ABC Motors Testing:

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| Test: | Outcome: |
| Opening the program up | The program runs and acts correctly, the tabs for vehicle and staff overview both work fine and allow swapping between the two, the Transaction tab will come later. File, Edit and Help also work although will need their functions with a little add on. All buttons and layout of the design appear in position as intended and the UI is simple and ergonomic enough for users. |
| Being able to select data | The Vehicle section works as intended with clicking the table on the left with the first two key attributes of the vehicle and then on the right the other three attributes shown under vehicle details. New data can be added to the table via the new button, data edited with edit and then finally to delete it with the delete button. The staff selection also works although there seems to be some kind of unseen label still for PhoneNo which I didn’t realise is there, because of this it incorrectly shows that line however the other data is shown correctly. I could put the Name/PhoneNo, RegNo/Model in the column also into the details sections to give a total overview, this would be a quick fix later. |
| Being able to add new data | When inputting new data into the vehicle table the input UI works fine although it merely says edit rather than new up the top as it uses the same window. After putting in the new vehicle it does input that into the database however it seems to not show the RegNo/Model details in the column or the category, the other details are inputted fine. I am not sure what this could be, whether it is in the FXML side or the actual vehicle controller side.  For Staff inputting new data doesn’t work, as it continues to point to phoneNo being a null pointer and fails to run, Vehicle had much the same issue and shouldn’t take long to resolve, hopefully if the Null pointer is gotten rid of it should be on at least the same level as the Vehicle new data input. |
| Checking if the buttons work | The buttons do indeed work fine, the new data for vehicle works as intended although the new data for staff fails to run purely due to a null pointer value in PhoneNo, once this is resolved however it should work fine. Edit data buttons work on both tables as do the deleting data buttons. The File/Edit/Help also work, so all UI side operations seem to be fine. |
| Checking if the Error messages work | The error messages implemented to ensure that there needs to be all relevant data input work fine, with missing out any data immediately bringing up an error message saying that there is no valid make for example for whatever data category hasn’t been implemented. While I cannot get the Staff data input to work yet I assume the error messages work as they are coded in the same way with only minor changes in name. The error message also works on both vehicle and staff where if you try to delete something without choosing a particular data set it shows you an error message asking you to choose one. |
| Being able to edit data | Being able to edit data on both vehicle and staff works somewhat, using the same UI form as the new data this will just take the data and allow you to edit it. However it seems that you cannot edit the RegNo/Model or ID/Name in the columns and it suffers from the same problem as when inputting new data when the data within those columns doesn’t show up but is still ‘there’. More tinkering would be in order to fix this problem and I think fixing it would deal with both being able to input and view column data but also being able to edit it as well. |
| Being able to delete data | Deleting data both on staff and vehicle works fine, first you must select a data set to delete otherwise it pops up with an error message asking you to choose one. After that it removes the data from the table altogether, with the table displaying no contents if it is empty and making it ready to input other data into the program. |
| Dealing with erroneous data | The program seems to merely not accept erroneous data, in this example I tried to type in some quite large and strange inputs to see how it would handle it, the program does not freeze or crash as would be expected however it does not put up any error messages (although it registers bugs in the code when it is done) however the program still runs fine, and if you delete and re enter proper inputs the program accepts them fine without problem and continues normally. |
| Test Validation | I input some basic validation into the model section of the Vehicle class limiting any input from it to 10 characters maximum length then to throw an error when if the user had gone over that limit. However it appears that the problem with the information not being full inputting into the columns has come into play, either that or the validation simply doesn’t work as it allows me to enter more than 10 into the database but can’t be shown to confirm if it’s not working. This would probably need to be edited alongside the column data problem |