**Testing**

In the case of a "booking system for a leisure centre" tested with unit testing. We chose the unit test because Individual functional building blocks (units) are tested using this testing. The following are the unit testing for the "booking system for a leisure centre".

**Test 1** – Customer Login

A customer's valid email address and the appropriate password for the email address he uses to sign in are the required inputs. After logging into the system, the customer should be taken to the website page that the user is supposed to visit.

**Test 2** – Customer Registration

In this instance, the customer should enter the information into each area on the registration. The system will pass if it validates all of the customer data, registers the customer, and assists the customer in logging into the system.

**Test 3** – Activity Search

The system must create a validation for the customer and show that an email has been delivered to the customer once the search returns valid results, which would be the pass criteria for this test scenario.

**Test 4** – Search and Book Activity

The system must generate a confirmation for the customer and show that an email has been delivered to the customer once the search returns valid results, which would be the pass criteria for this test scenario.

**Test 5** – Availability and Timings

Verify that activity information, timings, and availability are included in search results. Make sure customers can see the costs of the various kinds of activity. Verify the customer has the option of choosing one or more activities.

**Test 6** – A payment functionality

Verify the customer should receive an SMS or email following a successful online payment. Verify that the customer's money should be repaid if they cancel their ticket.

**Test 7** - Reservation

When the consumer made the reservation, the system had to produce a confirmation for them and show that an email had been delivered.