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Description automatically generated

**Informatics Institute of Technology Department of Computing**

**Object Oriented Programming-TEST CASES**

Module: 5COSC019C

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**Westminster Shopping Manager Test Cases**

**Console Test Cases**

**PHASE 1**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Case No | Test Case | Expected Result | Actual Result | Pass/Fail |
| 01 | implement class  – Product | Implemented  class | Implemented  class | Pass |
| 02 | Implement Subclasses  Electronics and clothing | Implemented subclasses | Implemented subclasses | Pass |
| 03 | Product Class with  Appropriate methods | Product class includes product ID, product name, number of available items, and the price | Product class includes product ID, product name, number of available items, and the price | Pass |
| 04 | The Electronics subclasses should hold specific  Information and method | Electronics includes brand and the warranty. | Electronics includes brand and the warranty. | Pass |
| 05 | The Clothing subclass subclasses should hold specific  Information and method | Clothing includes size and colour as instance.  variable | Clothing includes size and colour as instance.  variable | Pass |
| 06 | implement a class User | User includes username and password | User includes username and password | Pass |
| 07 | Design and implement  Class called  Westminster Shopping, which implements the interface  Shopping Manager. | Westminstershoppingmanager class created, which implements  shopping manager | Westminstershoppingmanager class created, which implements  shopping manager | Pass |

**PHASE 2**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Case No | Test case | Expected Result | Actual Result | Pass/Fail |
| 08 | THE CLASS  Westminster shopping manager should display in the console a menu | Class  WestminsterShoppingManager displays a menu in the console | Class  WestminsterShoppingManager displays a menu in the console | Pass |
| 09 | Select “1” to add a new product | Add new product method should be executed. | Add new product method is executed. | Pass |
| 10 | Select “2” to delete a product. | Delete product method should be executed. | Delete product method is executed. | Pass |
| 11 | Select “3” to print the list of products. | The list product method should be executed. | The list product method is executed. | Pass |
| 12 | Select “4” to save all the details to a file | The save program data method should be executed. | The save program data method is executed. | Pass |
| 13 | Select “5” to Open the GUI. | GUI should be activated | GUI is activated | Pass |
| 14 | Select “6” to exit from the system. | Program should be terminated. | Program is terminated. | Pass |

**GUI Test Cases**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Case No | Test case | Expected Results | Actual results | Pass/Fail |
| 15 | The GUI is open and a list of products with the information as per specification has been displayed | GUI should be activated and display adding products. | GUI should be activated and display adding products. | Pass |
| 16 | The user can select a product and all the details are displayed as per specification in the below panel | When the user selects the product, the product details should appear in a panel below the table. | When the user selects the product, the product details is appear in a panel below the table. | Pass |
| 17 | The user can add products to the shopping cart and all the information are displayed in a separate frame | The add to cart and shopping cart should be executed | The add to cart and shopping cart is executed | Pass |
| 18 | The final price is displayed correctly | - | - | Fail |
| 19 | The discounts, if applicable, are displayed as per specification and the final price updated accordingly | - | - | Fail |