

Software Engineering Group Project Test Specification

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CONTENTS

CONTENTS	2
1. INTRODUCTION	3
1.1 Purpose of this Document	3
1.2 Scope	3
1.3 Objectives	3
2. TEST PROCEDURES	3
REFERENCES	14
DOCUMENT HISTORY	15

1. INTRODUCTION

1.1 Purpose of this Document

The purpose of this document is to define the test procedures to be employed when executing a formal test process on the software component of this project.

1.2 Scope

This document covers a wide variety of tests designed to guide the development of the project's software component, thus helping the product to meet the requirements described by the client in the Requirements Specification document [1]. The tests are further influenced by the User Interface Specification [2], reflecting the visual design decisions that have been previously established by the group.

The tests described within this document are intended to be used for the purposes of system testing; the testing of complete systems consisting of several Java classes, usually enacted by those with no or minimal involvement in the development of the system in question. The process of designing the module tests (i.e. tests for individual Java classes, created and performed by those coding a given class) could be informed by these systems tests, but it is emphasised that the design of module tests should be more heavily focused on the inner workings of the code, rather than the project specifications at large.

This document should be read by all those involved in a formal testing process. Whilst this document aims to provide a general overview of the specifications described in the two aforementioned documents, reading these documents is encouraged as this will prove useful in understanding and refining the tests.

1.3 Objectives

This document is intended to identify, list, and describe the necessary test procedures to be carried out during formal testing processes. These tests will be described in largely objective and specific language, to provide those performing the tests with easily repeatable steps and consistent goals. Adherence to these tests will help to ensure that the software component of the project functions as intended, in an overall goal to satisfy the functional requirements specified by the client.

2. TEST PROCEDURES

Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria
SE-001	FRD1	Test to check if software is displaying the proper contents on the start screen.	Start application.	Give the list creator the choice of starting a new pub list or restoring a past pub list through a drop-down menu.	Shows correct screen that asks user to choose the list they want from the drop-down option.
SE-002	FRD1	Test to check if the start screen loads properly, and not a random screen.	Start application.	Displays start screen.	Displays the correct start screen.
SE-003	FRD1	Test to check if clicking on the "continue" button correct screen.	User clicks on their choice then clicks "continue" button.	Displays the screen the user chose.	Displays the correct chosen screen.
SE-004	FRD2	Test to check if existing pub can be added.	User clicks on "add pub" button	Pub is not created and shows an	Pub is not successfully created.

				"ERROR, already created pub" message.	
SE-005	FRD2	Test to check if inputted town is accepted by google maps.	User enters incorrect town name, such as "AAAA".	Program displays "ERROR" message.	List isn't created.
SE-006	FRD2	Test to check if user has entered an invalid character.	User enters invalid character whilst entering town name.	User shown "ERROR, invalid character" message.	Town is not created due to use of invalid character.
SE-007	FRD2	Test to check if program allows the user to enter multiple pubs.	User clicks "Add pubs".	Displays form for user to fill description for their chosen pub.	Newly added pub should be viewable from "view pubs" button.
SE-008	FRD2	Test to check if user can add chosen pub.	User clicks "Add pubs".	Displays form for user to fill description for their chosen pub.	Newly added pub should be viewable from "view pubs" button.
SE-009	FRD2	Test to check every content in screen is displayed as intended.	User clicks "Add pubs".	User is displayed with a screen to enter a town name.	Program displays question to the user correctly.
SE-010	FRD2	Test to check if "Back to Menu" takes user back to menu.	User clicks "Back to Menu" button.	User is taken back into menu.	User is taken into correct page-menu page.
SE-011	FRD2	Test to check if "Add pubs" button takes user to adding pub section.	User clicks "Add pubs" button.	User is taken to the pub adding page.	User is taken into correct page-adding pub page.
SE-012	FRD2	Test to check if pub name already exists.	User enters pub name.	Pub is created, however if it already exists then an "ERROR" message is displayed.	Pub with similar pub name isn't created.
SE-013	FRD3	Test to check if past lists load.	User chooses to load existing pub list from main menu drop-down button.	Shows previous existing pub list.	Displays the correct chosen existing pub list.
SE-014	FRD3	Displays already created pub.	User selects one past list.	User is displayed with previous past list content.	User should be shown the correct past list content that they chose.
SE-015	FRD3	Option to select load past pub list.	Start application.	User is given a choice to load past pub list from the drop-down menu.	User is taken into the correct page when application starts and allowed to load last pub list.

SE-016	FRD4	Chosen pub deleted off the list of pubs.	User chooses a pub to delete.	Pub is deleted off list.	Correct pub is deleted off list.
SE-017	FRD4	If list is empty, deleting pubs shouldn't be an option.	User selects chosen pub list (empty).	Program displays message, "ERROR, list is empty".	Program doesn't allow user to have a delete option on an empty list.
SE-018	FRD4	Check if drop-down menu shows right pubs for their town.	User clicks on drop-down menu.	User is shown a list of pubs on drop-down menu.	User greeted with correct pubs for chosen town.
SE-019	FRD4	Test to check if "Back to Menu" takes user back to menu.	User clicks on "Back to Menu" button.	User is taken back to menu.	User is taken back to correct page- menu page.
SE-020	FRD5	Test to check if text box can be edited on.	User clicks on text box.	User able to edit text box.	User able to edit text box without any issues.
SE-021	FRD5	Test to check if character limit is fixed to 20.	User enters the name of pub.	Pub name is displayed on the page.	Chosen pub name is shown on screen.
SE-022	FRD5	Test to check if "Edit location" button takes user to right page.	User clicks "Edit location".	User is taken into editing location page.	User should be taken into the correct page- edit location page.
SE-023	FRD5	Test to check if "Close without saving" button operates correctly in the edit location page.	User clicks "Close without saving".	User is taken back into the editing pub page.	Edited location isn't saved, nor displayed when user clicks on "edit location" button.
SE-024	FRD5	Test to check if "Save and close" button saves the edited location from edit location page.	User clicks "Save and close" button.	User is taken back into the editing pub page.	Edited location should be successfully saved and is displayed when clicking on "edit location" button.
SE-025	FRD5	Character limit for description should be limited.	User enters description about pub.	Description is displayed for the pub.	Description is displayed on screen with appropriate word limit.
SE-026	FRD5	GPS location shouldn't be incorrect.	User enters GPS location details.	GPS location details is displayed for the pub.	Correct GPS location details are shown for the chosen pub.
SE-027	FRD5	Test to check if photo already exists.	User uploads same image file from clicking on "Manage photos" button.	User is shown "ERROR, photo already exists".	Image isn't added into the page.
SE-028	FRD5	Option to add more than one photo.	User attaches chosen image file from clicking	Image is displayed for the chosen pub.	Correct image is displayed for the chosen pub.

			on "Manage photos" button.		
SE-029	FRD5	Option to add no more than 5 photos.	User attaches more than 5 image files through "Manage photos" button.	Displays error message suggesting max image limit is exceeded.	Images aren't successfully added.
SE-030	FRD5	Not allow non-image files to be picked through "Choose file" button.	User clicks on incorrect file through "Choose file" button.	Displays error message to make sure to use proper image files.	Images aren't successfully added.
SE-031	FRD5	Check if "Remove" button removes image files.	User clicks on "Remove" button.	Image is removed from collection of image files.	Chosen image file is successfully removed from the collection of image files.
SE-032	FRD5	"Finish" button takes user to correct chosen town page.	User clicks on "Finish" button.	User is taken into town page with a collection of pubs for that town.	User is successfully taken into town page which contains the proper pubs.
SE-033	FRD5	Check if "True" option displays chosen characteristic on page.	User selects characteristic from drop-down menu and clicks on "True".	Selected characteristic is displayed on page.	Correct characteristic is displayed on page.
SE-034	FRD5	Check if "False" option doesn't display chosen characteristic on page.	User selects characteristic from drop-down menu and clicks on "False".	Selected characteristic isn't displayed on page.	Characteristic isn't displayed on page.
SE-035	FRD5	Option to edit all details in the categories.	User shown edit option for chosen pub.	Changed edit for chosen pub is displayed.	Correct edited information is displayed for the following pub.
SE-036	FRD6	Edited pub list is saved.	User selects option to save pub list.	User taken off edit screen and back into viewing pub lists.	Pub lists are successfully saved.
SE-037	FRD6	User given option to cancel current edited pub list.	User clicks on cancel when editing pub list.	User is taken out of edit screen.	Pub list changes are successfully discarded.
SE-038	FRD6	"Back to menu" and "save changes" buttons work when clicked.	User chooses to click either option.	"Back to menu" button takes user back to menu and "save changes" button saves changes and takes user back to menu.	Buttons successfully function properly.
SE-039	FRD7	Test if the saved data will load on the mobile app?	Load application on phone.	User is presented a mobile version	Data should have loaded correctly and allowed the mobile app to

				of app from desktop.	function as required.
SE-040	FRD7	Test to see if mobile app's display is correct after saving data on desktop.	Load application on phone.	User is presented with mobile version of app from desktop.	Data should have saved correctly on desktop, allowing the correct display on mobile app.
SE-041	FRD7	Test to see if loaded information is correct.	Load application on phone.	User is presented with collection of pubs for their chosen town.	User is shown the correct pubs for the chosen town along with the correct description and information.
SE-042	FRD8	Test to see if user can edit existing pubs.	User selects "View/Edit pubs".	User is taken into a pub editing page.	User is taken into correct page- pub editing page.
SE-043	FRD8	Test to see if user can view existing pub information.	User selects pub from drop-down menu.	User is taken into chosen pub editing page.	User is taken into correct page to edit their pub.
SE-044	FRD8	Test to check if editing pub name is possible.	User clicks on "Name" text box.	User can edit the "Name" text box.	User allowed to edit "Name" text box.
SE-045	FRD8	Test to check if user can change description of their pub.	User clicks on "Description" text box.	User can edit the "Description" text box.	User allowed to edit "Description" text box.
SE-046	FRD8	Test to check if user can change "GPS Coordinates".	User clicks on "Edit location" button.	User is taken into the edit location page.	User allowed to edit GPS coordinates.
SE-047	FRD8	Test to check if user can change "Characteristics" for their pub.	User selects a characteristic and chooses true or false.	Edited characteristic is either displayed on page or not.	User allowed to change characteristic.
SE-048	FRD8	Test to check if user can edit already added in image files.	User clicks on "Manage Photos" button.	Digital image files are displayed with options to either add or remove image files.	User is allowed to edit already existing image files.
SE-049	FRM1	Check that a list of pub lists is displayed on start up.	Start the mobile software.	The mobile software should start and display a list of pub lists.	A list of all supplied pub lists is displayed.
SE-050	FRM1	Check that the correct pub list is opened once a pub list is selected from the start up screen.	Select a pub list from the start screen.	The pubs associated with a pub list should be displayed.	All of the pubs associated with the selected pub list are displayed.
SE-051	FRM1	Check that the loaded list of pubs is in alphabetical order.	Select a pub list with multiple entries and data that is not sorted alphabetically.	The mobile software starts. The loaded pubs should be sorted into	The pubs are listed alphabetically.

			Start the mobile software.	alphabetical order.	
SE-052	FRM2	Check that no filter conditions are selected by default when opening a pub list.	Open a pub list. Open the list of filters.	The list of filters should be displayed.	All filters are set to "No Preference".
SE-053	FRM2	Check that all pubs are displayed when the default filters are active.	Open a pub list. Check that no filter conditions are selected.	Every pub in the pub list should be displayed.	All pubs within the pub list are displayed.
SE-054	FRM2	Check that a "Yes" filter condition works correctly.	Open a pub list. Select "Yes" for the "Family-Friendly?" filter.	The list should update to remove pubs which are not family-friendly.	Only pubs that are family friendly are displayed.
SE-055	FRM2	Check that a "No" filter condition works correctly.	Open a pub list. Select "No" for the "Family-Friendly?" filter.	The list should update to remove pubs which are family-friendly.	Only pubs that are not family-friendly are displayed.
SE-056	FRM2	Check that all pubs are displayed when resetting a filter from "Yes".	Open a pub list. Select "Yes", and then "No Preference" for the "Allows Dogs?" filter.	The list should update to remove pubs where dogs are not allowed, and then update to include the full list of pubs.	All pubs within the pub list are displayed.
SE-057	FRM2	Check that all pubs are displayed when resetting a filter from "No".	Open a pub list. Select "No", and then "No Preference" for the "Allows Dogs?" filter.	The list should update to remove pubs where dogs are permitted, and then update to include the full list of pubs.	All pubs within the pub list are displayed.
SE-058	FRM2	Check that switching from "Yes" to "No" with a filter inverts the selection of pubs.	Open a pub list. Select "Yes", and then select "No", for the "Dog-Friendly?" filter.	The list should update to remove pubs where dogs are not allowed, and then update to show only pubs where dogs are not allowed.	Only pubs that do not allow dogs are displayed.
SE-059	FRM2	Check that switching from "No" to "Yes" with a filter inverts the selection of pubs.	Open a pub list. Select "No", and then select "Yes", for the "Allows Dogs?" filter.	The list should update to remove pubs where dogs are permitted, and then update to show only pubs where dogs are permitted.	Only pubs that do allow dogs are displayed.
SE-060	FRM2	Check that filter conditions of "Real Ale?" and	Open a pub list. Select "Yes" for the "Real Ale?"	The list should update to remove any	Only pubs that simultaneously do sell real ale

		"Serves Food?" can function with others simultaneously.	filter. Select "Yes" for the "Serves Food?" filter.	pubs that do not serve real ale, and then update to remove any pubs that do not serve food.	and serve food should be displayed.
SE-061	FRM2	Check that filter conditions of "Allows Dogs?" and "Family-Friendly?" can function with others simultaneously.	Open a pub list. Select "No" for the "Allows Dogs?" filter. Select "Yes" for the "Family-Friendly?" filter.	The list should update to remove any pubs that are dog-friendly. Then, pubs that are not family-friendly should be removed from the selection of listed pubs.	Only pubs that are simultaneously not dog-friendly and are family-friendly should be displayed.
SE-062	FRM2	Check that filter conditions of "Duke Box?", "Dance Floor?", and "Pub Quiz?" can function with others simultaneously.	Open a pub list. Select "Yes" for the "Duke Box?" filter, "No" for the "Dance Floor?" filter, and "Yes" for the "Pub Quiz?" filter.	The list should update to remove pubs that do not have a duke box, then those that do have a dance floor, and then any pubs that do not host a pub quiz.	Only pubs that simultaneously have a duke box, do not have a dance floor, and host a pub quiz should be displayed.
SE-063	FRM2	Check that the user is informed by the system when no pubs match their filtering criteria.	Open a pub list. Select "No" for all of the available filters.	The list should progressively remove pub. The end result will be a message to the user telling them that no matching pubs were found.	No pubs will be displayed; instead, a message will be displayed, explaining why this is.
SE-064	FRM3	Check that selecting a pub from a list takes the user to a view of the pub's information.	Open a pub list. Select a pub.	The user should be presented by a view of the selected pub's information.	The selected pub's information is displayed.
SE-065	FRM3	Check that the user can return to the list of pubs after viewing a pub's information.	Open a pub list. Select a pub. Close out of the pub using the appropriate button.	The user should return to the list of pubs.	The list of pubs is displayed again.
SE-066	FRM3	Check that the displayed information is updated when opening and closing multiple pubs.	Open a pub list. Select the first pub, and note the displayed information. Close out of the pub using the appropriate	The second pub's information should be displayed.	The displayed information is that of the second pub, not that of the first pub.

			button. Select the second pub.		
SE-067	FRM3	Check that, once a pub is selected from a pub list, its location is displayed on a local map.	Open a pub list. Select a pub. Scroll to the map area.	The pub's location should be presented on a local map.	The selected pub's location is displayed.
SE-068	FRM3	Check that, once a pub is selected from a pub list, a photograph of it is displayed.	Open a pub list. Select a pub. Scroll to the photograph area.	The pub's photograph should be present.	The selected pub's photograph is displayed.
SE-069	FRM3	Check that all photos for a pub with multiple photos are displayed when a pub is selected from a pub list.	Open a pub list. Select a pub which has multiple photos. Scroll to the photograph area. Attempt to navigate through the photos.	It should be possible to navigate and view at least two different photos.	All of the selected pub's photographs should be available to view.
SE-070	FRM3	Check that, once a pub is selected from a pub list, its review is displayed.	Open a pub list. Select a pub. Scroll to the review area.	The pub's review should be present.	The selected pub's review is displayed.
SE-071	FRM3	Check that, once a pub is selected from a pub list, information about its attributes (for example, whether it is dog-friendly) are displayed.	Open a pub list. Select a pub. Scroll to the attributes area.	The pub's attributes and their values should be present.	The selected pub's attributes are displayed.
SE-072	FRM4	Check that the random pub crawl functionality can use a filtered list as input.	Open a pub list. Apply the "Yes" filter to condition to "Allows Dogs". Select to generate a randomised crawl.	The user is taken to a new screen with a randomly-generated crawl.	The crawl consists only of pubs from the selected pub list that allow dogs.
SE-073	FRM4	Check that the random pub crawl functionality can use a non-filtered list as input.	Open a pub list. Select to generate a randomised crawl without applying any filters.	The user is taken to a new screen with a randomly-generated crawl.	The crawl consists of all of the pubs listed in the the selected pub list.
SE-074	FRM4	Check that the user cannot specify to use	Select to generate a random crawl,	An error should be displayed to the user.	System displays "invalid quantity" error message.

		more pubs than are listed when generating a random crawl.	and enter 250 at the pub quantity prompt.		No tour is generated.
SE-075	FRM4	Check that the user can specify to use the maximum number of pubs in the available list when generating a random crawl.	Select to generate a random crawl, and enter the number of pubs that belong to the current pub list (and serve food) at the pub quantity prompt.	The crawl should generate normally and display the details of the first pub in the crawl.	A random crawl is generated and started.
SE-076	FRM4	Check that the user can specify to use a reasonable number of pubs when generating a random crawl.	Select to generate a random crawl, and enter 3 at the pub quantity prompt.	The crawl should generate normally and display the details of the first pub in the crawl.	A random crawl is generated and started.
SE-077	FRM4	Check that the user can specify to use just one pub when generating a random crawl.	Select to generate a random crawl, and enter 1 at the pub quantity prompt.	The crawl should generate normally and display the details of the first pub in the crawl.	A random crawl is generated and started.
SE-078	FRM4	Check that the user cannot specify to use 0 pubs when generating a random crawl.	Select to generate a random crawl, and enter 0 at the pub quantity prompt.	An error should be displayed to the user.	System displays "invalid quantity" error message. No tour is generated.
SE-079	FRM4	Check that the user cannot specify to use a negative number of pubs when generating a random crawl.	Select to generate a random crawl, and enter -1 at the pub quantity prompt.	An error should be displayed to the user.	System displays "invalid quantity" error message. No tour is generated.
SE-080	FRM4	Check that the user cannot specify to use a decimal number of pubs when generating a random crawl.	Select to generate a random crawl, and enter 2.5 at the pub quantity prompt.	An error should be displayed to the user.	System displays "invalid quantity" error message. No tour is generated.
SE-081	FRM4	Check that the user cannot use an overflowed integer value to specify the number of pubs when generating a random crawl.	Select to generate a random crawl, and enter 4294967299 at the pub quantity prompt.	An error should be displayed to the user.	System displays "invalid quantity" error message. No tour is generated.
SE-082	FRM4	Check that the user cannot use an "underflowed"	Select to generate a random crawl, and enter -	An error should be displayed to the user.	System displays "invalid quantity" error message.

		integer value to specify the number of pubs when generating a random crawl.	4294967289 at the pub quantity prompt.		No tour is generated.
SE-083	FRM4	Check that the user cannot use textual values when specifying the number of pubs when generating a random crawl.	Select to generate a random crawl, and enter "Hello World!" at the pub quantity prompt.	An error should be displayed to the user.	System displays "invalid quantity" error message. No tour is generated.
SE-084	FRM4	Check that the user cannot use special characters when specifying the number of pubs when generating a random pub crawl.	Select to generate a random crawl, and enter "!,@#?" at the pub quantity prompt.	An error should be displayed to the user.	System displays "invalid quantity" error message. No tour is generated.
SE-085	FRM4	Check that the user cannot use a mathematical sum as input when specifying the number of pubs when generating a random pub crawl.	Select to generate a random crawl, and enter "2+2" at the pub quantity prompt.	An error should be displayed to the user.	System displays "invalid quantity" error message. No tour is generated.
SE-086	FRM4	Check that the generated list is randomised.	Select to generate a random crawl. Note the order of the pubs by cycling through the tick boxes, reset the software, and repeat the test using the same pub list up to two times.	Three crawls will be generated.	The order of the pubs is not consistent between the three crawls.
SE-087	FRM4	Check that confirming a visit to a pub displays the next pub in the list.	Select to generate a random crawl. Tick the tick box to confirm attendance at the first pub.	The details about the second pub in the crawl should be displayed.	The second pub's details are displayed instead of the first pub's.
SE-088	FRM4	Check that a congratulatory screen is displayed after ticking attendance at the last pub in a crawl.	Select to generate a random crawl. Tick each tick box until all pubs have been visited.	A congratulatory screen should be displayed.	A congratulatory screen is displayed.

SE-089	FRM4	Check that the user is taken to the complete original list of pubs after the congratulatory screen, having generated a random crawl.	Select to generate a random crawl. Tick each tick box until all pubs have been visited. Close out of the congratulatory screen using the appropriate button.	The user should be redirected to a screen containing an unfiltered list of all the pubs in the pub list used to generate the crawl.	The screen now displays the complete list of pubs from the pub list used to generate the pub crawl. No filters are active.
SE-090	FRM5	Check that the organised pub crawl functionality can use a filtered list as input.	Open a pub list. Apply the "Yes" filter to condition to "Allows Dogs". Select to generate an organised crawl.	The user is taken to a new screen to construct an organised pub crawl.	The list of pubs that can be selected for the organised crawl consists only of pubs that allow dogs.
SE-091	FRM5	Check that the organised pub crawl functionality can use a non-filtered list as input.	Open a pub list. Select to generate an organised crawl without applying any filters.	The user is taken to a new screen to construct an organised pub crawl.	The list of pubs that can be selected for the organised crawl consists of all pubs within the selected pub list.
SE-092	FRM5	Check that the list obeys the chronology specified by the user.	Generate an organised crawl using a list with many pubs. Set each of the pubs to a time 10 minutes forward from the previous, starting from 6PM. Start the crawl.	The crawl should start with the pub associated with 6PM, and should cycle through each pub in order (observable by 10 minute increases).	The order of the crawl matches the order specified by the user.
SE-093	FRM5	Check that confirming a visit to a pub displays the next pub in the list.	Generate an organised crawl using a non-filtered list containing multiple pubs. Tick the tick box to confirm attendance at the first pub.	The details about the second pub in the crawl should be displayed.	The second pub's details are displayed instead of the first pub's.
SE-094	FRM5	Check that a congratulatory screen is displayed after ticking attendance at the last pub in a crawl.	Generate an organised crawl. Tick the tick box to confirm attendance at every pub.	A congratulatory screen should display.	A congratulatory screen is displayed.
SE-095	FRM5	Check that the user is taken to the complete original list of	Generate an organised crawl. Tick the tick box to confirm	The user should be redirected to a screen containing an	The screen now displays the complete list of pubs from the

		pubs after their congratulatory screen, having generated an organised crawl.	attendance at every pub. Exit out of the congratulatory screen.	unfiltered list of all the pubs in the pub list used to generate the crawl.	pub list used to generate the pub crawl. No filters are active.
SE-096	FRM5	Check that the user cannot organise to visit a pub at an earlier time than a previous pub.	Start generating an organised crawl. Set the first pub to be visited at 8PM. Set the second pub to be visited at 7PM.	An error should be displayed to the user.	System displays "invalid time" error message.
SE-097	FRM5	Check that the user cannot organise to visit a pub at the same time as another pub.	Start generating an organised crawl. Set the first pub to be visited at 8PM. Set the second pub to be visited at 8PM.	An error should be displayed to the user.	System displays "invalid time" error message.
SE-098	FRM6	Check that a pub list for Aberystwyth is available to select.	Start the mobile software.	The mobile software should contain a pub list for Aberystwyth.	A pub list for Aberystwyth is available.
SE-099	FRM6	Check that there are at least 15 pubs in the Aberystwyth pub list.	Start the mobile software. Select the Aberystwyth pub list.	The mobile software should display 15 or more Aberystwyth pubs.	There are 15 or more Aberystwyth-based pubs being displayed.

REFERENCES

- [1] Pub Tour Requirements Specification. C. J. Price. SE.QA.CSRS. 1.1 Release
- [2] User Interface Specification. B. Weatherly. SE.GP09.UISPEC. 1.0 Release

DOCUMENT HISTORY

<i>Version</i>	<i>CCF No.</i>	<i>Date</i>	<i>Changes made to document</i>	<i>Changed by</i>
0.1	N/A	27/02/19	N/A – Original draft	FFZ
0.2	N/A	05/03/19	Updated Test Procedures table in response to review feedback	FFZ
1.0	N/A	05/03/19	Finalized release document	zur7
1.1	N/A	05/03/19	Fixed an error in the contents page before submission	FFZ