QA TEST PORTFOLIO

User & Role Management Module

Project: Oh-Dish Version 1.0

Prepared by: Sanyogita Herwathe – QA Engineer

Scope: Functional | Boundary | State Transition | Decision Table | UI Validation

QA TEST PORTFOLIO

Order Management Module

Project: Oh-Dish Version 1.0

Prepared by: Sanyogita Herwathe – QA Engineer

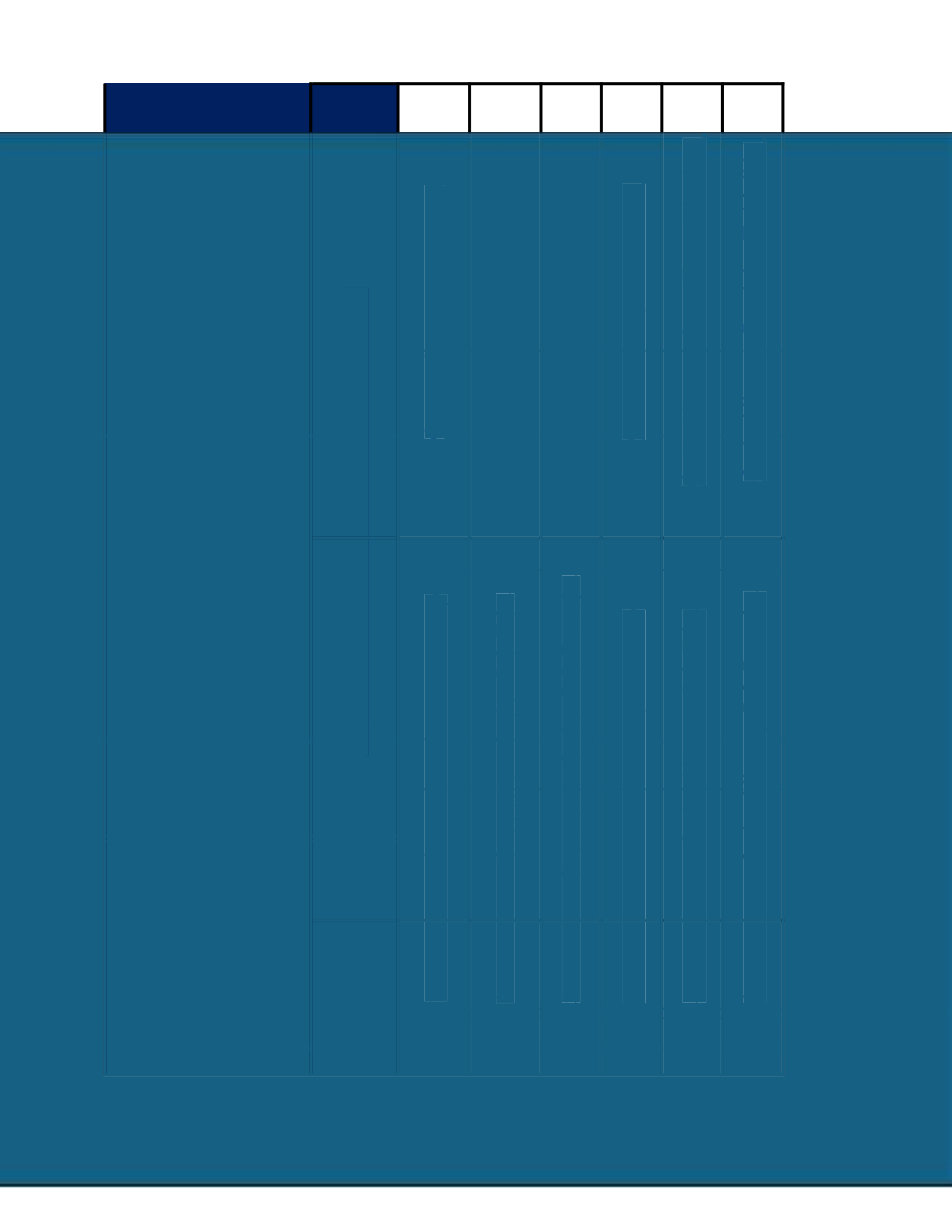
Scope: Functional | Boundary | State Transition | Decision Table | UI Validation

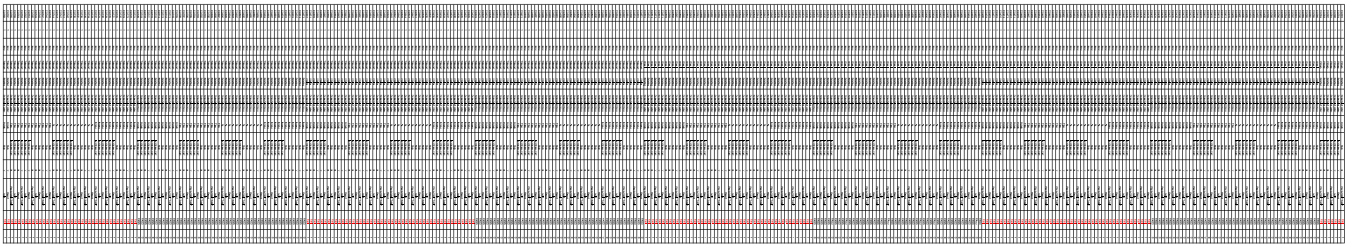
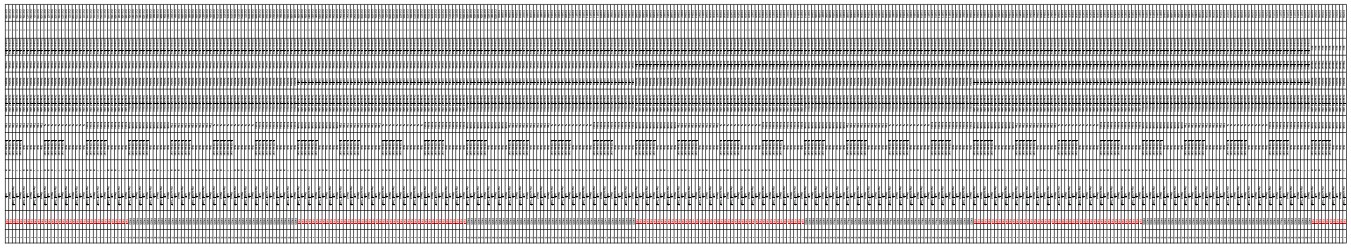
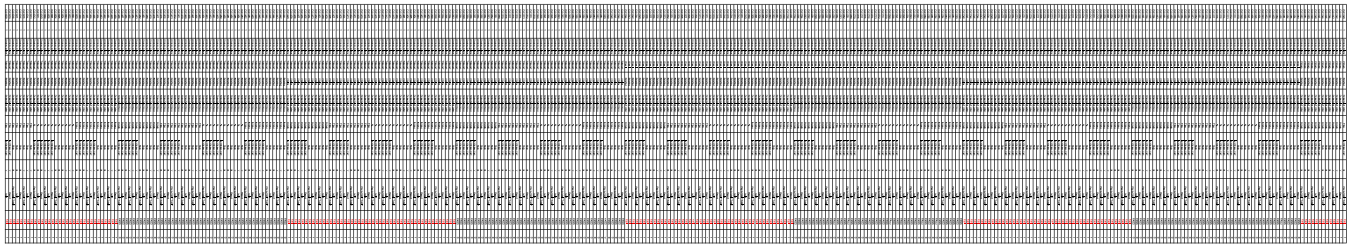
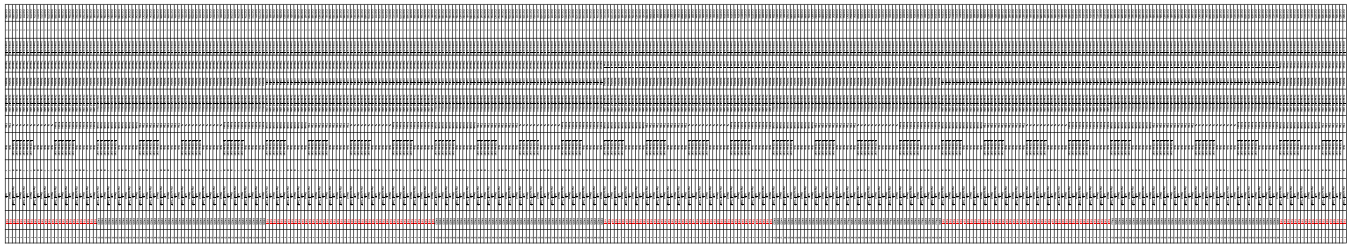
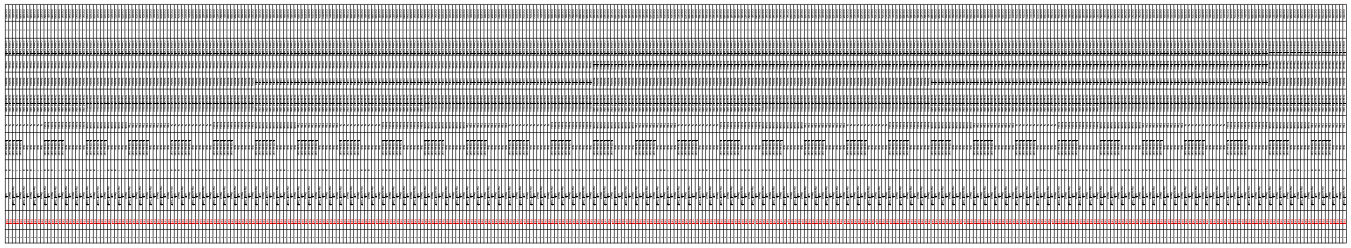
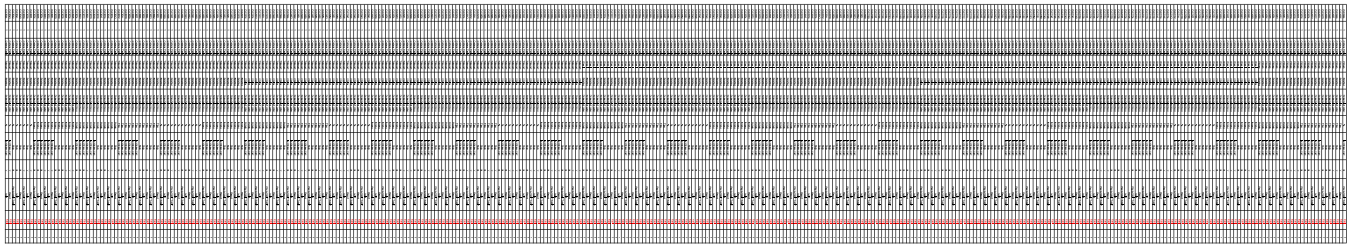
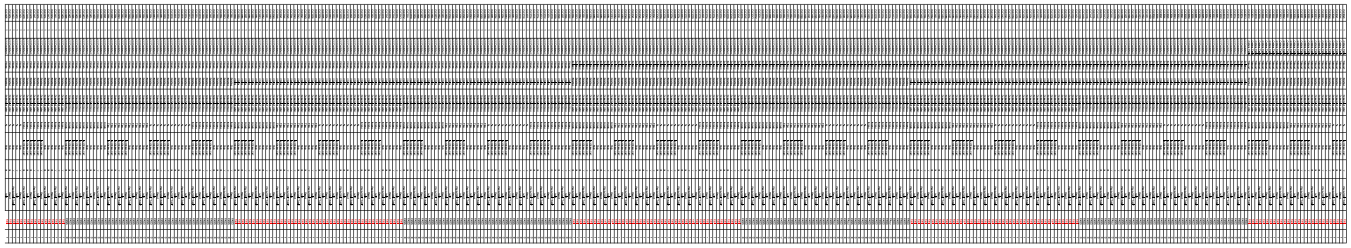
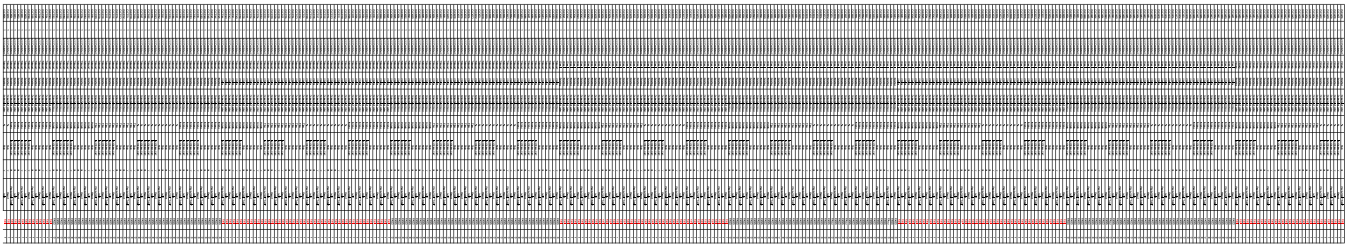
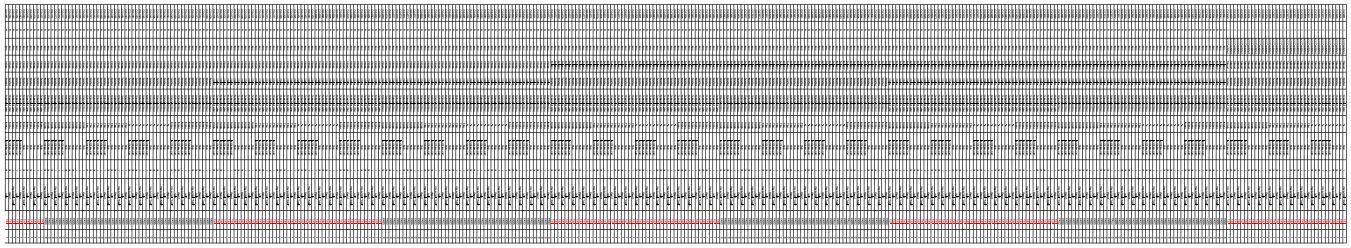
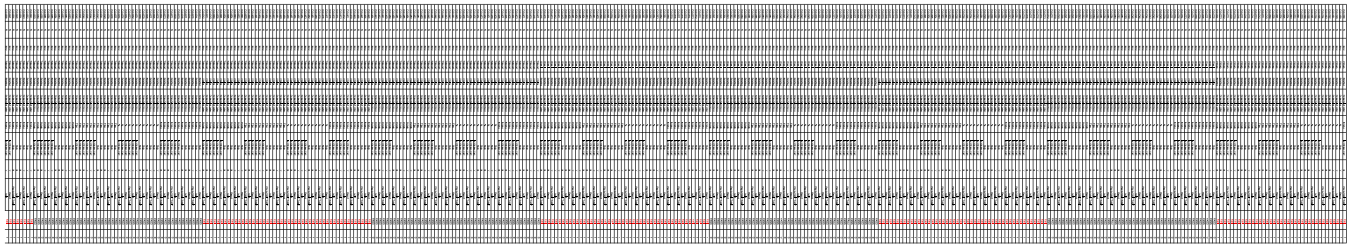
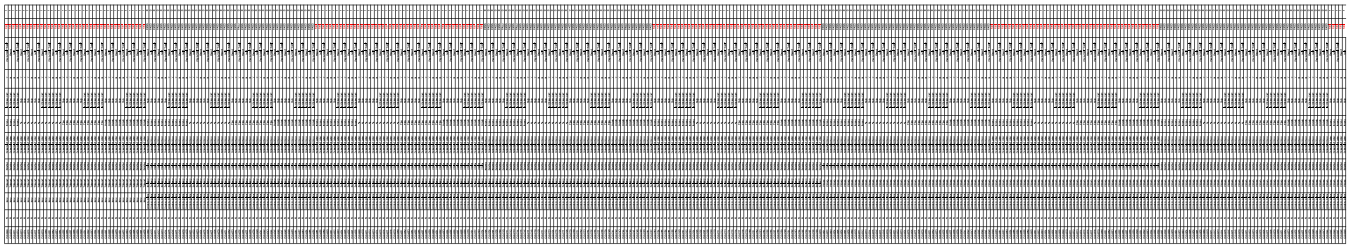
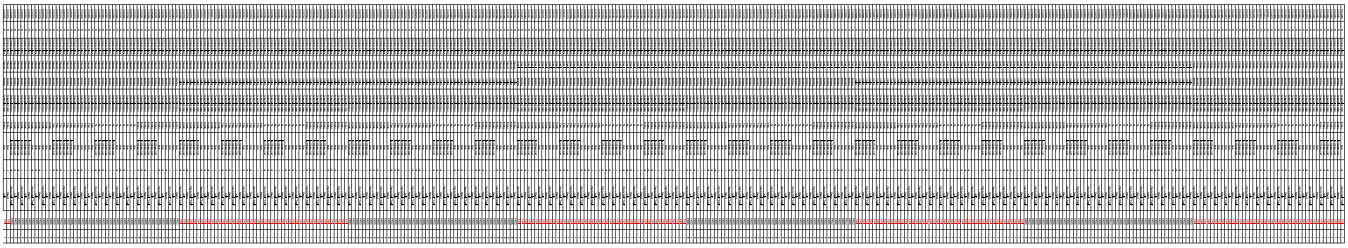
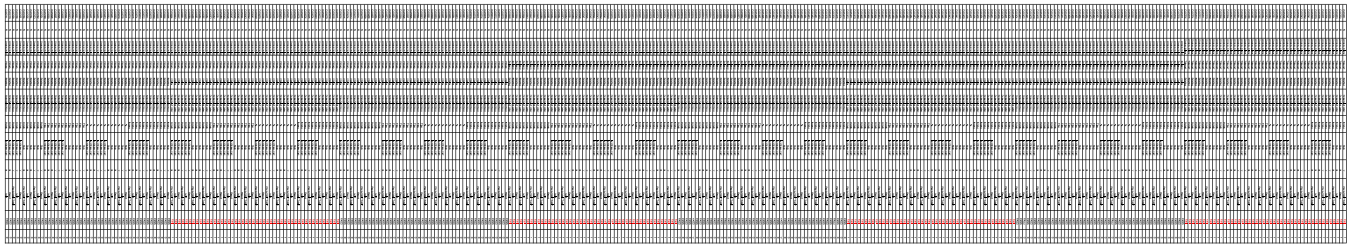
Create an Order Boundary Conditions

TC#	Area	Data Field / Control	Test Objective	Test Data / Setup	Expected Result
CO01	Items	Add item	Lower bound – 0 items	Try to "Proceed to pay" with **no items**	System should show warning "No items added / Cannot proceed without items" and stay on page.
CO02	Items	Add item	Lower bound – quantity 1	Add **1 unit** of Alfredo Pasta	Item appears in order list, total = item price.
CO03	Items	Quantity	Upper bound – max quantity	Increase quantity to maximum allowed (e.g., 99 or 999)	Quantity accepted; total correctly calculated; no overflow.
CO04	Items	Quantity	Above upper bound	Try to exceed max quantity via + button or manual entry	Quantity stops at max or validation prevents higher value; no crash.
CO05	Items	Multiple items	Boundary of items per order	Add items until max line items per order (e.g., 100)	All lines added; scroll works; totals correct; performance acceptable.
CO06	Items	Remove item	Lower bound – last item	Add 1 item, then remove it	Order list becomes empty, "No items added" message displayed; buttons requiring items (Kitchen / Proceed to pay) react per spec.
CO07	Order Type	Order type buttons	Lower bound – default type	Open New Order screen	One order type (e.g. **Takeout**) selected by default; others unselected.
CO08	Order Type	Switch order type	Boundary between types	Click Delivery → Pickup → Dinein → Takeout in sequence	Order data (items, total) stays same while type changes; only one type active at a time.
CO09	Customer	Customer selector	Lower bound – Walk-in	Keep default "Walk-in Customer"	Order can be created and paid without named customer; no validation error.
CO10	Customer	Customer selector	Upper bound – long name	Select customer with very long name (max length)	Name displays correctly or with ellipsis; layout not broken.
CO11	Delivery Time	Now / Schedule	Lower bound – Now	Keep **Now** selected	Order is treated as immediate; no scheduling fields required.
CO12	Delivery Time	Now / Schedule	Upper bound – schedule in past	Choose "Schedule for later" and set past time (if allowed UI)	System rejects with validation message; cannot save.
CO13	Delivery Time	Now / Schedule	Upper bound – schedule at far future	Schedule at maximum allowed date/time	Order accepted; stored as future order; no error.
CO14	Price	Item price	Lower bound – smallest allowed price	Item with price = minimum non-zero (e.g., 0.01)	Total uses correct rounding; can proceed to pay.
CO15	Price	Order total	Upper bound – very large total	Use high-priced items + max quantity	Total shows correctly with currency, no numeric overflow or truncation.
CO16	Promo	Promo button	Lower bound – no promo	Leave Promo unused	Order total unchanged; no promo labels.
CO17	Promo	Promo application	Upper bound – 100% discount	Apply 100% promo	Order total becomes 0, but still can be completed if business rules allow; tax/fees respected.
CO18	Discount	Discount value	Negative / >100% boundary	Try to input negative discount or >100%	System rejects as invalid; shows validation message.
CO19	Tips	Tips amount	Lower bound – 0	No tip added	Total remains just subtotal + tax; order completes successfully.
CO20	Tips	Tips amount	Upper bound – max tip	Add tip equal to max allowed (e.g., equal to subtotal)	Total correct; no overflow.
CO21	Points	Points usage	Lower bound – 0 points	Select customer with 0 loyalty points	Points option disabled or message "No points available".
CO22	Points	Points usage	Upper bound – more points than order value	Redeem maximum available points	Redemption capped to order value; total not negative.
CO23	Skip Kitchen	Skip Kitchen checkbox	Boundary – on/off	Toggle checkbox on and off	When ON, order bypasses kitchen printing / routing; when OFF, normal kitchen flow triggered on Kitchen/Proceed to pay.
CO24	Kitchen Button	Send to kitchen	Lower bound – 1 item	Add 1 item and tap **Kitchen**	Kitchen ticket printed/sent once; order stays in New/Unpaid state (per spec).
CO25	Proceed to Pay	Payment trigger	Boundary – with valid order	Add valid items, then **Proceed to pay**	Navigates to payment screen with correct amount and order details.
CO26	Proceed to Pay	Validation	Attempt with missing mandatory info	If customer is required for Delivery, choose Delivery but no customer, then Proceed to pay	System stops and shows "Customer required for Delivery" (or equivalent).
CO27	Hold Bill	Hold action	Lower bound – normal order	Add 1 item, tap **Hold Bill**	Order saved as "Held"; disappears from New tab and appears under Hold/Hold Orders list.
CO28	Reset	Reset button	Boundary – existing items	Add multiple items, then **Reset**	All items, promos, discounts, tips, and points cleared; screen returns to initial empty state.
CO29	Tabs	Navigation	Between New / Orders / Hold / Table / Request	Switch between tabs with existing unsaved order	Behaviour matches spec (either warn before leaving, auto-save as draft/hold, or discard). No data corruption.
CO30	Categories	Menu categories row	Lower bound – 1 category	Only 1 category with items	Category tab visible and selected; items load correctly.
CO31	Categories	Menu categories row	Upper bound – many categories	Configure many categories so row scrolls	UI allows horizontal scrolling or wrapping; selection switches items reliably.

Create an Order Boundary Conditions

TC#	Area	Data Field / Control	Test Objective	Test Data / Setup	Expected Result	Actual Result	Issues
CO01	Items	Add item	Lower bound — 0 items	Try to "Proceed to pay" with **no items**	All buttons are greyed out until items are added	Order cannot be placed. All buttons are greyed out until items are added	0
CO02	Items	Add item	Lower bound — quantity 1	Add **1 unit** of Alfredo Pasta	Item appears in order list, total = item price.	Item appears in order list, total = item price.	0
CO03	Items	Quantity	Upper bound — max quantity	Increase quantity to maximum allowed (e.g., 99 or 999)	Quantity accepted; total correctly calculated; no overflow.	Quantity accepted; total correctly calculated; no overflow.	0
CO04	Items	Quantity	Above upper bound	Try to exceed max quantity via + button or manual entry	Quantity stops at max or validation prevents higher value; no crash.	No Warnings Setup for Upper Bound on item quantity	1
CO05	Items	Multiple items	Boundary of items per order	Add items until max line items per order (e.g., 100)	All lines added; scroll works; totals correct; performance acceptable.	No Warnings Setup for Upper Bound on item types exceeding maximum quantity	1
CO06	Items	Remove item	Lower bound – last item	Add 1 item, then remove it	Order list becomes empty, "No items added" message displayed; buttons requiring items (Kitchen / Proceed to pay) react per spec.	"No items added"	0
CO07	Order Type	Order type buttons	Lower bound — default type	Open New Order screen	One order type (e.g. **Takeout**) selected by default; others unselected.	One order type (e.g. **Takeout**) selected by default; others unselected.	0
CO08	Order Type	Switch order type	Boundary between types	Click Delivery → Pickup → Dinein → Takeout in sequence	Order data (items, total) stays same while type changes; only one type active at a time.	Order data (items, total) stays same while type changes; only one type active at a time.	0
CO09	Customer	Customer selector	Lower bound — Walk-in	Keep default "Walk-in Customer"	Warning requesting Customer information to be needed to be added for Walk in	Warning requesting Customer information to be needed to be added for Walk in	0
CO10	Customer	Customer selector	Upper bound – long name	Select customer with very long name (max length)	Name displays correctly or with ellipsis; layout not broken.	Name displays correctly or with ellipsis; layout not broken.	0
CO11	Delivery Time	Now / Schedule	Lower bound — Now	Keep **Now** selected	Order is treated as immediate; no scheduling fields required.	Order is treated as immediate; no scheduling fields required.	0
CO12	Delivery Time	Now / Schedule	Upper bound — schedule in past	Choose "Schedule for later" and set past time (if allowed UI)	System rejects with validation message; cannot save.	No scheduled in Past/ future appear as Scheduled later fields Malfunction	1
CO13	Delivery Time	Now / Schedule	Upper bound — schedule at far future	Schedule at maximum allowed date/time	Order accepted; stored as future order; no error.	No scheduled in Past/ future appear as Scheduled later fields Malfunction	1
CO14	Price	Item price	Lower bound — smallest allowed price	Item with price = minimum non-zero (e.g., 0.01)	Total uses correct rounding; can proceed to pay.	Total uses correct rounding; can proceed to pay.	0
CO15	Price	Order total	Upper bound — very large total	Use high-priced items + max quantity	Total shows correctly with currency, no numeric overflow or truncation.	Total shows correctly with currency, no numeric overflow or truncation.	0
CO16	Promo	Promo button	Lower bound — no promo	Leave Promo unused	Order total unchanged; no promo labels.	Order total unchanged; no promo labels.	0
CO17	Promo	Promo application	Upper bound — 100% discount	Apply 100% promo	Order total becomes 0, but still can be completed if business rules allow; tax/fees respected.	Order total becomes 0, but still can be completed if business rules allow; tax/fees respected.	0
CO18	Discount	Discount value	Negative / >100% boundary	Try to input negative discount or >100%	System rejects as invalid; shows validation message.	System rejects as invalid; shows validation message.	0
CO19	Tips	Tips amount	Lower bound — 0	No tip added	Total remains just subtotal + tax; order completes successfully.	Total remains just subtotal + tax; order completes successfully.	0
CO20	Tips	Tips amount	Upper bound — max tip	Add tip equal to max allowed (e.g., equal to subtotal)	Total correct; no overflow.	Total correct; no overflow.	0
CO21	Points	Points usage	Lower bound — 0 points	Select customer with 0 loyalty points	Points option disabled or message "No points available".	Points option disabled or message "No points available".	0
CO22	Points	Points usage	Upper bound — more points than order value	Redeem maximum available points	Redemption capped to order value; total not negative.	Redemption capped to order value; total not negative.	0
CO23	Skip Kitchen	Skip Kitchen checkbox	Boundary — on/off	Toggle checkbox on and off	When ON, order bypasses kitchen printing / routing; when OFF, normal kitchen flow triggered on Kitchen/Proceed to pay.	When ON, order bypasses kitchen printing / routing; when OFF, normal kitchen flow triggered on Kitchen/Proceed to pay.	0
CO24	Kitchen Button	Send to kitchen	Lower bound — 1 item	Add 1 item and tap **Kitchen**	Kitchen ticket printed/sent once; order stays in New/Unpaid state (per spec).	Kitchen ticket printed/sent once; order stays in New/Unpaid state (per spec).	0
CO25	Proceed to Pay	Payment trigger	Boundary — with valid order	Add valid items, then **Proceed to pay**	Navigates to payment screen with correct amount and order details.	Navigates to payment screen with correct amount and order details.	0
CO26	Proceed to Pay	Validation	Attempt with missing mandatory info	If customer is required for Delivery, choose Delivery but no customer, then Proceed to pay	System stops and shows "Customer required for Delivery" (or equivalent).	System stops and shows "Customer required for Delivery" (or equivalent).	0
CO27	Hold Bill	Hold action	Lower bound — normal order	Add 1 item, tap **Hold Bill**	Order saved as "Held"; disappears from New tab and appears under Hold/Hold Orders list.	Order saved as "Held"; disappears from New tab and appears under Hold/Hold Orders list.	0
CO28	Reset	Reset button	Boundary — existing items	Add multiple items, then **Reset**	All items, promos, discounts, tips, and points cleared; screen returns to initial empty state.	All items, promos, discounts, tips, and points cleared; screen returns to initial empty state.	0
CO29	Tabs	Navigation	Between New / Orders / Hold / Table / Request	Switch between tabs with existing unsaved order	Behaviour matches spec (either warn before leaving, auto-save as draft/hold, or discard). No data corruption.	Orders cannot be added as per Navigation to Table bookings	1
CO30	Categories	Menu categories row	Lower bound — 1 category	Only 1 category with items	Category tab visible and selected; items load correctly.	Category tab visible and selected; items load correctly.	0
CO31	Categories	Menu categories row	Upper bound — many categories	Configure many categories so row scrolls	UI allows horizontal scrolling or wrapping; selection switches items reliably.	UI allows horizontal scrolling or wrapping; selection switches items reliably.	0



CreateOrder - State Transition

TC#	Field / Control	Current State	Test Data	Event / Trigger	Next State	Remarks / Issues
CO01	**Items**	Order Form	0 items	Do not add any item	Empty Form	0
CO02	**Items**	Order Form	0 item	Add 1 item (tap "+" on any item)	Form with 1 item	0
CO03	**Items**	Form with N items	Add another item	Add 1 more item	Form with N+1 items	0
CO04	**Items**	Form with N items	Remove 1 item	Tap "–" / remove on that item	Form with N-1 items	0
CO05	**Items**	Form with N items	Clear all items	Tap "Reset"	Empty Form	0
CO06	**Order Status**	Order Form – New	Valid order (items added)	Tap "Kitchen" or "Proceed to pay" and complete order	Orders (placed)	0
CO07	**Order Status**	Orders (placed)	Existing placed order	Tap "Hold Bill"	Hold	0
CO08	**Order Status**	Order Form – New	Table number selected	Tap "Table" tab with table chosen	Table	1
CO09	**Order Status**	Order Form – New / Table	Items present	Tap "Request"	Request	1
CO10	**Delivery Mode**	Order Form – Takeout (default)	—	Open new order	Takeout	0
CO11	**Delivery Mode**	Any mode	Select "Delivery"	Tap Delivery button	Delivery	0
CO12	**Delivery Mode**	Any mode	Select "Pickup"	Tap Pickup button	Pickup	0
CO13	**Delivery Mode**	Any mode	Select "DineIn"	Tap DineIn button	DineIn	0
CO14	**Delivery Mode**	Any mode	Select "Takeout"	Tap Takeout button	Takeout	0
CO15	**Customer**	Order Form	Walk-in Customer	Default when new order opened	Walk-in	0
CO16	**Customer**	Order Form	Existing customer in DB	Tap "+ Customer", search & select customer	Existing Customer selected	0
CO17	**Customer**	Existing Customer selected	Clear customer	Tap "X" on customer field	Walk-in	0
CO18	**Delivery Time**	Order Form	Now	Default when order opened	Now	0
CO19	**Delivery Time**	Order Form	Schedule for later time	Tap "Schedule for later", pick valid future time	Later (Scheduled)	1
CO20	**Delivery Time**	Order Form – Later	Remove schedule	Change back to "Now"	Now	1
CO21	**Discount / Charges**	Order Form	No discount/tips/points	Default	No Discount / No Tips / No Points	0
CO22	**Discount / Charges**	Order Form with total amount	Valid promo code	Tap "Promo", apply code	Discount Applied – Promo	0
CO23	**Discount / Charges**	Order Form with total amount	% discount value	Tap "Discount", enter %	Discount Applied – %	0
CO24	**Discount / Charges**	Order Form with total amount	Tip amount/value	Tap "Tips", enter amount/percentage	Tip Added	0
CO25	**Discount / Charges**	Order Form with loyalty points	Points to redeem	Tap "Points", redeem	Points Applied	0
CO26	**Discount / Charges**	Order Form with any discount/tip/points	—	Tap "Reset"	All Discounts/Tips/Points cleared	0
CO27	**Kitchen**	Order Form	"Skip Kitchen" checked	Default state	Skip Kitchen	0
CO28	**Kitchen**	Order Form	"Skip Kitchen" unchecked	User unticks checkbox	In Kitchen List	0
CO29	**Payment Methods**	Order Form – Pay pending	Multiple methods configured (e.g. Cash, Card, Wallet, Split)	Tap "Proceed to pay"	Payment Options displayed	0
CO30	**Payment Methods**	Payment Options displayed	Choose single method (e.g. Cash) and valid amount	Confirm payment	Paid (Single method)	0
CO31	**Payment Methods**	Payment Options displayed	Choose multiple methods with split amounts	Confirm payment	Paid (Split payment)	0
CO32	**Payment Methods**	Payment Options displayed	Cancel payment	Cancel / Back	Return to Order Form – unpaid	0
CO33	**Payment Status**	Order Form – unpaid	Items added	Tap "Total" / Proceed to pay and complete	Paid in full	0
CO34	**Payment Status**	Order Form – unpaid	Items added	Tap "Hold Bill"	Hold	0
CO35	**Payment Status**	Order on Hold	—	Open from Hold & proceed to pay	From Hold → Paid	0
CO36	**Payment Status**	Order Form – any	—	Tap "Reset"	Empty Form	0