TEST SCENARIOS

Create 10 Test Scenarios for **Add to Cart function** (CART section from the menu) for https://automationteststore.com/

- 1. Check if a product is added to the cart from the CART menu after you click on Add to cart button from the chosen page product.
- 2. Check if the added product is deleted before you delete it from the CART menu by clicking on the trash icon.
- 3. Check if you change the quantity of the chosen product from 1 to 2 by type it on the Quantity section from the CART menu, the quantity will be updated correctly by clicking on the Update button. (positive scenario)
- 4. Check if you change the quantity of the chosen product from 1 to -1 by type it on the Quantity section from the CART menu, you will receive an error message after you click on the Update button. (negative scenario)
- 5. Check if you change the quantity of the chosen product with a letter by type it on the Quantity section from the CART menu, you will receive an error message after you click on the Update button. (negative scenario)
- 6. Check if you change the quantity of the chosen product with a special character (i.e.: "*", "_", "/", "^", etc.) by type it on the Quantity section from the CART menu, you will receive an error message after you click on the Update button. (negative scenario).
- 7. Check if you press the Checkout button with at least one product on cart from the CART menu, you will receive a confirmation message for your order. (positive scenario)
- 8. Check if you press the Checkout button with empty cart from the CART menu, you will receive an error message.
- 9. Check if you change the quantity of the chosen product from 1 to -1 by type it on the Quantity section from the CART menu, you will receive an error message after you click on the Checkout button without updating the quantity. (negative scenario)
- 10. Check if you change the quantity of the chosen product with a letter by type it on the Quantity section from the CART menu, you will receive an error message after you click on the Checkout button without updating the quantity. (negative scenario)