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| 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 | Pick display in menu options |  | The nested keys of the first tasks key are printed |  | 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 | New task in menu,  Then cancel button |  | The cancel should just close and do nothing as, yet I haven’t made it so it’s go’s back | 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 | Click add new task in menu |  | A button box pops up with the options of all possible people who can be assigned | An enterbox appears and not a buttonbox with all possible people that can we assigned as initially expected | There was a a syntax issue at the start of the if statement which was causing only the it first if statement to run with the enterbox |
|  | If the new task func work smoothly | Click add new task in menu |  | A set of windows will open all asking different specifications of the new task they want to add | The new task func doesn’t ask for the description of the task | When running the func its mateches 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 thing |
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