### ****Test Scenario: Adding Coins to Shop's Wallet via Scanner****

#### ****Preconditions:****

* User has a valid wallet account with sufficient coins.
* Shop has a valid wallet account to receive coins.
* Scanner is functional and integrated with the wallet system.

### ****Test Cases:****

#### ****1. Positive Scenarios:****

✅ **TC1: Successful Coin Transfer**

* **Given** the user has sufficient coins in their wallet
* **When** the user scans the shop's QR code and enters the amount to transfer
* **And** confirms the transaction
* **Then** the shop’s wallet should receive the correct amount of coins
* **And** the user's wallet balance should be deducted accordingly

✅ **TC2: Partial Coin Transfer**

* **Given** the user has 49,232.782 coins
* **When** they transfer 10,000 coins to the shop
* **Then** the shop’s wallet should receive 10,000 coins
* **And** the user’s balance should update to 39,232.782 coins

✅ **TC3: Minimum Coin Transfer**

* **Given** the user has coins in their wallet
* **When** they transfer the minimum allowed coins (e.g., 0.001 coins)
* **Then** the transaction should be successful

#### ****2. Negative Scenarios:****

❌ **TC4: Insufficient Balance**

* **Given** the user has 49,232.782 coins
* **When** they attempt to transfer 50,000 coins
* **Then** the transaction should be rejected with an "Insufficient Balance" error

❌ **TC5: Invalid QR Code**

* **Given** the user scans an invalid or expired QR code
* **Then** the system should display an error message and prevent the transfer

❌ **TC6: Exceeding Transfer Limit**

* **Given** there is a daily transfer limit (e.g., 20,000 coins per day)
* **When** the user tries to send more than the limit
* **Then** the system should block the transaction and show an appropriate message

❌ **TC7: Network Failure During Transfer**

* **Given** the user starts a transaction
* **When** network connectivity is lost before completion
* **Then** the transaction should not be processed, and the user should see a "Transaction Failed" message

❌ **TC8: Unauthorized Access Attempt**

* **Given** the user is not logged in
* **When** they attempt to transfer coins
* **Then** the system should prompt them to log in