# Scenario 2: Pay for Ticket

## Scenario Description

* This test scenario covers the entire pay for ticket use case in the carpark system.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 22/09/2017 | Aaron Peachey | Initial Draft |
| 1.0 | 22/09/2017 | Aaron Peachey | Initial Version |

## Test Scripts

The following scripts will cover this scenario:

* 2.1 Adhoc Customer, Ticket Paid
* 2.2 Unreadable Ticket Inserted
* 2.3 Invalid Ticket Inserted

## Use Case: Pay for Ticket

When a customer

Wants to pay for their adhoc ticket

They interact with the paystation

So that their ticket is validated and they can leave the carpark

## Test Components/Requirements

This test scenario covers the following high-level test requirements (see scripts below for specific requirements covered by each test script):

* AdhocTicket has been updated with correct charge and payment state
* Customer is allowed or denied payment
* Paystation UI displays appropriate messages
* Other Carpark UI respond correctly to read tickets
* Correct charge is displayed to the user

## Script 2.1: Adhoc Customer, Ticket Paid

### Script Description

* In this script the user will insert a ticket into the paystation, the customer pays the displayed charge and then receives their validated ticket.

### Testing Requirements

This test script covers the following specific testing requirements:

* AdhocTicket has been updated with correct charge and payment state
* Customer is allowed or denied payment
* Paystation UI displays appropriate messages
* Other Carpark UI respond correctly to read tickets
* Correct charge is displayed to the user

### Setup

* Press ‘Outside Entry Pillar’ of Entry Controller so that its status reads ‘Car Detected’.
* Press ‘Issue Adhoc Ticket’, details of the given adhoc ticket will be displayed below
* Copy the given barcode from first character to last character
* Press ‘Take Ticket’
* Press twice the ‘Entry Inside Pillar’ button
* User can, but does not have to, wait in the system for their charge to begin to accumulate. Each minute corresponds to roughly $0.07 in business hours and $0.03 Outside of Business Hours.

### Teardown

* Press ‘Exit Inside Sensor’ to trigger car event
* Paste ticket information into Exit Pillar Ticket Reader
* Press Read Ticket
* Press Take Ticket
* Press ‘Exit Outside Sensor’ twice.
* User has exited the carpark with paid ticket

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Paste the copied barcode into the Paystation ‘Ticket Reader’ | Barcode should be displayed in the text box |  |
| 2 | Press ‘Read Ticket’ | Charge should be calculated and displayed in the ‘LCD Display |  |
| 3 | Press ‘Pay’ | ‘LCD Display’ shows Paid. Ticket information is again displayed below. This time showing the paid charge |  |
| 4 | Press ‘Take Ticket’ | Ticket information disappears and system resets to IDLE. |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 21/09/17 11:49 pm | Aaron Peachey | APeachey1 |  | Passed |
|  |  |  |  |  |

## Script 2.2: Unreadable Ticket Inserted

### Script Description

* In this script the user enters an unreadable ticket into the Paystation Controller
* To simulate an unreadable ticket being entered into the machine the user will enter nothing into ticket reader at the paystation controller.

### Testing Requirements

This test script covers the following specific testing requirements:

* Customer is allowed or denied payment
* Paystation UI displays appropriate messages
* Other Carpark UI respond correctly to read tickets

### Setup

* No steps required

### Teardown

* Press ‘Take Ticket’ to remove invalid ticket and return state to idle.

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Leave the paystation Ticker Reader blank and press the ‘Read Ticket’ button | The system will check for the given ticket which is not found. Then displays ‘Take Rejected Ticket’ on the LCD Display |  |
| 2 | Press ‘Take Ticket’ | System spits out rejected ticket and returns to IDLE state |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 22/09/17 11:50 am | Aaron Peachey | APeachey1 |  | Passed |
|  |  |  |  |  |

## Script 2.3: Invalid Ticket Inserted

### Script Description

* In this script the user enters an invalid ticket into the paystation controller
* To simulate an invalid ticket, a user will go through the entire normal flow, entering, paying and leaving the carpark. They will then try to pay for their ticket again after already leaving the carpark.

### Testing Requirements

This test script covers the following specific testing requirements:

* Customer is allowed or denied payment
* Paystation UI displays appropriate messages
* Other Carpark UI respond correctly to read tickets

### Setup

* Press ‘Outside Entry Pillar’ of entry Controller so that its status reads ‘Car Detected’.
* Press ‘Issue Adhoc Ticket’, details of the given adhoc ticket will be displayed below
* Copy the given barcode from first character to last character
* Press ‘Take Ticket’
* Press twice the ‘Entry Inside Pillar’ button
* User can, but does not have to, wait in the system for their charge to begin to accumulate. Each minute corresponds to roughly $0.07 in business hours and $0.03 Outside of Business Hours.
* User then enters ticket number to paystation controller Ticket Reader and presses ‘Read Ticket’
* User presses ‘Pay’, ticket info displayed below. User presses ‘Take Ticket’.
* Press ‘Inside Entry Pillar’ of Exit Controller so that status reads ‘Car Detected.
* User enters ticket barcode into Exit Controller Ticket Reader and presses ‘Read Ticket’.
* LCD Display reads ‘Take Processed Ticket’. Press ‘Take Ticket’
* Press Outside Entry Pillar twice. Then Inside Entry Pillar once. User has exited the carpark with valid ticket.

### Teardown

* Press ‘Take Ticket’. To restore system to idle state.

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | User pastes ticket information back into the paystation controller | Barcode should be displayed in the Ticket Reader |  |
| 2 | Press ‘Read Ticket’ | System reject ticket, displaying ‘Take Rejected Ticket’ in the LCD display |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 22/09/17 11:53 am | Aaron Peachey | APeachey1 |  | Passed |
|  |  |  |  |  |