

Testing Type Details: Unit Testing
Tester Name: Group1
Test Environment Details

Scen #	Scenario Description	Req #	Cond #	Test Data	Test Conditions/Steps	Expected Results/Comments	Post-Conditions	Actual Results	Pass/Fail (Y/N)
1	Enter priority number 0			<u>1-call Operation constructor with priority number 0</u>	1- initialize operation constructor	Throw illegal argument exception	exit	Doesn't throw anything and crash	N
2	Enter priority number -1			<u>1-call Operation constructor with priority number -1</u>	1- initialize operation constructor	Throw illegal argument exception	exit	Doesn't throw anything and crash	N
3	Enter priority number 1			<u>1-call Operation constructor with priority number 1</u>	1- initialize operation constructor 2- Call getpriority()	work normally	exit	Work normally	Y
4	Enter priority number 10			<u>1-call Operation constructor with priority number 10</u>	1- initialize operation constructor 2- Call getpriority()	Work normally	exit	Work normally	y
5	Enter priority number 100			<u>1-call Operation constructor with priority number 100</u>	1- initialize operation constructor	Throw illegal argument exception	exit	Doesn't throw anything and crash	N
6	Enter priority number 9	b		<u>1-call Operation constructor with priority number 9</u>	1- initialize operation constructor 2- Call getpriority()	Work normally	exit	worknormally	Y

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7	Enter priority number 5			<u>1-Intailze Operation constructor with priority number 5</u>	1- initialize operation constructor 2- Call getpriority()	Work normally	exit	Work normally	y
8	Enter priority number 10 and increment it			<u>1-Inalize Operation constructor with priority number 10</u> <u>2-incrementprioity(20)</u>	1- initialize operation constructor 2- Call incrementPrioi ty(20)	Throws illegal argument exception	exit	Doesn't throw anything and crash	N
9	Enter ID negative number			<u>1-Inalize Operation constructor with ID number -1</u>	1- initialize operation constructor with Test data	Throws illegal argument exception	exit	Doesn't throw anything and crash	N
10	Enter arrival Time negative number			<u>1-Inalize Operation constructor with arrivalTime number -2</u>	1- initialize operation constructor with Test Data	Throws illegal argument exception	exit	Doesn't throw anything and crash	N
11	Enter exeTime negative number	c		<u>1-Inalize Operation constructor with exeTime -1</u>	1- initialize operation constructor with Test Data	Throws illegal argument exception	exit	Doesn't throw anything and crash	N

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12	Enter exeTime zero			<u>1-Inalize Operation constructor with exeTime 0</u>	1- initialize operation constructor with Test Data	Throws illegal argument exception	exit	Doesn't throw anything and crash	N
13	Enter valid data of the constructor			<u>1-Inalize Operation constructor with all valid data</u>	1- initialize operation constructor with Test Data	Work normally	exit	Work normally	NY
14	Enter exetime 1 and decrement it two times with decrementTimeLeft(2)			<u>1-Inalize Operation constructor with exeTime 1</u> <u>2- decrementTimeLeft(2)</u>	1- initialize operation constructor with Test Data	Throws illegal argument exception	exit	Doesn't throw anything and crash	N
15	Enter a valid constructor and call getWaiting() as Response time is			<u>1-Inalize Operation constructor with valid input</u>	1- initialize operation constructor with Test Data 2- call getwaiting()	Throws illegal argument exception	exit	Doesn't throw anything and crash	N

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	MAX_VALU E so it return -1 in getTAT() but getwait will be a negative number								
16	Enter a valid constructor And setResponse time with negative number			<u>1-Inalize Operation constructor with valid input</u> <u>2-setResponseTime(- 2)</u>	1- initialize operation constructor with Test Data 2- call setResponse(- 2)	Throws illegal argument exception	exit	Doesn't throw anything and crash	N
17	Enter a valid constructor And setResponse time with negative number And call getTAT will be negative number not -1			<u>1-Inalize Operation constructor with valid input</u> <u>2-setResponseTime(- 2)</u>	1- initialize operation constructor with Test Data 2- call getTATime()	Throws illegal argument exception	exit	Doesn't throw anything and crash	N
18	FCFS enqueue it when the			<u>1-Inalize Operation constructor with arrival time less than timer</u>	<u>1-Inalize Operation constructor with arrival time 0 timer</u> <u>2-Inalize 1 Operation with</u>	Throws illegal argument exception	exit	Doesn't throw anything and crash	N

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	arrival time in the past and the timer has gone			<u>2-Inalize 1 Operations with valid input</u>	<u>valid input</u> <u>3-call enqueue()</u> <u>4-call consumeTimeUnit()</u> <u>5-call enqueue with the operation arrivalTime less than timer</u>				
19	if the queue in FCFSQ is null and call consumeTimeUnit			<u>1-intalize FCFSQ</u>	1- <u>intalize FCFSQ</u> 2- <u>call consumeTimeUnit()</u>	Throw nullPointerException	exit	Doesn't throw anything and crash	N
20	Put one operation in queue and consume time unit with exeTime 1			<u>1-intalize FCFSQ</u>	1- <u>intalize FCFSQ</u> 2- <u>inalize Operation with exeTime 1</u> 3- <u>call consumeTimeUnit()</u>	Throw nullPointerException	exit	Doesn't throw anything and crash	N
21	Empty iterator in FCFS			<u>1-intalize FCFSQ</u>	1-intalize FCFSQ 2-getiterator()	Work normally	exit	worknormally	Y
22	SJFQ enqueue it when the arrival time in the past and the timer has gone			<u>1-Inalize Operation constructor with arrival time less than timer</u> <u>2-Inalize 1 Operations with valid input</u>	<u>1-Inalize Operation constructor with arrival time 0 timer</u> <u>2-Inalize 1 Operation with valid input</u> <u>3-call enqueue()</u> <u>4-call consumeTimeUnit()</u> <u>5-call enqueue with the operation arrivalTime less than timer</u>	Throws illegal argument exception	exit	Doesn't throw anything and crash	N

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23	Temp queue is empty			1- <u>inalize SJFSQ</u>	1-inalize SJFSQ 2-inalize 3 operation with arrivalTime=Timer 3-enqueue them 4-call consumeTimeUnit()	Work normally and decrement the first Operation as it is lowest exetime	exit	Work normally	Y
24	In SJF queue is empty			<u>1-inalize SJFSQ</u>	1- Inalize SJFSQ 2- Call consume Time	Throw illegal argument exception	Exit	Return null	N
25	We will put all arrivalTime queues more than timer so it will be in Temp queues			1- <u>Inalize SJFSQ</u> 2- <u>Inalize 4 Operations with valid data but arrival time bigger than timer</u>	1- Inalize SJFSQ 2- Inalize 4 operations with valid data but arrival time bigger than timer 3- Enqueue it	work normally	exit	Failed result in deadlock return null	N
26	One process at queue			1- <u>inalize SJFSQ</u> 2- <u>inalize one operation with 1 exeTime</u>	1- inalize SJFSQ 2- inalize Operation with valid input but exeTime 1 3- enqueue it 4- ConsumeTimeUnit()	Throw illegal argument exception	exit	Doesn't throw anything and crash	N
27	In Preemptive SJFQ queue is empty			<u>1-inalize PreemptiveSJFQ</u>	1- Inalize PreemptiveSJFQ 2- Call consumeTime	Throw illegal argument exception	exit	Return null	N
28	We will put all arrivalTime			1- <u>Inalize PreemptiveSJFQ</u>	1- Inalize PreemptiveSJFQ 2- Inalize 4	work normally	exit	result in deadlock return null	N

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	queues more than timer so it will be in Temp queues			2- <u>Inalize 4 Operations with valid data but arrival time bigger than timer</u>	operations with valid data but arrival time bigger than timer 3- Enqueue it				
29	One process at queue			1- <u>inalize</u> Preemptive SJFQ 2- <u>inalize one operation with 1 exeTime</u>	1- inalize SJFSQ 2- inalize Operation with valid input but exeTime 1 3- enqueue it 4- ConsumeTimeUnit()	Throw illegal argument exception	exit	Doesn't throw anything and crash	N

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