Lachland – 12DA – Testing Table – Criteria 6

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| Test Data | Expected Result | Actual Result | Fix? |
| Hours of Sleep  Formula: Percentage conversion by dividing count by total | 3-4 hours: 1%  5-6 hours: 31%  7-8 hours: 58%  9-10+ hours: 9% | 3-4 hours: 1  5-6 hours: 31  7-8 hours: 58  9-10+ hours: 9 | No fix |
| Hours of Sleep  Chart: CountIF used to count the occurrence of each of the 4 ranges | Occurrences are manually counted  3-4: 1  5-6: 31  7-8: 58  9+ : 9 | 3-4: 1  5-6: 31  7-8: 58  9+ : 9 | No fix |
| Hours of Sleep  Chart: Data labels on the chart display correct values | 3 random sections:  3-4: 1%  5-6: 31%  9+: 9% | 3-4: 1%  5-6: 31%  9+: 9% | No fix |
| Usage Time of Technology  Formula: Percentage conversion by dividing count by total | 1-2 hours: 7%  3-4 hours: 30%  5-6 hours: 20%  7-8 hours: 4%  9 hours: 6% | 1-2 hours: 7%  3-4 hours: 30%  5-6 hours: 20%  7-8 hours: 4%  9 hours: 6% | No fix |
| Usage Time of Technology  Chart: CountIF used to count the occurrence of each of the 5 ranges | Occurrences are manually counted  1-2: 7  3-4: 30  5-6: 20  7-8: 4  9: 6 | 1-2: 7  3-4: 30  5-6: 20  7-8: 4  9: 6 | No fix |
| Usage Time of Technology  Chart: Data labels on the chart display correct values | 3 random sections:  3-4 hours: 30%  7-8 hours: 4%  9 hours: 6% | 3-4 hours: 30%  7-8 hours: 4%  9 hours: 6% | No fix |
| Technologies Affect on Studying  Sorting: Raw Data sorted in order (Never-Very Often) | Values should appear in the following order:  Never  Rarely  Sometimes  Often  Very Often | Values appear in the following order:  Never  Rarely  Sometimes  Often  Very Often | No fix |
| Technologies Affect on Studying  Function: CountIF used to count the occurrence of each of the five ranges | Occurrences are manually counted  Never: 0  Rarely: 3  Sometimes: 20  Often: 24  Very Often: 20 | Never: 0  Rarely: 3  Sometimes: 20  Often: 24  Very Often: 20 | No fix |
| Technologies Affect on Studying  Chart: Data labels on the chart display correct values | 3 random sections:  Never: 0  Often: 24  Very Often: 20 | Never: 0  Often: 24  Very Often: 20 | No fix |
| Most Used forms of Technology  Raw data sorted from highest to lowest | Values should appear in the following order:  Social Media  Music  Tv  Video Games | Values appear in the following order:  Social Media  Music  Tv  Video Games | No fix |
| Most Used forms of Technology  Chart: Data labels on the chart display correct values | 3 random sections  Social Media: 49  Music: 45  Tv: 40 | Social Media: 49  Music: 45  Tv: 40 | No fix |
| Rating of Attention Span  Sorting: Raw Data sorted in order (1-5) | Values should appear in the following order:  1  2  3  4  5 | Values appear in the following order:  1  2  3  4  5 | No fix |
| Rating of Attention Span  Function: CountIF used to count the occurrence of each of the 5 ranges | Occurrences are manually counted  1: 3  2: 11  3: 29  4: 21  5: 11 | 1: 3  2: 11  3: 29  4: 21  5: 11 | No fix |
| Rating of Attention Span  Chart: Data labels on the chart display correct values | 3 random sections  3: 29  4: 21  5: 11 | 3: 29  4: 21  5: 11 | No fix |
| Attention Span of Students  Sorting: Raw Data sorted in order (60+->5) | Values should appear in the following order:  60+  55  50  45  40  35  30  25  20  15  10  5  <5 | Values appear in the following order:  60+  55  50  45  40  35  30  25  20  15  10  5  <5 | No fix |
| Attention Span of Students  Chart: Data labels on the chart display correct values | 3 random sections  45: 1  20: 2  <5: 20 | 3 random sections  45: 1  20: 2  <5: 20 | No fix |
| Stress in Students  Formula: Percentage conversion by dividing count by total | Yes: 57%  No: 42.6% | Yes: 57.4%  No: 42.6% | No fix, expected result rounds where actual doesn't |
| Stress in Students  Function: CountIF used to count the occurrence of each of the 2 ranges | Occurrences are manually counted  Yes: 39  No: 29 | Yes: 39  No: 29 | No fix |
| Stress in Students  Chart: Data labels on the chart display correct values | 2 random sections  Yes 39  No 29 | Yes 39  No 29 | No fix |
| Advantages of Technology  Sorting: Raw data sorted from highest to lowest | Values should appear in the following order:  Resources  Learning Tool  Communication  Studying/Homework  Search engines  Technological Ability  Cue Card websites  Study Habits  Collaboration  Artificial intelligence  Easy note-taking  Engaging Lessons | Values appear in the following order:  Resources  Learning Tool  Communication  Studying/Homework  Search engines  Technological Ability  Cue Card websites  Study Habits  Collaboration  Artificial intelligence  Easy note-taking  Engaging Lessons | No fix |
| Advantages of Technology  Chart: Data labels on the chart display correct values | 3 random sections  Studying/Homework: 12  Cue Card websites: 2  Engaging Lessons: 1 | Studying/Homework: 12  Cue Card websites: 2  Engaging Lessons: 1 | No fix |
| Disadvantages of Technology  Sorting: Raw data sorted from highest to lowest | Values should appear in the following order:  Distraction  Procrastination  Misuse of Technology  None  Cheating  Unreliable Information  Limit Focus  Resources Limited  Attachment  Loss of time  Damaging habits  Chat GPT  Prior Knowledge | Values appear in the following order: | No fix |
| Disadvantages of Technology  Chart: Data labels on the chart display correct values | 3 random sections  Distraction: 48  Misuse of Technology: 11  Damaging habits: 1 | Distraction: 48  Misuse of Technology: 11  Damaging habits: 1 | No fix |