UniCin Report

Software Design and development | CFS2160

testing of software “unicin”

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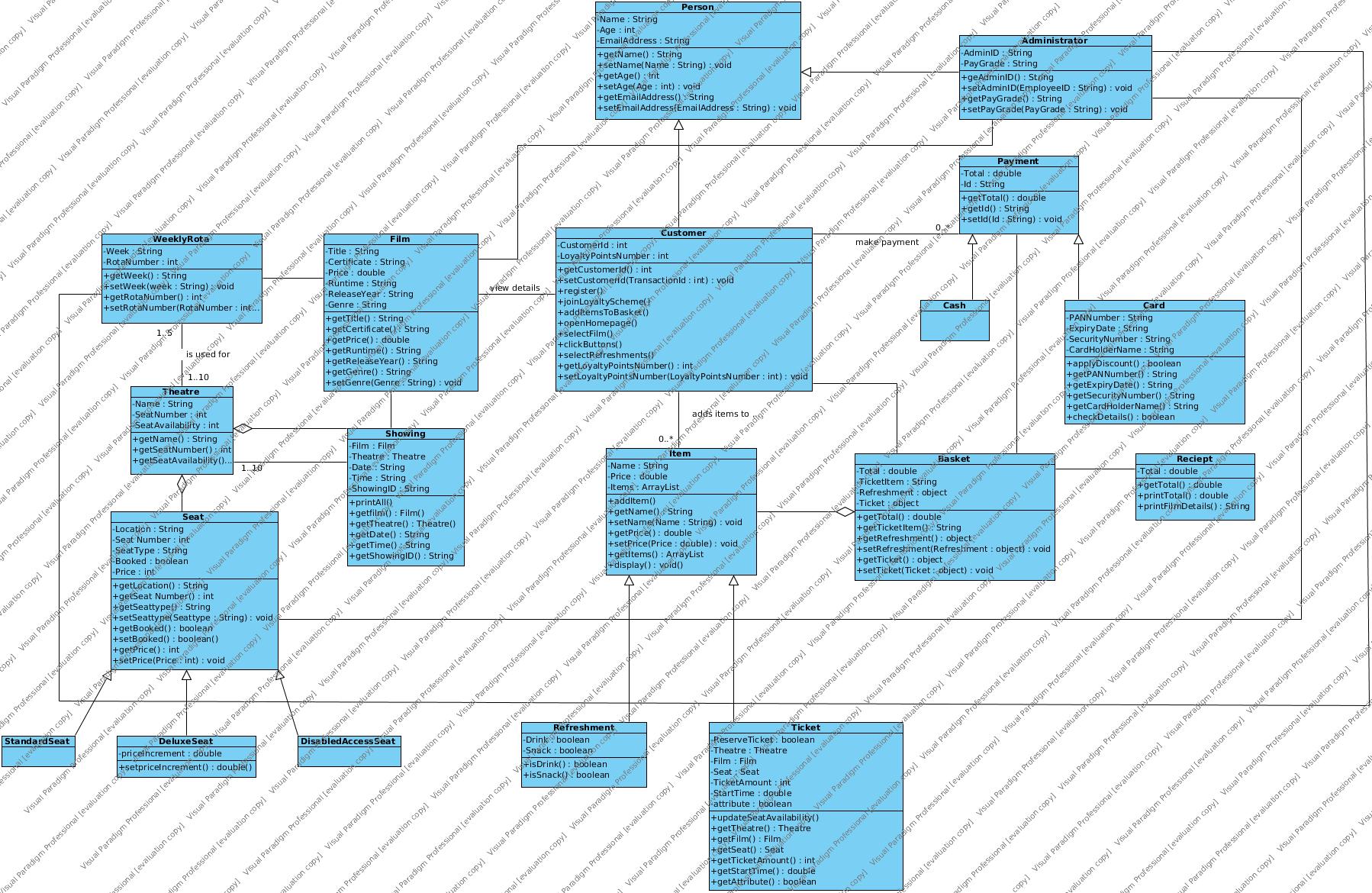
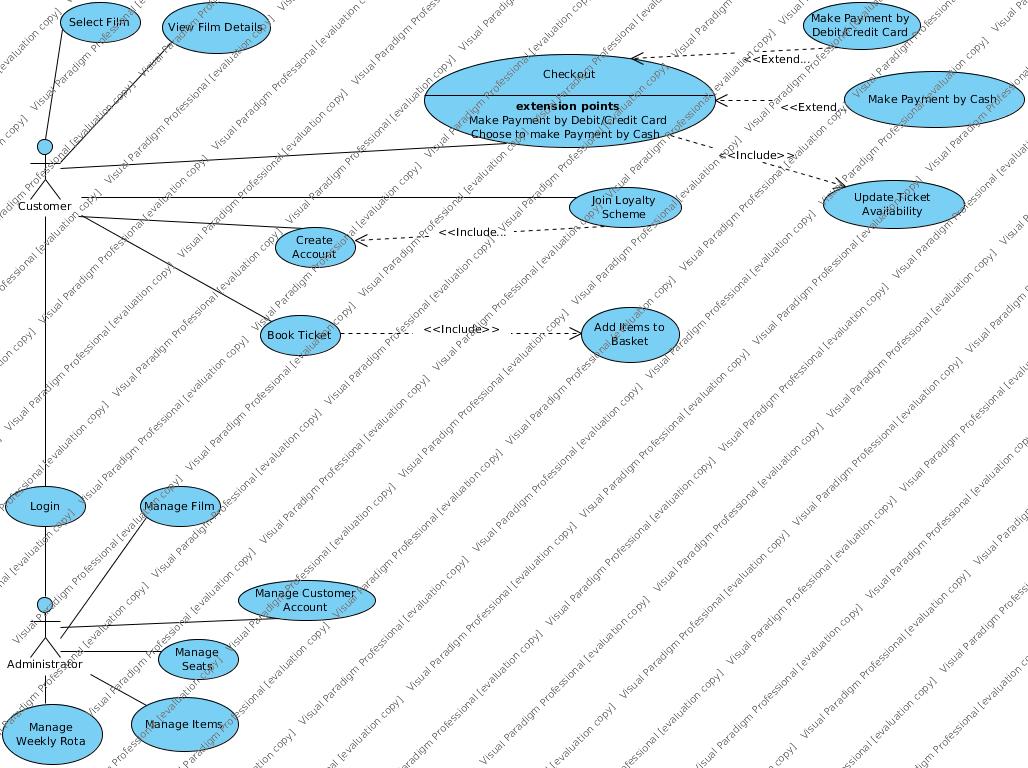
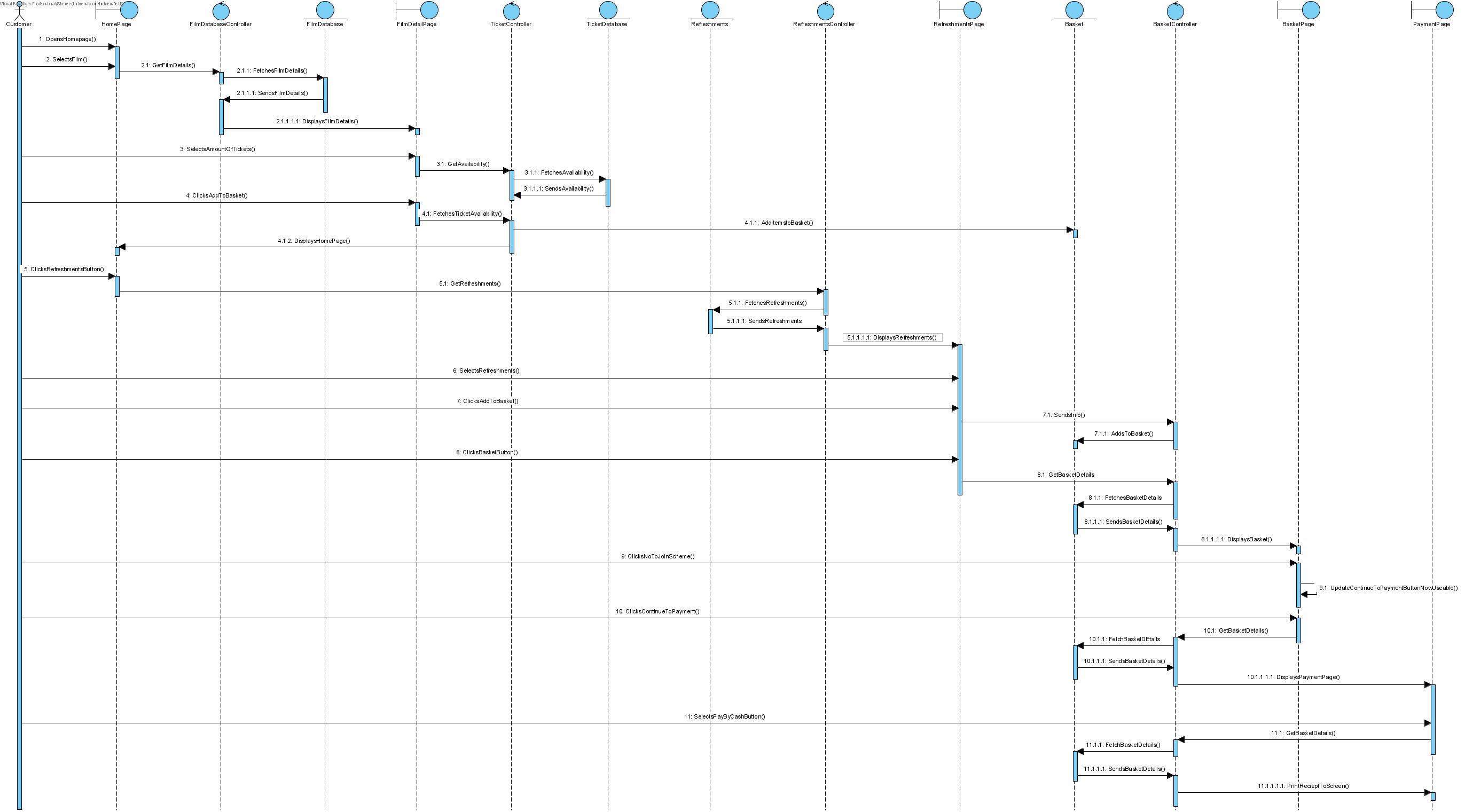
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# **Modelling**



# **Login Page Testing**

## Login Button

|  |  |  |  |
| --- | --- | --- | --- |
| Test Number | Test Input | Result | Comments |
| Test 1 Login Button  (Testing without any input)  The program should first check if there is a string in the username field and if not it will display an error message explaining what the problem is |  |  | The error message appears successfully. |
| Test 2  (Testing with only a username)  The program will be happy that there is a string in username however it will now pop up another alert to now enter a password |  |  | The error message appears successfully. |
| Test 3  (Testing with only a password)  The program should show the error message for the username because that’s what the if statement checks for first |  |  | The User Name error message appears as expected. |
| Test 4  (Testing with two random strings)  The program should display a different error message explaining that the information does not match a record |  |  | The error message appears successfully. |
| Test 5  (Testing with pre hardcoded customer data)  The program should take the input from the user and reference that against the pre-set data in the CustomerData Class to see if it exists if it does they will be able to continue to the next page through the login button if not they will again see an error message explaining that the information does not match a record. |  |  |  |

## Continue as a Guest Button

|  |  |  |  |
| --- | --- | --- | --- |
| Test Number | Test Input | Result | Comments |
| Test 1  (Testing confirmation message)  When you click on the okay button you should be taken to the film selection page. |  |  | When clicking on the OK button it successfully takes the user to the film selection page. |
| Test 2  (Testing confirmation message)  When you click the cancel button it should leave you on the current page. |  |  | When selecting the cancel option on the alert it successfully keeps the user on the Login Page. |

# **Film Page Testing**

## Film Image Buttons

|  |  |  |  |
| --- | --- | --- | --- |
| Test Number | Test Input | Result | Comments |
| Test 1 (clicking the film image button)  When an image of the film is selected it will take the user to the Film Detail page which will populate all of the information for the selected film |  |  | The film image takes you to the new page where it has populated the information from the selected film from the film selection page.  The user interface on this screen is very simple however some other features could be added in future |

# **Film Detail Page Testing**

## Back to film options button

|  |  |  |  |
| --- | --- | --- | --- |
| Test Number | Test Input | Result | Comments |
| Test 1 (clicking the options in the confirmation alert)  At this point in the program the user is warned that any tickets that have been selected will not be added to their basket |  |  | The confirmation alert opens as expected I have used the confirmation alert to allow the option to continue as expected or the user can cancel and stay on that page and continue. |
| Test 2 (using the cancel button)  When the user clicks the cancel button, they should remain on the film detail page. |  |  | Currently when clicking cancel it takes the user back to the film page which is incorrect, extra edge casing needs adding to the button handler to ensure the user will stay on the film detail page.  See code listings below for the solution. |

Original event handler code for the ‘Back to Film Options’ button

backBtn.setOnAction(new EventHandler<ActionEvent>() {

@Override

public void handle(ActionEvent event) {

Alert backConfirmation = new Alert(Alert.AlertType.CONFIRMATION);

backConfirmation.setHeaderText("Tickets will not be added to the basket unless the 'Add To Basket'" +

" button is pressed");

backConfirmation.showAndWait();

close();

FilmPage filmPage = new FilmPage();

fp.show();

}

});Amended event handler code for the ‘Back to Film Options’ button

backBtn.setOnAction(new EventHandler<ActionEvent>() {

@Override

public void handle(ActionEvent event) {

Alert backConfirmation = new Alert(Alert.AlertType.CONFIRMATION);

backConfirmation.setHeaderText("Tickets will not be added to the basket unless the 'Add To Basket'" +

" button is pressed");

backConfirmation.showAndWait();

if (backConfirmation.getResult() == ButtonType.OK) {

close();

FilmPage filmPage = new FilmPage();

filmPage.show();

} else {

backConfirmation.close();

}

}

});

## Ticket Amount Spinner / Add to basket button

|  |  |  |  |
| --- | --- | --- | --- |
| Test Number | Test Input | Result | Comments |
| Test 1 (using the spinner)  When the user uses the ticket amount spinner, they will be able to add up to 20 tickets to the basket, it will default to a value of zero. |  |  | When the user first visits the film detail page the spinner selector shows the value of zero which they can successfully increment to 20 at a maximum and they cannot go below zero.  When I created the spinner, I have set min, max and initial values to ensure the rules are adhered to.  I have also added a little label under the spinner to give the user the information on the limit of tickets available for one transaction. |
| Test 2 (adding zero ticket to basket)  If the user tries to add zero amount of tickets to basket it should pop up an error and keep the user on that page and not let them progress. |  |  | Currently the user can click the OK button on the error message and it lets the user carry on as normal the confirmation message comes up where they can continue to the next page.  Similar to an earlier problem in the program the event handler needs some more edge casing to ensure the user cannot continue to the basket with adding any tickets.  See below for code listing of solution. |

Original event handler code for the ‘Add To Bakset’ button

addToBasketBtn.setOnAction(new EventHandler<ActionEvent>() {

@Override

public void handle(ActionEvent event) {

Alert zeroAlert = new Alert(Alert.AlertType.ERROR);

if ((int)ticketSpinner.getValue() == 0) {

zeroAlert.setHeaderText("Please select an amount higher than 0 to add to basket");

zeroAlert.showAndWait();

}else{

int numberOfTickets = ((int)ticketSpinner.getValue());

MainPage.setNumberOfTickets(numberOfTickets);

}

Alert basketOptions = new Alert(Alert.AlertType.CONFIRMATION);

basketOptions.setTitle("Add to Basket");

basketOptions.setContentText("You will now be directed to the Refreshment page");

basketOptions.showAndWait();

close();

RefreshmentsPage rp = new RefreshmentsPage(item);

rp.show();

}

});

Original event handler code for the ‘Add To Bakset’ button

## Add to Basket Button

|  |  |  |  |
| --- | --- | --- | --- |
| Test Number | Test Input | Result | Comments |
| Test 1 (using the ) |  |  |  |

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