Manual testing

Every test in this document is written under the assumption that everything else in the application works as intended. The tests will refer to figures, these can be found on the last page in this document.

ID: 1

Activity: MenuScreen

Function: take_Pic_B

Description: Test the "Take Pic" button in MenuScreen and make sure that it activates and sends the user to the CameraScreen for picture capturing.

Steps:
1. Start the application**.**
2. You should now be looking at the MenuScreen that is activated at the execution of AsciiCam. (See figure 1).
3. Press the "Take Pic" button. This action should activate the CameraScreen activity, which is supposed to show the phones camera as background.

Result: CameraScreen activity is started and ready for use.

ID: 2

Activity: MenuScreen

Function: load_Pic_B

Description: Test the "Load Pic" button in MenuScreen and see that

it allows the user to browse the phone gallery and upload pick a picture to use.

Steps:
1. Start the application**.**
2. You should now be looking at the MenuScreen that is activated at the execution of AsciiCam. (See figure 1).
3. Press the "Load Pic" button. This should open the phones gallery and let you browse the saved pictures on the phone.
4. Choose a picture to load and touch it. Now PreviewScreen should be activated, and the chosen picture should be loaded as background.

Result: PreviewScreen activity is started and got the chosen picture ready for use.

ID: 3

Activity: MenuScreen

Function: optionsB

Description: Test the "optionsB" button in MenuScreen and see that it activates and navigate the user to the OptionScreen.

Steps:
1. Start the application**.**
2. You should now be looking at the MenuScreen that is activated at the execution of AsciiCam. (See figure 1).
3. Press the "Options" button. This should start the OptionScreen activity where you can change some settings within the application.

 Result: OptionScreen activity is started and is ready for use. (See figure 5).

ID: 4

Activity: PreviewScreen

Function: loadFromCamera()

Description: Test the "loadFromCamera()" method in PreviewScreen and make sure that it loads the picture taken with the camera as background.

Steps:
1. Start the application**.**
2. You should now be looking at the MenuScreen that is activated at the execution of AsciiCam. (See figure 1).
3. Press the "Take pic" button. You should find yourself oriented to the CameraScreen activity (See figure 2) where you can take a nice picture with the button in the middle. If your testing device is a bit slow you might have to wait a couple of seconds for a result.

Result: PreviewScreen activity is started and got the taken picture loaded as background ready for use. (See figure 3).

ID: 5

Activity: PreviewScreen

Function: loadFromPhone()

Description: Test the "loadFromPhone()" method in PreviewScreen and make sure that it loads the picture that is chosen from the gallery and set it as background.

Steps:
1. Start the application**.**
2. You should now be looking at the MenuScreen that is activated at the execution of AsciiCam. (See figure 1).
3. Press the "Load Pic" button. You should now be browsing the phones gallery, choose a picture to load.

Result: PreviewScreen activity is started and got the chosen picture loaded as background ready for use. (See figure 3).

ID: 6

Activity: PreviewScreen

Function: convert_btn

Description: Test the "convert_btn" button in PreviewScreen and make sure that it convert the picture as supposed to.

Steps:
1. Orient yourself to PreviewScreen, either by taking a picture with the camera or by loading a picture from the phone.
2. Press the "Convert" button and wait for a few seconds, depending on the current settings and the hardware in the testing device this might take some time. (See figure 3).

Result: ConvertedPicScreen should now be started and the background should be set to the background from PreviewScreen converted to ascii art. (See figure 4.)

ID: 7

Activity: PreviewScreen

Function: save_pic_btn

Description: Test the "save_pic_btn" button in PreviewScreen and make sure that it saves the picture when supposed to and that it doesn't when it's not supposed to.

Steps:
1. Orient yourself to PreviewScreen, either by taking a picture with the camera or by loading a picture from the phone.
2. Press the "Save" button. (See figure 3). If the picture is loaded from the gallery a dialog should pop up with the message "The picture is already saved". If the picture is taken with the phone, press the button again. This should cause the same dialog to pop up. Go check for the picture in the gallery.

Result: You will find the picture you saved in the phones gallery, but it should only appear once.

ID: 8

Activity: ConvertedPicScreen

Function: options_btn

Description: Test the "options_btn" button in ConvertedPicScreen and make sure it orients to the OptionScreen.

Steps:

1. Orient yourself to ConvertedPicScreen either by taking a picture with the camera or by loading a picture from the phone and converting it to ascii art.
2. Press the "Options" button. (See figure 4).

Result: The OptionScreen activity should be activated with the settings that should be available after the conversion is done. (See figure 5).

ID: 9

Activity: ConvertedPicScreen

Function: save_btn

Description: Test the "save_btn" button in ConvertedPicScreen and make sure that it saves the converted picture on the phones memory.

Steps:
1. Orient yourself to ConvertedPicScreen either by taking a picture with the camera or by loading a picture from the phone and converting it to ascii art.
2. Press the "Save" button. (See figure 4). Press the button again, this should cause a dialog to show up with the message "The picture is already saved".
3. Open the phones gallery and look for the converted picture.

Result: You will find the converted picture saved and visible in the gallery.

ID: 10

Activity: OptionScreen

Function: Grayscale filter

Description: Test the "Grayscale filter" with the filterSpinner in OptionScreen and make sure that it converts the picture to grayscale.

Steps:
1. Orient yourself to ConvertedPicScreen either by taking a picture with the camera or by loading a picture from the phone and converting it to ascii art.
2. Press the "Options" button. (See figure 5).
3. Now the activity OptionScreen should be activated. (See figure). Press the filter spinner.
4. A pop up will show up with 3 alternatives. Change to "Grayscale" and press "back".

Result: The background in ConvertedPicScreen should be converted in grayscale instead of asciiart.

ID: 11

Activity: OptionScreen

Function: bgSpinner

Description: Test Futhe "bgSpinner" spinner in OptionScreen and make sure that it change the color of the background when converting

with asciifilter.

Steps:
1. Orient yourself to ConvertedPicScreen either by taking a picture with the camera or by loading a picture from the phone and converting it to ascii art.
2. Press the "Options" button. (See figure 5).
3. Now the activity OptionScreen should be activated. (See figure). Press the background spinner.
4. A pop up will show up with 7 color alternatives. Pick one of the colors and press" back".

Result: The background in ConvertedPicScreen should be a converted ascii art picture with the background color you picked.

ID: 12

Activity: OptionScreen

Function: charSpinner

Description: Test the "charSpinner" spinner in OptionScreen and make sure that it change the color of the characters when converting with asciifilter.

Steps:
1. Orient yourself to ConvertedPicScreen either by taking a picture with the camera or by loading a picture from the phone and converting it to ascii art.
2. Press the "Options" button. (See figure 5).
3. Now the activity OptionScreen should be activated. (See figure). Press the character spinner.
4. A pop up will show up with 7 color alternatives. Pick one of the

colors and press" back".

Result: The background in ConvertedPicScreen should be a converted ascii art picture with the characters in the color that you picked.

ID: 13

Activity: OptionScreen

Function: BrightnessFilter

Description: Test the "BrightnessFilter" with the filterSpinner in OptionScreen and make sure that it change the brightness of the picture.

Steps:
1. Orient yourself to ConvertedPicScreen either by taking a picture with the camera or by loading a picture from the phone and converting it to ascii art.
2. Press the "Options" button. (See figure 5).
3. Now the activity OptionScreen should be activated. (See figure). Use the brightness bar above the filter spinner. Pull the bar to the right for a brighter picture and to the left for a darker picture.

Result: The background in ConvertedPicScreen should be changed to either darker or brighter depending on how you used the bar.

ID: 14

Activity: OptionScreen

Function: back_btn

Description: Test back_btn by making sure that no changes are made when you return to ConvertedPicScreen after changing background and brightness without pressing apply_btn.

Steps:

1. Orient yourself to ConvertedPicScreen either by taking a picture with the camera or by loading a picture from the phone and converting it to ascii art.
2. Press the "Options" button. (See figure 5).

3. Change the brightness and background without pressing apply_btn.

4. Press back_btn and return to ConvertedPicScreen.

Result: The picture should remain as it was in step 1.

ID: 15

Activity: OptionScreen

Function: apply_btn

Description: Test the apply_btn by making sure that the changes made are applied to the picture in ConvertedPicScreen.

Steps:

1. Orient yourself to ConvertedPicScreen either by taking a picture with the camera or by loading a picture from the phone and converting

it to ascii art.

2. Press the "Options" button. (See figure 5).

3. Make a change using the options given and press apply_btn.

Result: After pressing apply_btn you should be directed to ConvertedPicScreen where the changes made are applied to the picture.

ID: 16

Activity: OptionScreen

Function: resest_btn

Description: Test the default function by modifying a picture using ID 15 and try applying default setting to that picture making sure that it's restored to default settings.

Steps:

1. Perform test with ID: 15.
2. Press the "Options" button. (See figure 5).

3. Press reset_btn and then press apply_btn.

Result: After pressing apply_btn you should be directed to ConvertedPicScreen looking at the picture with default setting applied to it.

ID: 17

Activity: OptionScreen

Function: densityBar

Description: Change the density value press apply, making sure that the new density value is applied to the picture.

Steps:

1. Orient yourself to ConvertedPicScreen either by taking a picture with the camera or by loading a picture from the phone and converting it to ascii art.
2. Press the "Options" button. (See figure 5).

3. Change the density value by sliding the densityBar right or left and press apply_btn.

Result: The new density value will be applied and showed in ConvertedPicScreen.
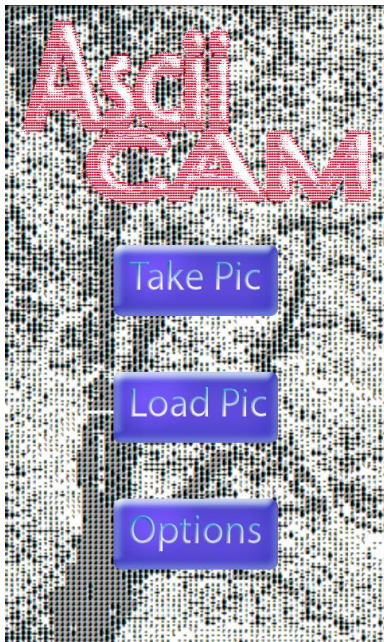
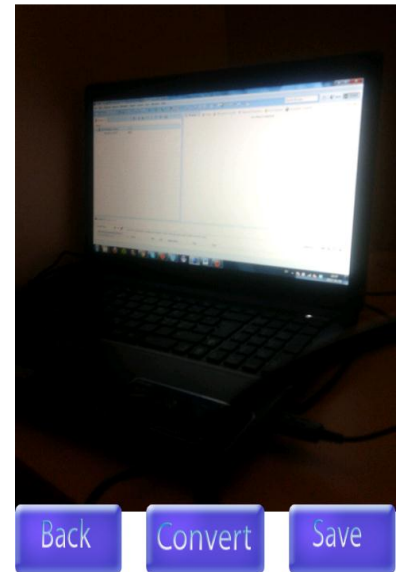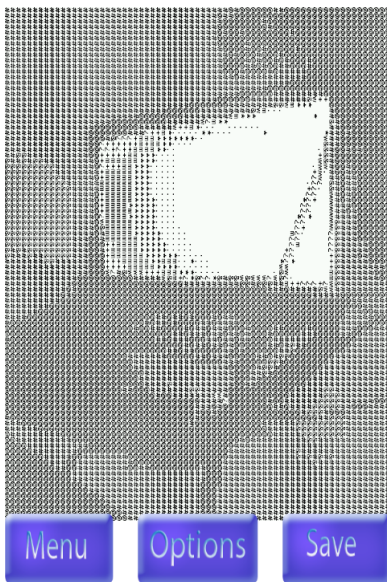*Figure 1 - MenuScreen*
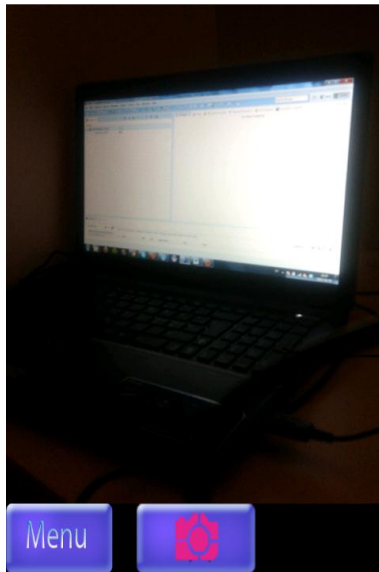
Figure 2 - CameraScreen

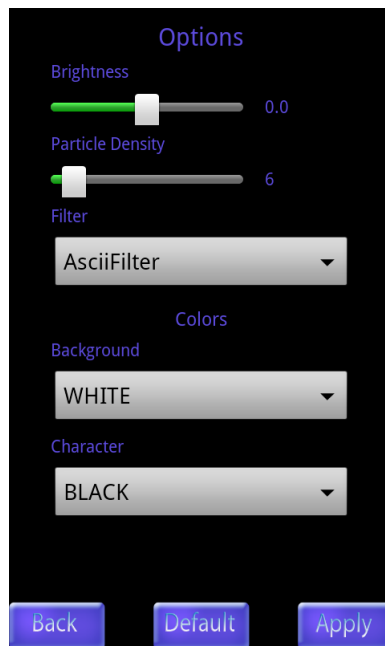*Figure 3 - PreviewScreen*

Figure 4 - ConvertedPicScreen

Figure 5 - OptionScreen