find the key in the list of keys as they will be in the same index. |
| 7/04/24 | Running generate report to see if the formatting is correct | Menu->Generate report | Valid | The tasks are listed in front of status | The replace function doesn’t work and the code things its an attribute of the dictionary giving an error | I’ve decided to scrap the idea of writing the task titles in front of the status’s in generate report as that is not required and decided just to show the number of tasks in each status category |
| 8/04/24 | Running to see if input list is generate | Start program | Valid |  | I was trying to access the first key in the dict but as dicts don’t work like lists and instead of outputting the first item it trys and look for a key that is the 0 integer | I wrote the first key in the list to fix this error but then I instead changed this variable of a list of all the details |
| 10/04/24 | Running to see if a task is removed from a members tasks assigned when it is completed | Menu->update list -> fix navigation menu-> status-> Completed | Valid | The task gets removed from the team members list of task assigned | This task already had no assignee so what was expected that it just continues cause the if statement also check if it already equals none | The error occurred because I was checking for None as a data type but in the tasks dictionary its written as a string meaning as “None” so I changed the if statement to now check for the string “None”. |
| 11/04/24 | Running to see when generating report the the list brackets are removed for better look | Menu->Generate report | valid | The task are shown in front of their respective status without the list’s brackets | The prorgam was trying to find an attribute of the string named remove which doesn’t exist and caused an error | I decided to not show the tasks names when generating report as it isn’t required but instead only show the number of tasks at each status in front of all the statuses. |
|  | FINAL TESTING |  |  |  |  |  |
| 12/04/24 | Testing what happens when the user tries to have an empty value and presses enter or presses ok when inputting a title in new task | Menu->New Task->press enter or click ok | Valid | A window pops up telling the user that they need to input a value | The user does get a message telling them they need input a value | N/A |
| 12/04/24 | Testing what happens when the user tries to have an empty value and presses cancel when inputting a title in new task | Menu->New Task->press cancel | Valid | The function ends and it goes back to the main menu, |  | N/A |
| 12/04/24 | Testing what happens when the user tries to have an written value and presses cancel when inputting a title in new task | Menu->New Task->input any value->press cancel | Valid | The function doesn’t append anything and it goes back to the main menu. | Inputting the value    It does go back to the menu as intended.    We can see no new task has been created to the function didn’t append anything to the dictionary. | N/A |
| 12/04/24 | Testing what happens when the user clicks the cross button on the top right | Menu->New Task->input any value->Click cross button top right | Valid | it goes back to the main menu. | As expected the it goes back to the main menu. | N/A |
| 12/04/24 | Testing what happens when the user tries to have an empty value and presses enter or presses ok when inputting a description in new task | Menu->New Task->Title(test title)-> ok | valid | A window pops up telling the user they need to input the value | As expected it tells the user they need to input a value. | N/A |
| 12/04/24 | Testing what happens when the user tries to presses cancel when inputting a description in new task | Menu->New Task->Title(test title)-> cancel | valid | it goes back to the main menu. | As intended it goes back to the main menu. | N/A |
| 12/04/24 | Testing what happens when the user clicks the cross button on the top right | Menu->New Task->Title(test title)-> Click cross button top right | valid | It goes back to the main menu | Click cancel    It goes back to the main menu. | N/A |
| 12/04/24 | Testing what happens when the user clicks the cross button in the top right when asking for the assignee for the task when making a new task | Menu->New Task->Title(test title)->Description(test description)-> Click cross button top right | Valid | It goes back to the main menu | Clicked cancel    It went back to the main menu as expected | N/A |
| 12/04/24 | Testing what happens when the user clicks the None when asking for the assignee for the task when making a new task | Menu->New Task->Title(test title)->Description(test description)-> Assignee(None)->priority(2)->Status(Not started)  Inputted None as assignee | Valid | The new task is made as normal and has None assignee | As expected the task is made and added to the tasks dictionary | N/A |
| 12/04/24 | Testing what happens when the user puts a valid assignee when asking for the assignee when making a new task | Menu->New Task->Title(test title)->Description(test description)-> Assignee(BDI)->priority(2)->Status(Not started)  Inputted BDI in assignee | Valid | The new task is made as normal and has a assignee named BDI | As expected the task is made and added to the tasks dictionary | N/A |
| 12/04/24 | Testing what happens when the user puts a valid priority for when making a new task | Menu->New Task->Title(test title)->Description(test description)-> Assignee(JLO)->priority(2)->Status(Not started)  Inputted 2 in priority | valid | The new task is made as normal and has a priority of 2 | As expected the task is made and added to the tasks dictionary | N/A |
| 12/04/24 | Testing what happens when the user puts a Invalid string in priority for when making a new task | Menu->New Task->Title(test title)->Description(test description)-> Assignee(None)->priority(hello)->Status(Not started)  Inputted “hello” in priority | Invalid | There is a message box titled error that pops up and tells that they have not input an integer as we are using an integer box to collect the value of priority | Inputting ‘hello’    As expected the user gets told that the value they entered isn’t an integer. Then the priority box pops up again for re-entering after clicking ok. | N/A |
| 12/04/24 | Testing what happens when the user puts a Invalid that is a Boolean in priority for when making a new task | Menu ->New Task ->Title(test title)->Description(test description)-> Assignee(None)->priority(True)->Status(Not started)  Inputted True in priority | Invalid | An error message box pops up telling the user that the value they entered is not an integer. | Inputting True    As expected the user gets told that the value they entered isn’t an integer. Then the priority box pops up again for re-entering after clicking ok. | N/A |
| 12/04/24 | Testing what happens when the user puts a Invalid that is a float in priority for when making a new task | Menu ->New Task ->Title(test title)->Description(test description)-> Assignee(None)->priority(3.14)->Status(Not started)  Inputted 3.14 in priority | Invalid | The user gets told that their input is valid and needs to be an integer as integers are whole number while floats aren’t. | Inputting 3.14    As expected the error message box pops up and a float isn’t considered an Intenger,then after pressing ok the priority box pops up again for re-entering. | N/A |
| 12/04/24 | Testing what happens when the user puts a Invalid that is a list in priority for when making a new task | Menu ->New Task ->Title(test title)->Description(test description)-> Assignee(None)->priority([1,4,25,2])->Status(Not started)  Inputted [1,4,25,2] in priority | Invalid | An error message box pops up telling the user that the value they entered is not an integer. | Inputting [1,4,25,2]    As expected the message box titled error popped up telling the user that the value they entered isn’t a integer. Then after pressing ok the prioriry box pops up again for re-entering. | N/A |
| 12/04/24 | Testing what happens when the user puts a Invalid that is a negative number in priority for when making a new task | Menu ->New Task ->Title(test title)->Description(test description)-> Assignee(None)->priority-1)->Status(Not started)  Inputted -1 in priority | Invalid | An error message box pops up telling the user that the value they entered is below the lower bound | Inputting -1    As expected the the error message box shows up telling the user that their integer is bellow the lower bound of 1. | N/A |
| 12/04/24 | Testing what happens when the user puts a Invalid that is a number above the upper bound in priority for when making a new task | Menu ->New Task ->Title(test title)->Description(test description)-> Assignee(None)->priority-1)->Status(Not started)  Inputted 4 in priority | Invalid | An error message box pops up telling the user that the value they entered is above the upper bound | Inputting 4    As expected the the error message box shows up telling the user that their integer is above the upper bound of 3. | N/A |
| 12/04/24 | Testing what happens when the user puts a Invalid that is the number 0 upper bound in priority for when making a new task | Menu ->New Task ->Title(test title)->Description(test description)-> Assignee(None)->priority-0)->Status(Not started)  Inputted 0 in priority | Invalid | An error message box pops up telling the user that the value they entered is below the below bound | Inputting 0    As expected the the error message box shows up telling the user that their integer is bellow the lower bound of 1. | N/A |
| 12/04/24 | Testing what happens when the user puts the lower bound number of 1 in priority for when making a new task | Menu ->New Task ->Title(test title)->Description(test description)-> Assignee(BDI)->priority-1)->Status(Not started)  Inputted 1 in priority | Boundary | The program continues as usual and new task is made | Inputting 1    Task is created as expected with priority one. | N/A |
| 12/04/24 | Testing what happens when the user puts the lower bound number of 1 in priority for when making a updating task | Menu ->Update ->priority(1)  Inputted 1 in priority | Boundary | The program continues as usual and task is updated | Task 4 has a priority of 1      Inputting 1    Now task 4 is priority 1 as expected the boundary number works as expected. | N/A |
| 12/04/24 | Testing what happens when the user puts the upper bound number of 3 in priority for when making a new task | Menu ->New Task ->Title(test title)->Description(test description)-> Assignee(BDI)->priority-3)->Status(Not started) | Boundary | The program continues as usual and new task is made | Inputting 3    Task is created as expected with priority 3. | N/A |
| 12/04/24 | Testing what happens when the user puts the upper bound number of 3 in priority for when making a updating task | Menu ->Update task-> priority-(3) | Boundary | The program continues as usual and task is updated | Task 4 has a priority of 3    Then inputting 3    Now task 4 is priority 3 as expected the boundary number works as expected. | N/A |
| 12/04/24 | Testing what happens when the user click cancel or click the cross button at the top right when search of a task or team member | Menu ->Find employee or task-> task or team member ,as both use the same function, -> cancel or cross button | Valid | The program goes back to the main menu | Clicking cancel or cross button    As expected it goes back to the main menu. | N/A |
| 12/04/24 | Testing when a user searches for a employee info do they get the right info without error | Menu-> team member -> John Smith | Valid | The team member info is displayed | Pickining Team member    Picking John Smith    As expected John Smith’s information is displayed. | N/A |
| 12/04/24 | Testing when a user searches for a task info do they get the right info without error | Menu-> task-> member -> T1 | Valid | The task info is displayed | Picking task to search    Picking T1    As expected T1 info is displayed. | N/A |
|  | NOTE: for updating task the data collection window aren’t being tested as they use the same function as the new task function. |  |  |  |  |  |
| 12/04/24 | Testing what happens when the user click cancel or click the cross button at the top right when picking which task to update | Menu->Update task-> click cancel or click the cross button at the top right | Valid | The program goes back to the main menu | Click cross or cancel    As expected the main menu appears and anything isn’t updated. | N/A |
| 12/04/24 | Testing what happens when the user click cancel or click the cross button at the top right when picking what to update in their chosen task | Menu->Update task-> pick task(T1)-> click cancel or click the cross button at the top right | Valid | The program goes back to the main menu | Picked T1    Click cross or cancel    As expected the main menu appears and anything isn’t updated. | N/A |
| 12/04/24 | Testing if Assignee is changed when task is already completed when updating task | Menu->Update task->T5-> Assignee(JLO)  Inputted JLO as assignee | Valid | The Assignee isn’t changed as the assignee of a completed task shouldn’t be changed | As we can see T5 is completed and the last assignee was BDI    After trying to change the assignee in update task the assignee is still BDI | N/A |
| 12/04/24 | Testing if generate report works and shows the correct data | Menu->Generate report | Valid | The right amount of tasks are shown in their respective categories of status in a message box window | As expexted report is generated correctly and we can double check results by printing tasks collection    As we cam see the status count was correct | N/A |
| 12/04/24 | Testing what happens when the click the cross button at the top right generating report | Menu->Generate report click cancel or click the cross button at the top right | Valid | The program goes back to the main menu | As expected the program went back to the main menu | N/A |
| 12/04/24 | Testing if see task collection works and show data in a proper format | Menu->see task collection | Valid | The tasks collection has all the tasks and the details are formatted | As expected the task collection has all the tasks and the details are properly formated | N/A |
| 12/04/24 | Testing what happens when the click the cross button at the top right when in task collection | Menu->see task collection->Generate report click cancel or click the cross button at the top right | Valid | The program goes back to the main menu | As expected the program went back to the main menu | N/A |
| 12/04/24 | Testing what happens when the user clicks on the exit button | Menu->Exit | Valid | The program closes | As expected the program closed. | N/A |