# Acceptance Test Plan

**Test A: The app starts up correctly.**

Test by asking users to start up the application by pressing the logo from the apps menu.

Process

Press the logo from the apps menu, see if it starts up.

Results

Able to start up (yes/no): \_\_\_\_\_\_

Comments: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test B: Able to view all rules.**

Test by asking user to click My Rules from home page.

Process

Press the My Rules from home page button. Verify that all current rules show up (4 rules by default, plus any that may have been added).

Results

Able to view rules (yes/no):\_\_\_\_\_\_

Comments:

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**Test C: Able to view details of a rule.**

Test by viewing the details of a rule.

Process

After following Test B, click on one of the rules. Verify that the name is correct at the top and that the rule’s causes and effects appear. If there are multiple causes, an AND or OR should be between them.

Results

Able to bring up details of rule (yes/no):\_\_\_\_\_\_

Rule’s name appears and is correct (yes/no):\_\_\_\_\_\_

“+” appears at bottom of both causes and effects (yes/no):\_\_\_\_\_\_

(Possible) AND or OR shows up between multiple causes (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test D: Arrive map location (GPS off).**

Test by having the user try to add the cause of arrival at destination and viewing the first screen.

Process

Before doing this test, make sure the GPS is off (in your phone settings). After getting past Test C, click the “+” below the causes list to create a new cause. Click “Arriving at a Location”. The Google maps should show up with the last known location.

Results

“Arriving at a Location” is a cause listed (yes/no):\_\_\_\_\_\_

Last location known shows up on the screen (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test E: Pan the Google map.**

Test by having the user try to pan the map pulled up by Test D.

Process

As with most touch screens, attempt to hold and drag the screen to pan the view of the Google map that is pulled up from Test D.

Results

Able to pan map (yes/no):\_\_\_\_\_\_

Comments:

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**Test F: Zoom in on the Google map.**

Test by having the user try to zoom in all the way on the map pulled up by Test D.

Process

As with most touch screens, put your two fingers together (preferably the thumb and index finger) on the screen. While pressing on the screen, slowly separate the two fingers to zoom in on the view of the Google map that is pulled up from Test D until you can no longer. Verify that app does not crash while doing so.

Results

Able to zoom in on map (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test G: Zoom out on the Google map.**

Test by having the user try to zoom out all the way on the map pulled up by Test D.

Process

As with most touch screens, put your two fingers apart (preferably the thumb and index finger) on the screen. While pressing on the screen, slowly close the two fingers to zoom out on the view of the Google map that is pulled up from Test D until you can no longer. Verify that app does not crash while doing so.

Results

Able to zoom out on map (yes/no):\_\_\_\_\_\_

Comments:

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**Test H: My location button (GPS off).**

Test by having the user try to use the My Location button on Google maps (top right of screen).

Process

Before doing this test, make sure the GPS is off (in your phone settings). Press the My Location button in the top right of the screen. The screen should show a circle around your current location while also panning to your location.

Results

Circle shows up around a blue dot that includes your current location (yes/no):\_\_\_\_\_\_

Dot shows up in the middle of the screen (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test I: Arrive map location (GPS on).**

Test by having the user try to add the cause of arrival at destination and viewing the first screen.

Process

Before doing this test, make sure the GPS is on (in your phone settings). After getting past Test C, click the “+” below the causes list to create a new cause. Click “Arriving at a Location”. The Google maps should show up with the last known location. This will be a lot more accurate than with the GPS off.

Results

Last location known shows up on the screen (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test J: My location button (GPS on).**

Test by having the user try to use the My Location button on Google maps (top right of screen).

Process

Before doing this test, make sure the GPS is on (in your phone settings). Press the My Location button in the top right of the screen. The screen should show a blue dot indicating your current location (if you are zoomed in a small circle will appear) while also panning to your location.

Results

Blue dot shows your current location (yes/no):\_\_\_\_\_\_

Dot shows up in the middle of the screen (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test K: Tap to add pin to Google custom map.**

Test by having the user tap the screen on the Google map to add a pin.

Process

While inside of Arriving at Location, tap on the screen to add a pin. A dialog should appear that asks for a name of the location. Leave the name blank and click cancel. The screen should clear and no pin visible anymore.

Results

Pin appears on screen after clicking (yes/no):\_\_\_\_\_\_

Pin disappears on screen after clicking Cancel (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test L: Tap to add multiple pins to Google custom map.**

Test by having the user tap the screen on the Google map to add a pin.

Process

While inside of Arriving at Location, tap on the screen to add a pin. A dialog should appear that asks for a name of the location. Leave the name blank and click OK. The pin should still be visible. Repeat this process a couple times to keep adding more pins. Multiple pins should be visible. Now add a new pin and instead of clicking OK, click cancel. All pins should now be gone.

Results

Pin appears on screen after clicking (yes/no):\_\_\_\_\_\_

Multiple pins appear after creating multiple (yes/no):\_\_\_\_\_\_

All pins disappear on screen after clicking Cancel (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test M: Tap to add pin to Google custom map (blank name).**

Test by having the user tap the screen on the Google map to add a pin.

Process

While inside of Arriving at Location, tap on the screen to add a pin. A dialog should appear that asks for a name of the location. Leave the name blank and click OK. Click and hold inside of the square to accept the location. Verify that this rule now appears in the cause list. Verify that the rule works by arriving at this location specified.

Results

Pin appears on screen after clicking (yes/no):\_\_\_\_\_\_

Able to add pin with blank name (yes/no):\_\_\_\_\_\_

Holding accepts the rule and stops the editing of the cause (yes/no):\_\_\_\_\_\_

New cause appears at the bottom of the cause list (yes/no):\_\_\_\_\_\_

Cause is triggered when arriving at the location (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test N: Tap to add pin to Google custom map (actual name).**

Test by having the user tap the screen on the Google map to add a pin.

Process

While inside of Arriving at Location, tap on the screen to add a pin. A dialog should appear that asks for a name of the location. Fill in the name and click OK. The screen should show the pin. Click and hold inside of the square to accept the location. Verify that this rule now appears in the cause list with the name visible after “Location: “ in the cause. Verify that the cause works by arriving at the specified location.

Results

Pin appears on screen after clicking (yes/no):\_\_\_\_\_\_

Able to add pin with blank name (yes/no):\_\_\_\_\_\_

Holding accepts the rule and stops the editing of the cause (yes/no):\_\_\_\_\_\_

New cause appears at the bottom of the cause list with name (yes/no):\_\_\_\_\_\_

New cause triggers the rule effects (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test O: Tap to add pin to Google custom map (blank name).**

Test by having the user try to add the cause of departing a location and following the steps to create the cause.

Process

After getting past Test C, click the “+” below the causes list to create a new cause. Click “Departing a Location”. The Google maps should show up with the last known location. Tap on the screen to add a pin. Leave the name blank and click OK. Click and hold inside the square to finalize the location. The new cause should show up at the bottom of the cause list. Finally, verify that leaving the designated location triggers the rule effects.

Results

“Departing at a Location” is a cause listed (yes/no):\_\_\_\_\_\_

Last location known shows up on the screen (yes/no):\_\_\_\_\_\_

Able to add blank pin (yes/no):\_\_\_\_\_\_

Holding accepts the rule and stops the editing of the cause (yes/no):\_\_\_\_\_\_

New cause appears at the bottom of the cause list (yes/no):\_\_\_\_\_\_

New cause triggers the rule effects (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test P: Tap to add pin to Google custom map (actual name).**

Test by having the user try to add the cause of departing a location and following the steps to create the cause.

Process

While inside of departing a location, tap on the screen to add a pin. Fill in the name and click OK. Click and hold inside the square to finalize the location. The new cause should show up at the bottom of the cause list. Verify that this rule now appears in the cause list with the name visible after “Location: “ in the cause. Finally, verify that leaving the designated location triggers the rule effects.

Results

Able to add actual name pin (yes/no):\_\_\_\_\_\_

Holding accepts the rule and stops the editing of the cause (yes/no):\_\_\_\_\_\_

New cause appears at the bottom of the cause list with name (yes/no):\_\_\_\_\_\_

New cause triggers the rule effects (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test Q: Adding Phone Call cause.**

Test by having the user try to add the cause of phone call.

Process

After getting past Test C, click the “+” below the causes list to create a new cause. Click “Phone Call”. Your contact list should be displayed. Click on one of the contacts (if you have no contacts, add one and restart test). The new cause should now be displayed at the bottom of the list with the correct name. Verify that the rule works by having that contact call the phone.

Results

“Phone Call” is a cause listed (yes/no):\_\_\_\_\_\_

Contact list displayed (yes/no):\_\_\_\_\_\_

New cause added to list with correct contact name (yes/no):\_\_\_\_\_\_

Rule effects triggered by new cause (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test R: Adding Text message cause.**

Test by having the user try to add the cause of text message.

Process

After getting past Test C, click the “+” below the causes list to create a new cause. Click “Text Message”. Your contact list should be displayed. Click on one of the contacts (if you have no contacts, add one and restart test). The new cause should now be displayed at the bottom of the list with the correct name. Verify that the rule works by having that contact text the phone.

Results

“Text Message” is a cause listed (yes/no):\_\_\_\_\_\_

Contact list displayed (yes/no):\_\_\_\_\_\_

New cause added to list with correct contact name (yes/no):\_\_\_\_\_\_

Rule effects triggered by new cause (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test S: Adding Time cause.**

Test by having the user try to add the cause of time.

Process

After getting past Test C, click the “+” below the causes list to create a new cause. Click “Time”. Input a time and click OK. The new cause should now be displayed at the bottom of the list with the correct time. Verify that the rule works by waiting for that time.

Results

“Time” is a cause listed (yes/no):\_\_\_\_\_\_

Time input dialog displayed (yes/no):\_\_\_\_\_\_

New cause added to list with correct time (military time) (yes/no):\_\_\_\_\_\_

Rule effects triggered by new cause (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test T: Adding Time cause (cancel).**

Test by having the user try to add the cause of time.

Process

After getting past Test C, click the “+” below the causes list to create a new cause. Click “Time”. Input a time and click cancel. No new cause should be added.

Results

Time input dialog displayed (yes/no):\_\_\_\_\_\_

No new cause added (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test U: Adding Wifi SSID cause.**

Test by having the user try to add the cause of Wifi SSID.

Process

After getting past Test C, click the “+” below the causes list to create a new cause. Click “Wifi SSID”. A create dialog should appear asking for text input. Input a name for the SSID (wireless network name) and hit Submit. Verify that the new cause appears at the bottom of the cause list and that the rule effects are triggered by entering the range of the SSID.

Results

“Wifi SSID” is a cause listed (yes/no):\_\_\_\_\_\_

Create dialog appears (yes/no):\_\_\_\_\_\_

Able to create new cause with correct SSID name (yes/no):\_\_\_\_\_\_

Rule activates correctly (yes/no):\_\_\_\_\_\_

Comments:

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**Test V: Adding Wifi SSID cause (blank).**

Test by having the user try to add the cause of Wifi SSID.

Process

After getting past Test C, click the “+” below the causes list to create a new cause. Click “Wifi SSID”. A create dialog should appear asking for text input. Leave the name blank and hit Submit. Verify that the new cause appears at the bottom of the cause list.

Results

“Wifi SSID” is a cause listed (yes/no):\_\_\_\_\_\_

Create dialog appears (yes/no):\_\_\_\_\_\_

Able to create new cause with blank SSID name (yes/no):\_\_\_\_\_\_

Comments:

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**Test W: Adding Wifi Status cause (on).**

Test by having the user try to add the cause of Wifi Status.

Process

After getting past Test C, click the “+” below the causes list to create a new cause. Click “Wifi Status”. A create dialog should appear with a slider (default in off position). Slide the slider into the one position and click Submit. Verify that the new cause appears at the bottom of the cause list and that the rule effects are triggered by turning on the Wifi.

Results

“Wifi Status” is a cause listed (yes/no):\_\_\_\_\_\_

Create dialog appears with slider (yes/no):\_\_\_\_\_\_

Able to create new cause with correct status (yes/no):\_\_\_\_\_\_

Rule activates correctly (yes/no):\_\_\_\_\_\_

Comments:

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**Test X: Adding Wifi Status cause (off).**

Test by having the user try to add the cause of Wifi Status.

Process

After getting past Test C, click the “+” below the causes list to create a new cause. Click “Wifi Status”. A create dialog should appear with a slider (default in off position). Leave it in the off position and click Submit. Verify that the new cause appears at the bottom of the cause list and that the rule effects are triggered by turning off the Wifi.

Results

Able to create new cause with correct status (yes/no):\_\_\_\_\_\_

Rule activates correctly (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test Y: Adding Notification effect (blank).**

Test by having the user try to add the effect of notification.

Process

After getting past Test C, click the “+” below the effects list to create a new effect. Click “Notification”. A create dialog should appear waiting for input of text for Title and Subtext. Leave both blank and click Submit. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

“Notification” is an effect listed (yes/no):\_\_\_\_\_\_

Create dialog appears with empty text slots (yes/no):\_\_\_\_\_\_

Able to create new effect with correct text (blank) (yes/no):\_\_\_\_\_\_

Notification effect added to list (yes/no):\_\_\_\_\_\_

Effect is displayed correctly (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test Z: Adding Notification effect (Title only).**

Test by having the user try to add the effect of notification.

Process

While inside creating a notification (Test Y), fill in the Title box but leave Subtext blank and click Submit. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

Able to create new effect with correct text (yes/no):\_\_\_\_\_\_

Notification effect added to list (yes/no):\_\_\_\_\_\_

Effect is displayed correctly (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AA: Adding Notification effect (Message only).**

Test by having the user try to add the effect of notification.

Process

While inside creating a notification (Test Y), fill in the Subtext box but leave Title blank and click Submit. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

Able to create new effect with correct text (yes/no):\_\_\_\_\_\_

Notification effect added to list (yes/no):\_\_\_\_\_\_

Effect is displayed correctly (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AB: Adding Notification effect (Full notification).**

Test by having the user try to add the effect of notification.

Process

While inside creating a notification (Test Y), fill in the Subtext box and the Title box and click Submit. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

Able to create new effect with correct text (yes/no):\_\_\_\_\_\_

Notification effect added to list (yes/no):\_\_\_\_\_\_

Effect is displayed correctly (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AC: Adding Play Sound effect.**

Test by having the user try to add the effect of sound.

Process

After getting past Test C, click the “+” below the effects list to create a new effect. Click “Play Sound”. A “Select a File to Play” dialog should appear and tell you to pick a way to choose your sound. Pick one of your choosing and use it’s usability to select a sound to play. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

“Play Sound” is an effect listed (yes/no):\_\_\_\_\_\_

“Select a File to Play” dialog appears (yes/no):\_\_\_\_\_\_

Able to create new effect with correct sound file displayed (yes/no):\_\_\_\_\_\_

Correct sound is played (yes/no):\_\_\_\_\_\_

Comments:

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[Passed/Failed]

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**Test AD: Adding Ring Mode effect (Normal).**

Test by having the user try to add the effect of ring mode.

Process

After getting past Test C, click the “+” below the effects list to create a new effect. Click “Ring Mode”. A “Ring Mode” dialog should appear with 3 options. Click on “Normal”. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

“Ring Mode” is an effect listed (yes/no):\_\_\_\_\_\_

“Ring Mode” dialog appears with 3 options (yes/no):\_\_\_\_\_\_

Able to create new effect with “Normal” for ring mode (yes/no):\_\_\_\_\_\_

Ring mode effect added to list (yes/no):\_\_\_\_\_\_

Effect is displayed correctly (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AE: Adding Ring Mode effect (Vibrate).**

Test by having the user try to add the effect of ring mode.

Process

Starting with dialog box from Test AD, click on “Vibrate”. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

Able to create new effect with “Vibrate” for ring mode (yes/no):\_\_\_\_\_\_

Ring mode effect added to list (yes/no):\_\_\_\_\_\_

Effect is displayed correctly (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AF: Adding Ring Mode effect (Silent).**

Test by having the user try to add the effect of ring mode.

Process

Starting with dialog box from Test AD, click on “Silent”. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

Able to create new effect with “Silent” for ring mode (yes/no):\_\_\_\_\_\_

Ring mode effect added to list (yes/no):\_\_\_\_\_\_

Effect is displayed correctly (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AG: Adding Toast effect (blank).**

Test by having the user try to add the effect of Toast.

Process

After getting past Test C, click the “+” below the effects list to create a new effect. Click “Toast”. A “New Toast” dialog should appear with an empty Message text input. Leave the message blank and click Submit. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

“Toast” is an effect listed (yes/no):\_\_\_\_\_\_

Able to create new effect with blank message (yes/no):\_\_\_\_\_\_

Toast effect added to list (yes/no):\_\_\_\_\_\_

Effect is displayed correctly (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AH: Adding Toast effect.**

Test by having the user try to add the effect of Toast.

Process

From the new Toast dialog, enter a message and click Submit. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

Able to create new effect with correct message (yes/no):\_\_\_\_\_\_

Toast effect added to list (yes/no):\_\_\_\_\_\_

Effect is displayed correctly (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AI: Adding Vibrate effect.**

Test by having the user try to add the effect of Vibrate.

Process

After getting past Test C, click the “+” below the effects list to create a new effect. Click “Vibrate”. Verify that the new effect appears at the bottom of the effect list and that the rule effect is triggered by activating the rule (making the causes true, whatever they may be).

Results

“Vibrate” is an effect listed (yes/no):\_\_\_\_\_\_

Vibrate is added to effect list (yes/no):\_\_\_\_\_\_

Effect is displayed correctly (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AJ: Editing Arrive cause.**

Test by having the user try to edit the Arrive cause.

Process

After adding an arrive cause (see earlier tests), click the cause. Verify that the map appears and allows you to set a new location. Input a new location (following the test for adding an arrive cause). The updated information should now appear in the cause list. Finally, verify that the rule now activates when this new cause is true.

Results

Map appears when you click on arrival cause (yes/no):\_\_\_\_\_\_

Able to make the new cause (yes/no):\_\_\_\_\_\_

Updated cause is displayed correctly (yes/no):\_\_\_\_\_\_

New cause triggers rule effects (yes/no):\_\_\_\_\_\_

Old cause does not trigger rule effects (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AK: Editing Depart cause.**

Test by having the user try to edit the Depart cause.

Process

After adding a depart cause (see earlier tests), click the cause. Verify that the map appears and allows you to set a new location. Input a new location (following the test for adding an arrive cause). The updated information should now appear in the cause list. Finally, verify that the rule now activates when this new cause is true.

Results

Map appears when you click on depart cause (yes/no):\_\_\_\_\_\_

Able to make the new cause (yes/no):\_\_\_\_\_\_

Updated cause is displayed correctly (yes/no):\_\_\_\_\_\_

New cause triggers rule effects (yes/no):\_\_\_\_\_\_

Old cause does not trigger rule effects (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AL: Editing Phone Call cause.**

Test by having the user try to edit the Phone Call cause.

Process

After adding a phone call cause (see earlier tests), click the cause. Verify that the contact list appears and allows you to set a new contact. Input a new contact (following the test for adding a phone call cause). The updated information should now appear in the cause list. Finally, verify that the rule now activates when this new cause is true.

Results

Contact list appears when you click on phone call cause (yes/no):\_\_\_\_\_\_

Able to make the new cause (yes/no):\_\_\_\_\_\_

Updated cause is displayed correctly (yes/no):\_\_\_\_\_\_

Old cause does not trigger rule effects (yes/no):\_\_\_\_\_\_

New cause triggers rule effects (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AM: Editing Text Message cause.**

Test by having the user try to edit the Text Message cause.

Process

After adding a text message cause (see earlier tests), click the cause. Verify that the contact list appears and allows you to set a new contact. Input a new contact (following the test for adding a text message cause). The updated information should now appear in the cause list. Finally, verify that the rule now activates when this new cause is true.

Results

Contact list appears when you click on text message cause (yes/no):\_\_\_\_\_\_

Able to make the new cause (yes/no):\_\_\_\_\_\_

Updated cause is displayed correctly (yes/no):\_\_\_\_\_\_

New cause triggers rule effects (yes/no):\_\_\_\_\_\_

Old cause does not trigger rule effects (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AN: Editing Time cause.**

Test by having the user try to edit the Time cause.

Process

After adding a time cause (see earlier tests), click the cause. Verify that the same dialog appears asking for a time. Input a new time and click OK. The updated information should now appear in the cause list. Finally, verify that the rule now activates when this new cause is true.

Results

Time dialog appears when you click on time cause (yes/no):\_\_\_\_\_\_

Updated cause is displayed correctly (yes/no):\_\_\_\_\_\_

New cause triggers rule effects (yes/no):\_\_\_\_\_\_

Old cause does not trigger rule effects (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AO: Editing Wifi SSID cause.**

Test by having the user try to edit the Wifi SSID cause.

Process

After adding a wifi ssid cause (see earlier tests), click the cause. Verify that the same dialog appears asking for a wifi ssid. Input a new ssid and click Submit. The updated information should now appear in the cause list. Finally, verify that the rule now activates when this new cause is true.

Results

Wifi SSID dialog appears when you click on Wifi SSID cause (yes/no):\_\_\_\_\_\_

Updated cause is displayed correctly (yes/no):\_\_\_\_\_\_

New cause triggers rule effects (yes/no):\_\_\_\_\_\_

Old cause does not trigger rule effects (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AP: Editing Wifi Status cause.**

Test by having the user try to edit the Wifi Status cause.

Process

After adding a wifi status cause (see earlier tests), click the cause. Verify that the same dialog appears with the slider. Switch the slider to the opposite of what is set and click Submit. The updated information should now appear in the cause list. Finally, verify that the rule now activates when this new cause is true.

Results

Wifi Status dialog appears when you click on Wifi Status cause (yes/no):\_\_\_\_\_\_

Updated cause is displayed correctly (yes/no):\_\_\_\_\_\_

New cause triggers rule effects (yes/no):\_\_\_\_\_\_

Old cause does not trigger rule effects (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AQ: Editing Notification effect.**

Test by having the user try to edit the Notification effect.

Process

After adding a notification effect (see earlier tests), click the effect. Verify that the same dialog appears asking for text for the notification. Input new text and click Submit. The updated information should now appear in the effect list. Finally, verify that when the rule is activated the new effect appears.

Results

Notification dialog appears when you click on Notification effect (yes/no):\_\_\_\_\_\_

Updated effect is displayed correctly (yes/no):\_\_\_\_\_\_

New effect is displayed (yes/no):\_\_\_\_\_\_

Old effect is not displayed (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AR: Editing Sound effect.**

Test by having the user try to edit the Sound effect.

Process

After adding a sound effect (see earlier tests), click the effect. Verify that the same dialog appears asking for which program to use to select the new sound. Use whichever input and select a new sound. The updated information should now appear in the effect list. Finally, verify that when the rule is activated the new effect appears.

Results

Sound dialog appears when you click on Sound effect (yes/no):\_\_\_\_\_\_

Updated effect is displayed correctly (yes/no):\_\_\_\_\_\_

New effect is played (yes/no):\_\_\_\_\_\_

Old effect is not played (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AS: Editing Ring Mode effect.**

Test by having the user try to edit the Ring Mode effect.

Process

After adding a ring mode effect (see earlier tests), click the effect. Verify that the same dialog appears asking for which ring mode to use. Select a different ring mode. The updated information should now appear in the effect list. Finally, verify that when the rule is activated the new effect appears.

Results

Ring Mode dialog appears when you click on Ring Mode effect (yes/no):\_\_\_\_\_\_

Updated effect is displayed correctly (yes/no):\_\_\_\_\_\_

New effect is used (yes/no):\_\_\_\_\_\_

Old effect is not used (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AT: Editing Toast effect.**

Test by having the user try to edit the Toast effect.

Process

After adding a toast effect (see earlier tests), click the effect. Verify that the same dialog appears asking for text for the toast. Input new text and click Submit. The updated information should now appear in the effect list. Finally, verify that when the rule is activated the new effect appears.

Results

Toast dialog appears when you click on Toast effect (yes/no):\_\_\_\_\_\_

Updated effect is displayed correctly (yes/no):\_\_\_\_\_\_

New effect is displayed (yes/no):\_\_\_\_\_\_

Old effect is not displayed (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AU: Editing Vibrate effect.**

Test by having the user try to edit the Notification effect.

Process

After adding a vibrate effect (see earlier tests), click the effect. Verify that no dialog appears.

Results

No dialog appears (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AV: Able to delete causes.**

Test by having user delete a cause.

Process

After adding a cause, long click on a cause to verify that delete dialog appears. Then test to see that if you click no, nothing happens. Also check to see if you click yes it disappears and the rule no longer is affected by that cause.

Results

Delete dialog appears for causes (yes/no):\_\_\_\_\_\_

Nothing happens if you click no (yes/no):\_\_\_\_\_\_

Deleted cause if you click yes (for cause) (yes/no):\_\_\_\_\_\_

Rule activates correctly after deletion of cause (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

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**Test AW: Able to delete effects.**

Test by having user delete an effect.

Process

After adding an effect, long click on an effect to verify that delete dialog appears. Then test to see that if you click no, nothing happens. Also check to see if you click yes it disappears and the rule no longer is affected by that effect.

Results

Delete dialog appears for effects (yes/no):\_\_\_\_\_\_

Nothing happens if you click no (yes/no):\_\_\_\_\_\_

Deleted effect if you click yes (for effect) (yes/no):\_\_\_\_\_\_

Rule activates correctly after deletion of effect (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test AX: Able to delete rules.**

Test by having user delete a rule.

Process

While looking at the rule list, long click on a rule to verify that delete dialog appears. Then test to see that if you click no, nothing happens. Also check to see if you click yes it disappears and the rule can no longer be activated.

Results

Delete dialog appears for rules (yes/no):\_\_\_\_\_\_

Nothing happens if you click no (yes/no):\_\_\_\_\_\_

Deleted rule if you click yes (yes/no):\_\_\_\_\_\_

Rule no longer appears and does not activate (yes/no):\_\_\_\_\_\_

Comments:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test AY: Up button functionality works.**

Test by using integrated up button at top of screen while inside of app.

Process

While inside of an activity (any screen other than main menu), try using the integrated up button to return to previous major screen. Should eventually lead back to main screen without going into every specific screen you saw (e.g. edit rule -> rule list, rule list -> main menu, new rule -> rule list).

Note: the back button on phones is more of an undo, so using that is not applicable for this test, but can still be used.

Results

Up button is visible on all screens but Main Menu (yes/no):\_\_\_\_\_\_

Up button works as intended (listed in process) (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test AZ: Able to change name of rule.**

Test by changing the name of a rule and verifying it has updated.

Process

While in the editing page of a rule, click on the rule name and edit it (does not matter what you name it). Then use the back button (from Test AY) to go back to rule list. New name should appear. Click on the rule again to make sure the correct name appears in the edit rule page again.

Results

Able to edit name of rule (able to change text) (yes/no):\_\_\_\_\_\_

New name appears in rule list (yes/no):\_\_\_\_\_\_

New name appears again in edit rule page (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test AZ: Able to change rule active.**

Test by changing the rule active icon in edit rule page.

Process

While in edit rule page, change the slider at the top of the rule (either slide or click) to off (default is on usually, change to on if already off). Verify that the rule works now (or not). Then repeat after changing it back to the original state.

Results

Slider is visible (yes/no):\_\_\_\_\_\_

Able to change slider using slide (yes/no):\_\_\_\_\_\_

Able to change slider using click (yes/no):\_\_\_\_\_\_

Rule does not activate while in off position (yes/no):\_\_\_\_\_\_

Rule does activate while in on position (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BA: Able to add rule.**

Test by adding a new rule.

Process

From main menu, click “New Rule” to start making a new rule. A blank rule should show up with “Untitled” as the name. Add a cause and/or an effect. This makes the rule permanent. Use the up button to go back to the rules list. Your new rule should appear there.

Results

Blank rule appears (yes/no):\_\_\_\_\_\_

New rule after instantiated appears (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BB: Able to add rule (blank).**

Test by adding a new rule.

Process

From main menu, click “New Rule” to start making a new rule. A blank rule should show up with “Untitled” as the name. Do not add any causes or effects. Use the up button to go back to the rules list. The new rule should not appear in the list.

Results

New rule does not appear (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BC: Test the sharing functions (NFC).**

Test by trying to share a rule through NFC.

Process

Using one of the rules on a phone and use the share service (found on the main menu) to try to share that rule. For NFC sharing, you click on the rule to share and click NFC. Then click the rule and touch the backs of the phones together and press on the screen of the sending phone to send (does not matter what screen the receiving phone is on). Verify that the rule shows up in the rule list and activates when appropriate.

Results

Able to share rule via NFC (yes/no): \_\_\_\_\_\_

Shared rule appears in rule list (yes/no):\_\_\_\_\_\_

Rule works as originally intended (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BD: Test the sharing functions (Email).**

Test by trying to share a rule through Email.

Process

Using one of the rules on a phone and use the share service (found on the main menu) to try to share that rule. For email, click on the rule that is to be sent and select email and insert the email address. An email should be sent to an email that is on the phone that is receiving the rule. Simply open this email and follow the instructions from there. Verify that the rule shows up in the rule list and activates when appropriate.

Results

Able to share rule via Email (yes/no): \_\_\_\_\_\_

Shared rule appears in rule list (yes/no):\_\_\_\_\_\_

Rule works as originally intended (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BE: Check extensibility to 3rd party programs.**

Test by making a rule that uses a 3rd party program.

Process

Before setting up the rule, make sure that the appropriate application is installed on your device. Then, set up one of the rules with a 3rd party program that you can easily activate, then activate it. Finally, go onto the 3rd party program through different means to check that it functioned correctly.

Results

Able to add rule (yes/no): \_\_\_\_\_\_

Rule is activated when appropriate (yes/no): \_\_\_\_\_\_

Rule functions correctly (yes/no): \_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BF: Make sure the Boolean algebra is added correctly.**

Test by adding a 2nd+ cause on any rule.

Process

Go to any rule that has at least 1 cause. Add any cause. An OR should be added between the causes. Then delete a cause and an OR/AND that was between it and the next cause (or the last one if it was the last cause) should disappear.

Results

OR is added between causes (yes/no):\_\_\_\_\_\_

OR/AND is deleted when cause is deleted (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BG: Make sure the Boolean algebra works correctly (AND).**

Test by making a rule with Boolean algebra present and trying to activate.

Process

Set up one of the rules to easily activate that has multiple causes. Click on OR box to change to AND. Make the causes true to make the rule activate. Then test with only one of the causes true while the other false, then flip.

Note: with the AND rule, make sure both causes can be active at the same time (eg time and location, time and wifi are good examples).

Results

Able to change OR to AND between causes (yes/no):\_\_\_\_\_\_

Rule is activated when both causes true (yes/no): \_\_\_\_\_\_

Rule is not activated when first cause true and second cause false (yes/no):\_\_\_\_\_\_

Rule is not activated when second cause true and first cause false (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BH: Make sure the Boolean algebra works correctly (OR).**

Test by making a rule with Boolean algebra present and trying to activate.

Process

Set up one of the rules to easily activate that has multiple causes. Click on AND box to change to OR (if necessary, change an OR to AND first). Make one of the causes true to make the rule activate. Then make the other cause true while making the first one false and make sure it activates.

Results

Able to change AND to OR between causes (yes/no):\_\_\_\_\_\_

Rule is activated when first cause is true and second one false (yes/no):\_\_\_\_\_\_

Rule is activated when second cause is true and first one false (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BI: Make sure you cannot add duplicate causes.**

Test by trying to add a duplicate cause to a rule.

Process

Go into the edit page of any rule and try to add a duplicate of any of the causes. The new cause should not be added to the rule.

Results

New duplicate cause is not added to rule (yes/no):\_\_\_\_\_\_

Toast is shown notifying the user that it has found a duplicate cause (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BJ: Make sure you cannot add duplicate effects.**

Test by trying to add a duplicate effect to a rule.

Process

Go into the edit page of any rule and try to add a duplicate of any of the effects. The new effect should not be added to the rule.

Results

New duplicate effect is not added to rule (yes/no):\_\_\_\_\_\_

Toast is shown notifying the user that it has found a duplicate effect (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BK: Bring up menu in My Rules (rule list).**

Test by pressing the Menu key while inside of My Rules.

Process

Go into the My Rules page and press Menu. The Menu should pop up with Settings.

Results

Menu shows up with only Settings appearing (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BL: Bring up menu in Edit Rule.**

Test by pressing the Menu key while inside of Edit Rule.

Process

Go into the Edit Rule page and press Menu. The Menu should pop up with Settings and Help.

Results

Menu shows up with Settings and Help appearing (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BM: Bring up menu in Help.**

Test by pressing the Menu key while inside of Help page.

Process

Go into the Help page and press Menu. The Menu should pop up with Settings.

Results

Menu shows up with only Settings appearing (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BN: Bring up menu in Settings.**

Test by pressing the Menu key while inside of Settings page.

Process

Go into the Settings page and press Menu. The Menu should pop up with Help.

Results

Menu shows up with only Help appearing (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BO: Test Settings tabs.**

Test by pressing the tabs in the Settings page to make sure all the tabs work.

Process

Go into the Settings page and press the General tab, Accounts tab, Security tab, and About tab and make sure they work.

Results

General tab works (yes/no):\_\_\_\_\_\_

Accounts tab works (yes/no):\_\_\_\_\_\_

Security tab works (yes/no):\_\_\_\_\_\_

About tab works (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_

**Test BP: Test application service.**

Test by pressing backing out of the app and activate a rule.

Process

Make sure there is a relatively simple rule to activate and then exit out of the app by constantly pressing the android back button (or Home button). Then activate rule to make sure it works.

Results

Rule activates while app is closed (yes/no):\_\_\_\_\_\_

[Passed/Failed]

\_\_\_\_\_\_\_\_\_\_\_\_