Software Requirements Specification

<< Version 1.0>>

August 16, 2015

Project:

Supertoys E-Store

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1. Introduction

1.1. Purpose

The purpose of this document is to present a detailed description of the **Supertoys E-store System**. It will explain the purpose and features of the system, the interfaces of the system, what the system will do, the constraints under which it must operate and how the system will react to external stimuli. It will serve as a guide to everyone, who is responsible to the project.

Supertoys E-store System is intended to help the user to buy toy products form internet. It should give all of the staff the necessary information to develop and test the software and what can and cannot the system do.

1.2. Scope of Project

This software system is an E-store system for online shopping. This document describes what features will be in the scope of the software and what are not in the scope of software. The project is divided in two parts:

1. GUI section

2. APS for local editor (hereinafter called administrator or admin).

More specifically, this system is designed to allow an user to view and buy toys from different categories and to allow an administrator to manage the system (to add and remove products, to upload and remove pictures, etc.)

1.2.1. In Scope

- Login system in GUI section – which includes many use cases for login into website and has an access for buying toys, accessories and other stuffs. It should be simple, with hidden letters for password.
- Login system in APS – which include many use cases for login into administration panel and have access for upload products, pictures of

products, shipping details etc. It should be simple too, in the right corner of monitor with hidden letters or numbers for password.

- Discovering items in GUI section – searching tools. Discovering how to find products by name in searching tool. The product should be found by typing the first three letters from it is name. The product should be seen with picture.
- Adding and removing products from wish list section.
- Upload products in APS – Uploading products in APS by name, description, size, pictures and quantity
- Shopping products from GUI section – ways for shopping a chosen product and add it into the basket.
- Delivery in GUI section - the way of delivery by writing information from website page – name, town, email, phone, and choosing where and when exactly to deliver a product. One way for payment – only when the product is shipped to certain address.

1.2.2. Out of Scope

- Design of online shopping website
- Blog of the site
- Discount of products in site
- Mobile version of website

1.3. Definitions, Acronyms, and Abbreviations

APS	Admin Panel System
GUI	Graphical User Interface
Admin	Administrator, editor – person who manage the system
OSS	Online shopping system
Software Requirements Specification (SRS)	A document that completely describes all of the functions of a proposed system and the constraints under which it must operate. For example, this document.
User	Reviewer. Anyone visiting the site to view the products and to buy something.

1.4. Overview of Document

The next chapter, the Overall Description section, of this document gives an overview of the functionality of the product. It describes the informal requirements and is

used to establish a context for the technical requirements specification in the next chapter. There is a diagram, which shows the two main roles in SRS – **user** and **admin**.

The third chapter, Requirements Specification section, of this document is written primarily for the developers and describes in technical terms the details of the functionality of the product. This section includes Use Cases and Test Cases.

2. Overall Description

2.1. System Environment

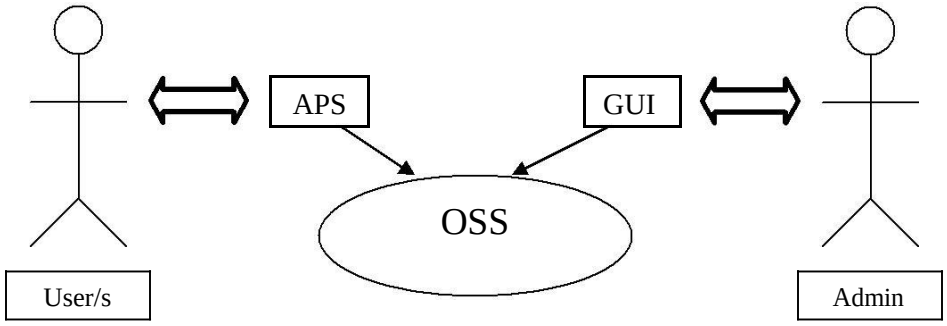


Figure 1: System Environment

The E-store System has two active roles: user/s and admin. Any User/Admin communicates with the system through GUI/APS. Both of them access the entire system directly.

3. Functional Requirements Specification

The quality of the Functional Specification (completeness and correctness) has a significant impact on the quality of the development activities and all follow on phases. Completion of this website will increase the amount of sales and profits that will directly be reflected in the bottom line. The customer will also be able to have easier access with regards to finding the products that they need in an easier more user friendly format.

This section outlines includes the use cases for each of the active readers separately: user and admin.

3.1. Describing the Login functionality

In http://supertoys.bg/, a **Login** refers to the credentials required to obtain access to the web site. **Logging in** is the process by which individual access to http://supertoys.bg/ is controlled by identifying and authenticating the user through the credentials presented by the user.

There are two ways to access the system:

1. By user (with user account)

2. By administrator (with administrator account)

Once a user has logged in, then it can **log out** when access is no longer needed. To *log out* is to close off one's access to a computer system after having previously logged in.

2.1. When the user is logged in, there are some extra tabs and options. Instead of log in tab, an exit tab occurs. A greeting "Hello, (username)" is printed just above the exit tab. In the right there is a tab with last viewed products. Beneath the six-per-page shown products, five additional recently viewed products shall occur, when viewed from the user.

2.2. When admin is logged in, the start page looks a little bit different. The administration panel consists of the basic CRUD operations regarding the backend data, which are products and their respective metadata - categories, models and trades, etc. The administrator (admin) can upload products in APS – Uploading products in APS by name, description, size, pictures and quantity.

2.3. *Login and logout* - for one user the login-state can be either logged in or not logged in. The system shall store the login-state in a server session.

2.4. User login

Precondition: The user is not logged in.

- The user accesses the system.
- The user is asked to provide username/email address and password on a log-in page.
- The user provides a correct username/email address and password.
- User forgot his/her password – after click on option "forgotten password", the password will be send on the user's email
- The user is logged in and a functionality page is shown

2.5. User logout

Precondition: The user is logged in.

- The user accesses the system.
- The user is presented to a page that includes a logout link.
- The user requests to be logged out.
- The user is logged out and informed about this through on the next page that is displayed.

2.6. Failed user login

Precondition: The user is not logged in.

- The user accesses the system.
- The user is asked to provide a user name and password on a log-in page.
- The user provides a user name and password that is not registered in the database.
- The user is not logged in and an error message is shown. The user is again asked to provide user name/email address and password

2.7. When a user reaches the system and is not logged in he/she should be asked to provide a username and password. No other information should be provided to the user.

2.8. When a user submits a username and a password they should be compared to the list of users and if the user should be granted access to the system the server-state should be changed to "logged in" and the functionality page shown.

2.9. All pages shown to a logged in user should include a log out functionality, e.g. a button for logging out of the system.

2.10. If a logged in user is inactive for longer than 20 minutes he/she should be logged out and required to log in again before continuing using the system

4. Non-Functional Requirements

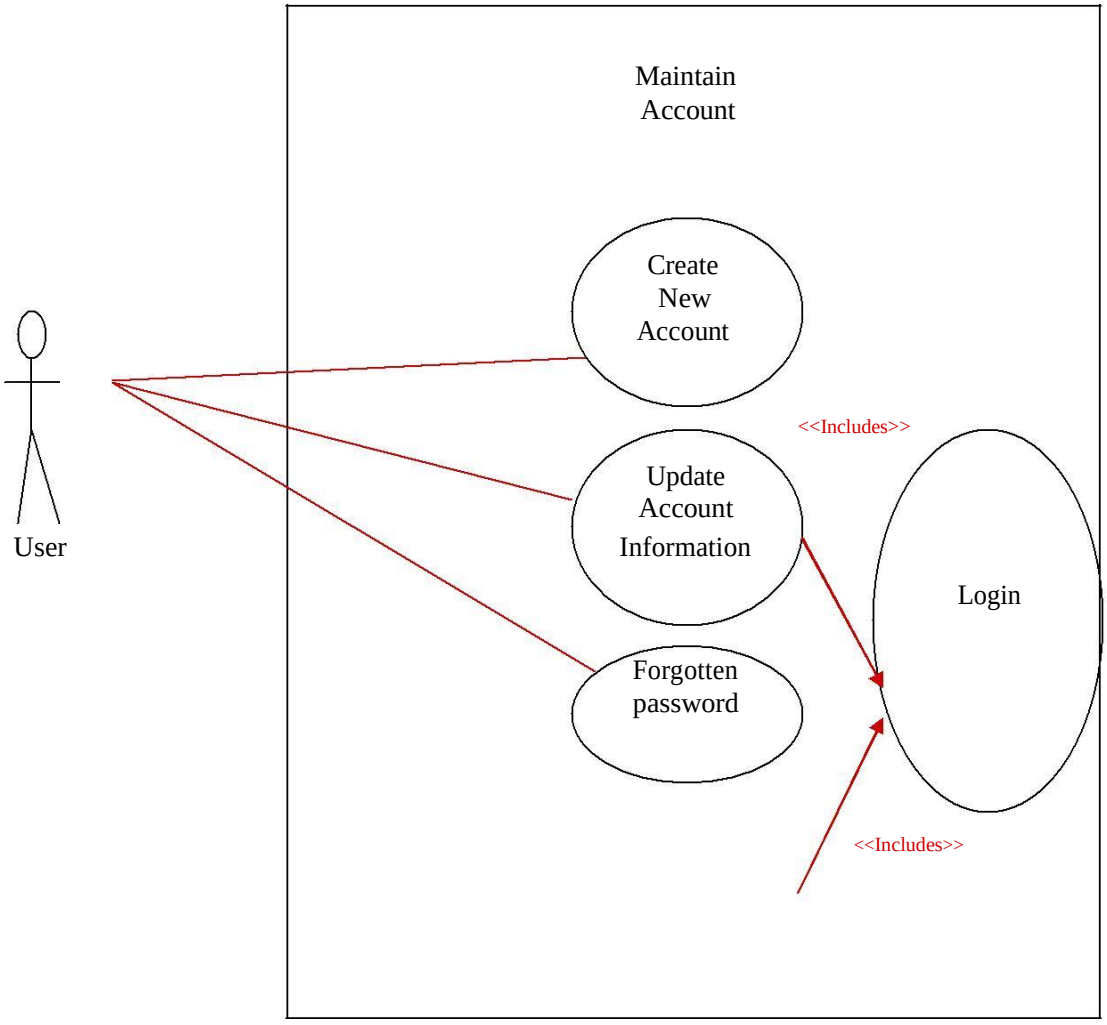
The Online Store **Super Toys** is on a server with high speed Internet capability. The software developed here assumes the use of a tool such as Tomcat for connection between the Web pages and the database. The speed of the Reader's connection will depend on the hardware used rather than characteristics of this system.

The Article Manager will run on the editor's PC and will contain an Access database. Access is already installed on this computer and is a Windows operating system.

5. Use Cases

5.1. Login system

Login system in GUI section – this includes use cases for login into website and have an access for buying toys, accessories and other stuffs. It should be simple, with hidden letters for password



Name	**Login system in GUI section**
Summary	This Use Case allows the existing users to log in to the database with the credentials they used for first registering into the application.
Goal	The user logs in to authenticate his or her role in the system and to perform a task in the system.
Actor	User (Customer)
Preconditions	A user account has been created for the user.
Basic Flow	1. The user connects to the system. 2. The user enters his/her email and password in the returning user section of the "Sign In" screen. The characters typed for the password should be shown with hidden letters. 3. The system validates the username and password and displays the user's account information page.
Alternative flows	New User 1. The user browses to the "Sign In" page. 2. The user chooses the "Create new account" link on the "Sign In" page. 3. The user enters his/her first name, last name and chooses email and password. 4.The system validates the information entered 5. The system sends the user an e-mail invitation containing the entered credentials, welcoming message and a list with actions, available for the registered user 6. The user is logged in and his/her account information page is displayed.
Extensions	Invalid password 1. The user browses to the "Sign In" page. 2. The user enters his/her password. 3. The system determines that the password is invalid and informs the user to try again. Returning User, Forgotten Password 1. The user has forgotten his/her password and clicks the "Forgotten Password?" link. 2. User must enter valid email and a new password. 3. The system resets the users account and sends an e-mail notification with the new information 4. The user utilizes the new password information to log in following the basic flow
Post conditions	The user is either logged in or failed to log in and is appropriately notified.

5.2. Search Option

Discovering items in GUI section – searching tool. How to find product/s by name in searching tool/s.

Name	**Searching tools**
Summary	This use case describes how the User can search the e-store catalog.
Goal	Wants to find some specific product(s) in the catalog.
Actor	User
Preconditions	1. The searching tool should read characters from Cyrillic and English alphabet. 2. On the search filed there should be a text "Search the whole e-store". This text should disappear whet the user enters symbols to perform search.
Basic Flow	1. The user connects to the system. 2. User enters text in text box next to Search button and clicks on Search button. 4. System displays the matching text products. User can choose the number of products shown on the page – 12, 24 or 36. The user can also choose to sort the items by name or by price. 5. User clicks on the desired link. User can navigate back or forward to the pages if wishes.
Alternative flows	Without entering the search button 1. The user enters minimum three letters. 2. If there are any matches a drop-down list shall occur containing the matched items. 3. The drop-down list consists of all matching items ordered one below the other and each box from the drop-down list contains the name of the matched item, picture of the item, information and price. 4. The user can choose an item, which will redirect him to the product's category.
Extensions	If search returns no results, System displays the message "No matches found for the entered text".
Post conditions	Needs to be with user-friendly interface and fast searching speed.

5.3. Add and Remove product/s

Adding and removing products from “My basket” section.

Name	**Adding and removing products from “My basket” section**
Summary	This use case describes how an actor can modify items in the shopping basket.
Goal	The user wants to browse/purchase, add or remove items from his list in “My basket”.
Actor	User
Preconditions	The actor is on the Cart screen and have already logged in.
Basic Flow	1. The user clicks on one of the category in the left frame of the screen and navigates to the item he wishes to add to the cart and clicks on the “Add to Cart” link. 2. The system displays the “My basket” screen with the all the old items and the newly added item. The subtotal field displays the total cost of the shopping cart. 3. The user repeats the steps for all the items he wants to add to the cart. 4. The user modifies the item quantity for one or multiple items and clicks “Update Cart”. 5. The system updates the new quantity and displays the modified line item totals and sub-total to the user. 6. The user clicks the bin icon to remove any of the items in the cart. 7. The system deletes the item from the cart and adjusts the sub-total accordingly.
Alternative flows	1. User may proceed with adding Items to cart and modifying the cart without logging in. 2. If user closes the window without proceeding for payment, the cart is stored in the system for a pre-decided number of days, before getting flushed, so that the user can return to the cart in the future.
Extensions	1. If the user enters a string, containing integers and letters, the system displays an appropriate error message. 2. ‘Refresh cart’ feature is available for resetting the cart.
Post conditions	The user successfully removes existing items in the cart or adds new items to the basket.

5.4. Delivery in GUI section

Delivery in GUI section: the way of delivery by writing information from website page – name, town, email, phone, and choosing where and when exactly to deliver a product.

Name	**Delivery from GUI section (e-store)**
Summary	The way of delivery from e-store. Users/Clients have to fill ordering form: Full name, Country, Town, Email, Phone, Post Code and Delivery address. Then they may continue ordering.
Rationale	Describing the way of delivery to pointed by the client address.
Users	Clients (Customers)
Preconditions	The e-store is loaded and ready for using. Client has to add product/s into his/her basket and clicks the button "Continue to ordering".
Basic Flow	1. The user adds product/s into his/her basket. 2. The user clicks the button "Continue to ordering". 3. The user chooses checkout method and clicks "Next". 4. The client has to fill the order form: ➢ Mandatory: Full name, Email, Address, Town, Post Code, Country, Phone number ➢ Optionally: Company, Municipality and Fax 5. The client has to click "Next" to continue. 6. The client could choose between two ways of delivery: ➢ Delivery to address ➢ Delivery to post office 7. The client could choose between two ways of payment: ➢ Cash on Delivery (COD); ➢ Cash before Delivery (CBD); 8. The client has to clicks "Next". 9. The client may "View Order" and edit something; 10. To finish the order client has to click the button "Order"

Name	Delivery from GUI section (e-store)
	11. The client may "Logout" or to continue viewing the site http://supertoys.bg/.
Alternative Paths	1. In step 3, the client has 2 options to order: ➢ Like a guest – it's not obligatory to has an account; ➢ Like a user – it's obligatory to has an account; 2. In step 6 the client may choose delivery to address. Then he/she has to fill her/his full address: Town, Neighborhood, Post Code, etc. Also may choose delivery to post office and choose most convenient location. 3. The user may decide "Go back" at any time during all above mentioned steps. In this case, the software returns to the precondition state.
Post conditions	The message will display to "Your order is successful".

5.5. Ways of payment

There are two ways of payment - when the order shipped to certain address and before the order shipped to the certain address.

Name	Ways of payment from GUI section (e-store)
Summary	There are two ways for payment. ➢ Cash on Delivery (COD) – when the order shipped to certain address ➢ Cash before Delivery (CBD) –before the order shipped to certain address
Rationale	Describing two possible ways of payment.
Users	Clients (Customers)
Preconditions	The e-store is loaded and ready for using. A clients waiting for order.
Basic Flow	1. The customer adds product/s into his/her basket. 2. The client chooses way of delivery: ➢ Delivery to address or

Name	Ways of payment from GUI section (e-store)
	➢ Delivery to post office 3. The client has to clicks “Next”. 4. The client could choose between two ways of payment: ➢ Cash on Delivery (COD); ➢ Cash before Delivery (CBD); 5. The client has to clicks “Next”. 6. The client has to clicks on “Review of order”. 7. Final step is clicking on button “Order” 8. If everything is alright client will receives message “Your order has been received”.
Alternative Paths	1. In step 1-8 clients may go previous step of ordering: 2. The user may decide to abort the ordering or edit item in his/her basket at step 6. In this case, the software returns to the precondition state.
Post conditions	The system store client’s order successfully and send email confirmation.

5.6. Adding and removing products from wishlist section.

Name	Adding and removing products from wish list (e-store)
Summary	The way of adding and removing products from e-store.
Rationale	Describing possibility to add and remove product to wish list.
Users	Clients (Customers)
Preconditions	The e-store is loaded and ready for using. Client has to have a valid user account to add and remove product in wish list.
Basic Flow	1. The user has to create a new account. 2. The user log into the system. (e-store) 3. The user search for different categories. 4. The software responds by requesting the search term and return products depending on the category. 5. Customer viewed some products. 6. Client chooses product.

Name	Adding and removing products from wish list (e-store)
	7. Client clicks on link “Add product to my wish list”
Alternative Paths	1. In step 6 clients may add selected product into the shopping basket. 2. In step 6 clients may share his/her wish list. 3. In step 6 clients may update his/her wish list. 4. In step 7 clients may edit his/her wish list and remove product/s.
Post conditions	The system show a message: “XXX has been added to your wish list. (When XXX is the name of product).

5.7. Use Case Login and Logout form in APS

Name	Login and logout form in APS
Summary	The APS is accessed through the internet from its initial URL. It loads the main page of admin panel.
Rationale	Describing login form, forgotten password, invalid username/password and login out from system.
Users	Editors (admins)
Preconditions	The APS is loaded and ready for using.
Basic Flow	1. The editor log into the aps. 2. The editor type username and password. 3. The editor click button “Enter” 4. Editor is logged into APS. 5. Editor log out from the APS 6. Editor log into the aps by pressing button “forgotten password”. 7. Editor gets new password 8. Editor type different username or password from the rigt one. 9. Editor click button “Enter” and check for APS result.
Alternative Paths	1. In step 5, APS system send new password to email, which is written by editor 2. In step 9, after pressing “Enter button” APS should write text “Wrong username or password”:
Post conditions	Editor is in APS and he/she is ready to work in it.

5.8. Use Case for Accessing APS

Name	**Accessing APS**
Summary	Uploading products in APS system by title, prices, pictures, meta information, inventory, categories, related products
Goal	Describe and save product. Enter the GUI section and see the product there.
Users	Editors (admins)
Preconditions	The APS is loaded and ready for using.
Basic Flow	1. The editor log into the aps. 2. The editor type valid username and password. 3. The editor click button “Enter” 4. Editor is logged into APS. 5. Editor click button “Catalogue” 6. Editor click subbutton “Manage products” 7. Enter new URL page 8. Editor click on button “Add Product” 9. Editor choose type of product and click “Continiue” 10. Enter new URL page with managing product 11. Editor type information in section “General” 12. Editor type information in section “Meta Infromation” 13. Editor type information in section “Prices” 14. Editor upload picture in section “Pictures” 15. Editor type information in section “Inventory” 16. Editor choose and click product`s category 17. Editor choose and click other related products from chosen category which will be seen in GUI page 18. Editor click “Save” button
Alternative Paths	1. In step 11, editor write information about product – title, describing options etc. 2. In step 12, editor type meta information about the product – its title and description, copied from the “General” section and key words too 3. In step 13 editor type price of product and its “taxes” 4. In step 14 editor uploads pictures and after that click save button for uploading pictures. 5. In step 15 editor type availability of product. 6. In step 16 editor choose category of product – like baby toys, plush toys, electric toys etc. 7. In step 17 editor choose related products
Post conditions	Visible product in APS and GUI section

6. Test Cases

6.1. Test Cases in APS

Manual and Automation Test Case Login in APS

Test Case ID: Test-Case-Log-1

Test Priority (Low/Medium/High): High

Module Name: Login in APS

Test Title: Verify Login with valid username and password

Description: Test the supertoys.bg/admin123 home page

Test Designed by: <Ivan Atanasov>

Test Designed date: <15.08.2015>

Test Executed by: <Ivan Atanasov>

Test Execution date: <15.08.2015>

Pre-conditions: User has valid username and password

Dependencies: Automation test is writing by selenium web driver in Mozilla Firefox browser

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Navigate to login page	www.supertoys.bg/admin123	Editor should be able to login	Editor is navigated to dashboard successfully.	Pass	
2	Provide valid username	test	Type username correctly	Username is typed correctly	Pass	
3	Provide valid password	test123	Type password correctly	Password is typed correctly	Pass	
4	Click on Login button	One click on login button	Enter APS	Enter APS successfully	Pass	

Post-conditions:

User is validated with database and successfully login to account. The account session details are logged in database.

Manual and Automation Test Case Log Out In APS

Test Case ID: Test-Case-Log-2

Test Priority (Low/Medium/High): High

Module Name: Logout APS
Test Title: Verify successful log out after login with valid username and password

Description: Test supertoys.bg/admin123 page

Test Designed by: < Ivan Atanasov >

Test Designed date: <15.08.2015>

Test Executed by: < Ivan Atanasov >

Test Execution date: <15.08.2015>

Pre-conditions: User has valid username and password
Dependencies: Automation test is writing by Selenium web driver in Mozilla Firefox browser

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Navigate to login page	www.supertoys.bg/admin123	Editor should be able to login	Editor is navigated to dashboard successfully.	Pass	
2	Provide valid username	test	Type username correctly	Username is typed correctly	Pass	
3	Provide valid password	test123	Type password correctly	Password is typed correctly	Pass	
4	Click on Login button	One click on login button	Enter APS	Enter APS successfully	Pass	
5	Click on Log out button	One click on log out button	Exit APS and return to login page	Exit APS and return to login page successfully	Pass	

Post-conditions:
Editor is successfully is log out from APS and return back to login page which is displayed

Manual and Automation Test Case For Invalid Username/Password In APS

Test Case ID: Test-Case-Log-3

Test Designed by: < Ivan Atanasov >

Test Priority (Low/Medium/High): High

Test Designed date: <15.08.2015>

Module Name: Invalid username/password in APS

Test Executed by: < Ivan Atanasov >

Test Title: Try to verify login with invalid username and password

Test Execution date: <15.08.2015>

Description: Test supertoys.bg/admin123 page

Pre-conditions: Editor has invalid username and password. When he/she input them into field boxes, APS have to recognize invalid parameters, type it and return to username and password field boxes to write valid username and password.

Dependencies: Automation test is writing by Selenium web driver in Mozilla Firefox browser

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Navigate to login page	www.supertoys.bg/admin123	User should be able to login	Editor is navigated to dashboard successfully.	Pass	
2	Provide invalid username	"this is wrong account name"	Type invalid username	Username is failed with words wrong username/password	Pass	
3	Provide invalid password	"This password can`t be resolved even by SoftUni trainers"	Type invalid password	Password is failed with words wrong username/password	Pass	
4	Click on Login button	One click on login button	Return to step 1	Return to Step 1 and show mistake – wrong username/password	Pass	

Post-conditions:

APS system recognized invalid username and password. When editor type different username or password from its own and push button "Login", on the screen will appear message "wrong username/password" and automatically return to new typing for username and password.

Manual and Automation Test Case For Forgotten Password In APS

Test Case ID: Test-Case-Log-4

Test Priority (Low/Medium/High): High

Module Name: Forgotten password in login in APS

Test Title: Login in APS with forgotten password

Description: Test supertoys.bg/admin123 page

Test Designed by: < Ivan Atanasov >

Test Designed date: <15.08.2015>

Test Executed by: < Ivan Atanasov >

Test Execution date: <15.08.2015>

Pre-conditions: Editor forgot password for entering the APS. What are steps to resolve problem.

Dependencies: Automation test is writing by Selenium web driver in Mozilla Firefox browser.

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Navigate to login page	www.supertoys.bg/admin123	User should be able to login	Editor is navigated to dashboard successfully.	Pass	
2	Provide button “Forgotten password”	Click the button	New url in Aps with asking to type editor`s password	Page - http://supertoys.bg/index.php/admin123/index/forgotpassword/ , with field to type editor`s password	Pass	

3	Enter editor`s email	Enter URL with editor`s email, which is associated to account in APS	See new password in “Inbox” section	Page - http://www.abv.bg/ where is editors`s mail. In inbox section there is a letter with new password.	Pass	
4	Return to APS and type reset password	Click on link in email	Go to url for reseting password and type new one, after that confirm it	Link is redirecting to supertoys.bg/admin page and there editor can change its password	Pass	

Post-conditions:

The automation test is valid from step 1 to step 3, without step 4. Step 4 was tested manual.

6.2. Test Cases in GUI

Project Name: QA Fundamentals - July 2015 TEAM "ILIZING"

Test Case Template

Test Case ID: Fun_1

Test Priority (Low/Medium/High): High

Module Name: Shopping products from GUI section

Test Title: Verify adding products into the basket (cart) without account

Test Designed by: <Nevena Tsoncheva>

Test Designed date: <15.08.2015>

Test Executed by: < Nevena Tsoncheva >

Test Execution date: <15.08.2015>

Description: Test the My basket page

Pre-conditions: The e-store is loaded and ready for using.
Dependencies:

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Navigate to “My basket” page	User - Gest	User should receive a message: “XXXX has been added to your basket”. (when XXXX is product name)	User receive the message: “Smoby - Slide Frozen has been added to your basket.	Pass	
2	Navigate to some product	Smoby - Пързалка Frozen				
3	Click on Add into the basket button					

Post-conditions:
Smoby - Slide Frozen has been successfully added to user’s shopping basket.

Project Name: QA Fundamentals - July 2015 TEAM "ILIZING"

Test Case Template

Test Case ID: Fun_2

Test Priority (Low/Medium/High): Medium

Module Name: Delivery in GUI section

Test Title: Verify user information needed for delivery

Description: Test

Test Designed by: <Nevena Tsoncheva>

Test Designed date: <15.08.2015>

Test Executed by: < Nevena Tsoncheva >

Test Execution date: <15.08.2015>

Pre-conditions: The e-store is loaded and ready for using.

Dependencies:

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Navigate to “My basket” page	User= guest			Pass	
2	Navigate to some product				Pass	
3	Click on Add into the basket button				Pass	
4	Click on “”Order like a guest” button	User= guest			Pass	
5	Fill “Name”	Gena			Pass	
6	Fill “Surname”	Georgieva			Pass	

7	Fill ‘Address”	Obelya 1, bl.221, vh,B			Pass	
8	Fill :Town”	Sofiq			Pass	
9	Fill “Post Code”	1714			Pass	
10	Fill “Country”	Bulgaria			Pass	
11	Fill “Phone”	088888888888888			Pass	
12	Click “Next”				failed	Phone number must be no longer than 10 symbols and start with “+359” or ”0”

Post-conditions:

User is not validated with database. The phone number is wrong.

Project Name: QA Fundamentals - July 2015 TEAM "ILIZING"

Test Case Template

Test Case ID: Fun_3

Test Designed by: <Nevena Tsoncheva>

Test Priority (Low/Medium/High): Medium

Test Designed date: <15.08.2015>

Module Name: Add product to wishlist from GUI section

Test Executed by: < Nevena Tsoncheva >

Test Title: Verify adding products to wishlist

Test Execution date: <15.08.2015>

Description: Test

Pre-conditions: The e-store is loaded and ready for using. The user has to have a valid account.

Dependencies:

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Navigate to “Log” page				Pass	
2	Fill username	User= Gogo Gogov	Ask for password	Ask for password	Pass	
3	Fill password	Pass: 123456	Log into the system	Log into the system	Pass	
4	Navigate to some product category	About boys			Pass	
5	Navigate to some sub category	Action			Pass	
6	Navigate to some product	Smoby - Скутер Cars Twist 450185	Smoby - Скутер Cars Twist 450185	Smoby - Скутер Cars Twist 450185	Pass	
7	Click on “Add to wish list” link		USB флашка - Миньони - супергерои has been added to your wishlist.	USB флашка - Миньони - супергерои has been added to your wishlist.	Pass	

Post-conditions:

User add product to wish list.

Project Name: Project Name: QA Fundamentals - July 2015 TEAM "ILIZING"

Test Case Login

Test Case ID: NewTest_1

Test Priority (Low/Medium/High): High

Module Name: Login system in GUI section

Test Title: Verify Login with valid username and password

Description: Test the login function

Test Designed by: <Alexander Stefanov>

Test Designed date: <15.08.2015>

Test Executed by: < Alexander Stefanov >

Test Execution date: <15.08.2015>

Pre-conditions: 1. URL should be known to user.
2. User must have compatible Browser.
3. User has valid username and password.

Dependencies:

Description	Step	Test steps	Test data	Expected result	Actual result	Status (Pass/ Fail)
Verify that user is valid by checking mail and invalid password	1	1. Open the web browser. 2. Enter the address of URL web browser address field. 3. Enter the valid email and invalid password.	1. Enter the URL: www.supertoys.bg 2. Enter email: pesto88@mail.bg 3. Enter password : resto88	1. Browser should open 2. User couldn't log in. 3. Message for invalid username or password should appear.	1. Browser is opened. 2. User couldn't log in. 3. Message for invalid username or password appeared.	Pass

Verify that user is valid by checking mail and valid password	2	1. Open the web browser. 2. Enter the address of URL at the web browser address field. 3. Enter the valid email and valid password.	1. Enter the URL: www.supertoys.bg 2. Enter email: pesto88@mail.bg 3. Enter password : tester12	User should be able to login on the website and directed to the secure Web page requested.	The system validates the username and password and displays the user's account information page.	Pass
Checking the registration form. Is it possible for the user to register.	3	1. Type the URL in browser address field. 2. Click the Enter button 3. Click the "Register" button, which is displayed on the Login page. 4. Enter the proper information in the New user registration form. 5. Click the submit button.	1. Provide the URL www.supertoys.bg 2. Click the Enter button 3. Press the Register button 4. Provide the necessary information on the New user registration form. 5. Press the Submit button	1. Provided URL information should be displayed on URL address field. 2. Displayed Supertoys.bg Login page 3. New User Registration page will be displayed. 4. All the fields should accept the provided information 5. New user registration will be committed in the process and get the message "User created Successfully".	1. Provided URL information is displayed on URL address field. 3. Displayed Supertoys.bg Login page 4. New User Registration page is displayed. 5. All the fields accepted the provided information 6. New user registration created and the message "User created Successfully" appeared.	Pass

Post-conditions: User is validated with database and successfully login to account. The account session details are logged in database.

Project Name: Project Name: QA Fundamentals - July 2015 TEAM "ILIZING"

Test Case Adding and removing products from “My basket” section

Test Case ID: NewTest_3

Test Priority (Low/Medium/High): High

Module Name: Adding and removing products from “My basket” section

Test Title: Managing the shopping cart

Description: Adding products to the cart, removing them from the cart and viewing the current contents of the shopping cart.

Test Designed by: <Alexander Stefanov>

Test Designed date: <15.08.2015>

Test Executed by: < Alexander Stefanov >

Test Execution date: <15.08.2015>

Pre-conditions: The user, no matter registered or not, may add the desirable products and buy it.

Dependencies:

Description	Step	Test steps	Test data	Expected result	Actual result	Status (Pass/ Fail)
Checking if the user can add product(s) to “My basket”.	1	1. Select the category from the category list. 2. Select the Sub category from the Sub category list. 3. User can select the Product that he/she wants to purchase. 4. Add the product into shopping	1. Select the category “Boys” from the category list. 3.Select the Sub category "Action " from the sub category list 4. Select the product “Motor Bobby Bike” and click on	1. The selected products should be added to the “My basket” category. 2. Once an item is added into the shopping basket, it stays there with the price taken in the time of adding.	1. The selected product is successfully added to “My basket”. 2. The grid view in the shopping cart follows the standards from the category list view. Photo -	Pass

		cart .	Add to cart button.	3. For instance, an active promotion might end in between the adding to cart and checking out the cart, but the item is bought with the active promotion.	information – price – quantity – subtotal and a bin icon.	
Checking if the user can remove products from “My basket”.	2	1. Select the category from the category list. 2. Select the Sub category from the Sub category list. 3. Add the product into shopping cart. 4. Click on the bin icon to remove the item from the basket.	1. Select the category “Boys” from the category list. 2.Select the Sub category "Action " from the sub category list 3. Select the product “Motor Bobby Bike” and click on Add to cart button. 4. Click on the bin icon of the product “Motor Bobby Bike” to remove the item from the basket.	There should be a message for empty basket and a continue browsing button at the bottom, from where the user can continue browsing.	A message for empty basket and “continue browsing” button at the bottom occurs.	Pass

Post-conditions: The user successfully modifies existing items in the cart or adds new items to the basket.

Project Name: Project Name: QA Fundamentals - July 2015 TEAM "ILIZING"

Test Case Searching Tools

Test Case ID: NewTest_2

Test Priority (Low/Medium/High): High

Module Name: Discovering items in GUI section

Test Title: Search Functionality

Description: Performing a search on each of the available search criteria

Test Designed by: <Alexander Stefanov>

Test Designed date: <15.08.2015>

Test Executed by: < Alexander Stefanov >

Test Execution date: <15.08.2015>

Pre-conditions: 1. User Should have proper User Login credentials to get into the supertoys.bg application.
2. The user must know the product name or details that he wants to purchase.

Dependencies:

Description	Step	Test steps	Test data	Expected result	Actual result	Status (Pass/ Fail)
Verifying that user can search for the results by specified	1	1. Login in to the website with valid credentials. 2. Click on the search field. 3. Enter the desired product name in the search field.	1. Enter the URL: www.supertoys.bg 2. Enter email: pesto88@mail.bg 3. Enter password : tester12	1. User should login to the smart shop application. 2. Search field should be displayed in edit mode. 3. On the search filed there	When the searching field is in type mode, the text "Search the whole e-store" disappears. The searched products by entered	Pass

products in supertoys.bg or not.		4. Click on search button.	4. Enter the desired product on the search field. Example product: Lego. 5. Search in all products (as default). 6. Press the Search button.	should be a text “Search the whole e-store”. This text should disappear whet the user enters symbols to perform search. 4. The entered product should be displayed on the search field with a picture. 5. Desired product(s) information should be displayed in new page, where the user can choose the number of products shown on the page – 12, 24 or 36.	symbols appeared correctly as expected in new page, where the user can choose how to sort the items – by item or by price. The user can write in the search field letters from Cyrillic and English alphabets.	
Verifying that user can search for the results by specified products in supertoys.bg or not	2	1. Login in to the website with valid credentials. 2. Click on the search field. 3. Enter the first three letters of the desired product name. 4. Don’t click on the search button.	1. Enter the URL: www.supertoys.bg 2. Enter email: pesto88@mail.bg 3. Enter password : tester12 4. Enter the first three letters of the desired product on the search field. Product for example: Smoby - Туист скутер Minnie Mouse- enter just the three letters – “min”.	1. Search field should be displayed in edit mode. 2. If there are any matches, a droplist shall occur containing the matched items. 3. The product should be found by typing the first three letters from it`s name. 4. The product should be seen with picture. 5. The user can click on each of the listed items, which will redirect him to the product location.	1. A droplist occurs and it consists of all matching items ordered one below the other and each box from the droplist contains the name of the matched item, picture of the item, information and price. 2. The user is available to click on each of the listed products, which redirects him to the product location.	Pass

Post-conditions: Needs to be with user-friendly interface and fast searching speed.