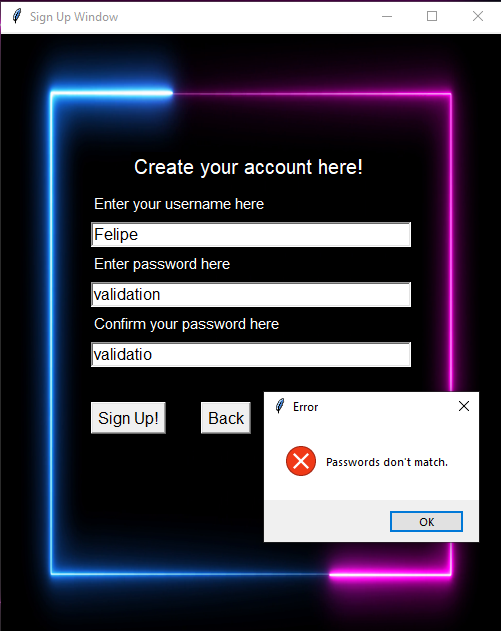
Validation testing of the Play Delivery app.



1. OpenSignUpWindow Function Test

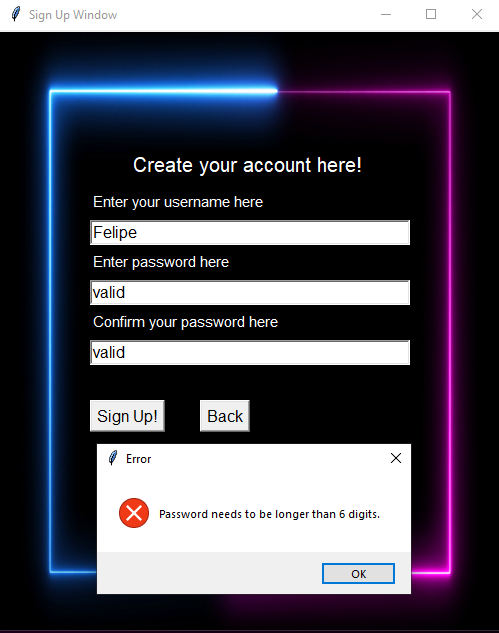
* Values entered: Username = “Felipe”

Password = “validation”

Confirm password = “validatio”

Expected result: ‘’Passwords don’t match.”

Result: “Passwords don’t match”



* Values entered: Username = “Felipe”

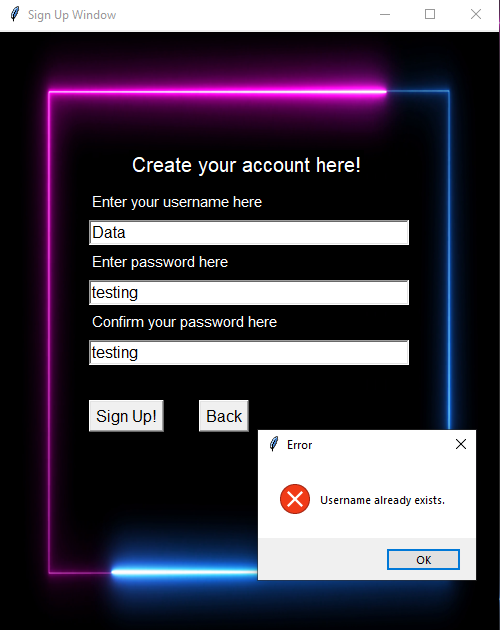
Password = “valid”

Confirm password = “valid”

Expected result: ‘’Password needs to be longer than 6 digits.”

Result: “’Password needs to be longer than 6 digits”

When using values to check if the length of passwords meets requirements, noticed a missing “.” At the end of the sentence.



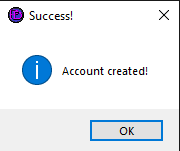
* Values entered: Username = “Data”

Password = “testing”

Confirm password = “testing”

Expected result: “Username already exists.”

Result: “Username already exists.”



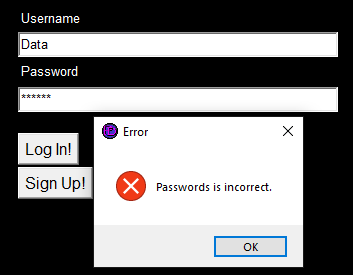
* Values entered: Username = “newdata”

Password = “testing”

Confirm password = “testing”

Expected result: “Account created!” message and close current window.

Result: “Account created!” message and close current window.

1. Access Function Test

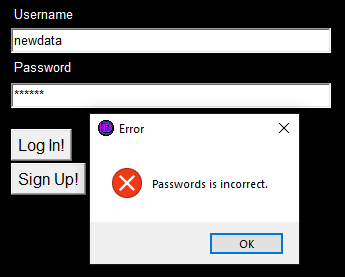
* Values entered: Username = ‘’Data”

Password = “testin”

Expected result: “Password is incorrect.”

Result: “Username does not exist.”

When imputing wrong values to check if the error messages were correct, found an error in the if statements where “Password is incorrect.’’ and “Username does not exist.” were switched.

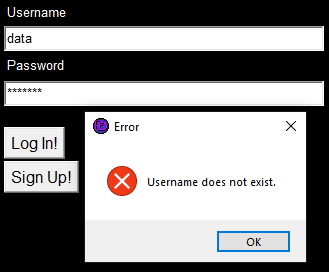


* Values entered: Username = ‘’newdata”

Password = “testin”

Expected result: “Password is incorrect.”

Result: “Password is incorrect.”

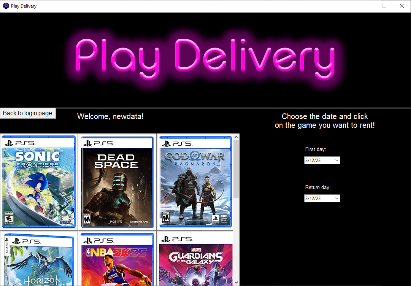


* Values entered: Username = ‘’data”

Password = “testing”

Expected result: “Username does not exist.”

Result: “Username does not exist.”



* Values entered: Username = ‘’newdata”

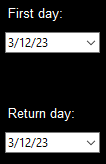
Password = “testing”

Expected result: Open main page. (menu\_window function)

Result: Open main page. (menu\_window function)

1. menu\_window Function

* Expected result:

main\_label displays a ‘’Welcome!” message to user: “Welcome newdata!”

Calendar entries display current day.

Result:

“Welcome newdata!’’

Calendar entries display current day.

1. Select function

* Expected result:

‘’Rent!” window displays the correct game picture, name and synopsis.

Rent! Button creates a text with the dates chosen previously on the calendar entries and creates a Confirm button:

“You’ve set the date to rent (gamename) from 3/14/23 to 3/25/23”

Confirm button closes the program and displays a message:

“The game you chose will arrive at your address on 3/14/23, you are expected to send it back on 3/25/23. Enjoy the game!

Result:

Two of the game images were switched, causing the wrong game picture to show up on the “Rent!” window. Changing the file names fixed it.

Rent! Button creates a text with the dates chosen previously on the calendar entries and creates a Confirm button:

“You’ve set the date to rent (gamename) from 3/14/23 to 3/25/23”

Confirm button closes the “Rent!” window and displays a message:

“The game you chose will arrive at your address on 3/14/23, you are expected to send it back on 3/25/23. Enjoy the game!

