Test Cases for Iteration 2

Action Performed	Expected Result	Actual Result
Class box painted onto the right panel	Class box is painted onto right hand panel from top left-hand corner	Proceeded as expected
Click-and-drag a class box	Class box is moved from initial position to the new position from where the mouse was let go	Proceeded as expected
Deleting a class box	Class box is deleted	Proceeded as expected
Populate class box	Class box has desired text in desired fields	Proceeded as expected
Paint relationships	A tethered relationship is painted from the first selected class box to the second selected class box	Proceeded as expected
Print a diagram	The diagram is printed onto the desired printer	Proceeded as expected

Noted bugs in Iteration 2

Action Performed	Expected Result	Actual Result
Class box deleted with dependency pointing to/from it	Relationship is deleted	Relationship remains
Dragging a class box to negative coordinates (behind left panel)	Class box remains once left panel is moved	Class box is "stuck" in negative space, all relationship tethered to that class box remain
Window resize to minimum, and returned to normal	Same window proportions and functionality	Window ratios are not preserved
Save file in area without proper credentials	Functions as normal	Continues as expected
Resizing of left panel	Left panel is resized	Left panel is un-resizable

Bugs fixed from iteration 1

- A lot of the "bugs" we thought we had were actually expected outcomes of the code that we wrote, Tidied up from our restructure to adhere more to the Model-View-Controller design pattern. Minus the "negative-space" bug, it still *somehow* remains.

JUnit Tests for Iteration 2

For the limited cases we could write JUnit tests for in this iteration, they all passed very easily. In the next iteration, the scope we hope to hit as a team for JUnit testing will increase as additional functionality is added to our UML editor.