

## OutputRecommendation Engine Test Planner and Tracker

Engine in Test implies that the Tester can give an input of the jobs/candidate for which he wants an candidates list/job recommendation and get and output.

The tester also has admin access implying that he has access to the databases and can add/remove/view candidates profiles and job description.

### Test Planner and Tracker

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Test No. ID	Related Use case	Pre-conditions	Test Description (steps)	Expected Outcome	R1 Outcome (color code cell background)	R2 Outcome (color code cell background)	Comments (if test case failed)
1	Admin Login	Admin not logged in.	Logs in admin via login portal	Admin is logged in and can access ourfood site.	Unit Testing and Integration Testing will be done for R2	User logs in as admin.	
2	Admin Registration		Adds user account.	User is registered as admin	Unit Testing and Integration Testing will be done for R2	User is registered	
3	CRUD of farmer(Seller Account)	Seller logged in	CRUD seller account.	Selected accounts must be modified as per requirements depending on permissions of	Unit Testing and Integration Testing will be done for	Properties of seller account changes as required	
4	Farmer Registration		Adds farmer(seller) account.	User is registered as a seller	Unit Testing and Integration Testing will be done for	User gets registered as seller.	
5	Farmer Login	Farmer(seller) not logged in	Logs in farmer via login portal	Farmer is logged in and can access ourfood site	Unit Testing and Integration Testing will be done for R2	User logs in as farmer.	
6	Direct CRUD Produce(Farmer's order)	Seller logged in	CRUD produce items	Selected produce must be modified as per requirements depending on permissions of user	Unit Testing and Integration Testing will be done for R2	Properties of produce changes as required	
7	Direct CRUD Product(Seller item of ourfood)	Admin logged in.	CRUD product items	Selected products must be modified as per requirements depending on permissions of user	Unit Testing and Integration Testing will be done for R2	Properties of product changes as required	
8	CRUD for buyers(buyer account)	Buyer logged in	CRUD buyer account	Selected accounts must be modified as per requirements depending on permissions of	Unit Testing and Integration Testing will be done for	Properties of buyer account changes as required	
9	Direct CRUD Buyer Order	Buyer logged in	Adds buyer account.	User is registered as a buyer	Unit Testing and Integration Testing will be done for	User gets registered as buyer	
10	Buyer Login	Buyer not logged in	Logs in buyer via login portal	Buyer is logged in and can access ourfood site	Unit Testing and Integration Testing will be done for R2	User logs in as buyer.	
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## **Test plan Instructions**

It is particularly important that you create a substantial set of Acceptance Tests. These are tests based on the requirements document. Each acceptance test should describe an operation to be performed by the user, and the expected outcomes from that operation. The objective is to define a comprehensive set of tests that between them cover all the features in the requirements document. The tests should preferably cover all the frequent "normal use" scenarios, as well as commonly occurring exception scenarios. Each acceptance test must be described as a set of user instructions for performing the test, much like a user manual. The outcomes description specifies how the user knows whether the test succeeded or failed. The reason for defining acceptance tests early in the life-cycle is to facilitate "test-driven development". Developers can look at the acceptance tests that their module must satisfy, and thereby know exactly what behavior is expected from their module. Make sure to update these if/when requirements change. Make sure to follow the suggested format.

## Monopoly Test Planner and Tracker (example)

Game in test mode implies that the tester can control the outcome of the dice  
Note that some of the test cases require previous test cases to be completed

### Acceptance tests

Test No.	User Story covered	Preconditions	Test Description
1	Move Player	Game is in test mode. Game is in initial state. Number of Players: 1 Player 1 Name: Tester1	
2	Move Player	Test 1 completed	Player 1 Dice Roll Total : 5 Player 1 End Turn
3	Move Players in Turns	Game is in test mode. Game is in initial state. Number of Players: 2 Player 1 Name: Tester1 Player 2 Name: Tester2	Player 1 Dice Roll: 5 Player 1 End Turn  Player 2 Dice Roll: 3 Player 2 End Turn
4	Pass Go	Game is in test mode. Game is in initial state. Number of Players: 1 Player 1 Name: Tester 1	Player 1 Dice Roll: 39 Player 1 End Turn  Verify Player 1 bank balance
5	Pass Go	Game is in test mode Game is in initial state. Number of Players: 1 Player 1 Name: Tester 1	Player 1 Dice Roll: 40 Player 1 End Turn  Verify Player 1 bank balance
6	Pass Go	Game is in test mode. Game is in initial state. Number of Players: 1 Player 1 Name: Tester 1	Player 1 Dice Roll: 41 Player 1 End Turn  Verify Player 1 bank balance

roll - assume dice roll can exceed 12 for testing.  
as a precondition.

Expected Outcome	R1 Outcome	R2 Outcome
Player 1 is located at Reading Railroad cell.		
Player 1 is located on Jail cell.		
Player 1 is located at Reading Railroad		
Player 2 is located at Baltic Avenue		
Player 1 is located at Boardwalk		
Player 1 has \$1500		
Player 1 is located on GO cell		
Player 1 has \$1700	Go money paid out only after passing GO, not when it is reached.	
Player 1 is located at Mediterranean Avenue		
Player 1 has \$1700		