Design requirement tables for every test case

* in tables down here is described every test case on [www.saucedemo.com](http://www.saucedemo.com) page
* above all tests in class Test i have defined a reference for the browser and it looks like this: IWebDriver driver = new EdgeDriver();
* i have run tests on Microsoft Edge browser
* in Setup part i have created public void method Initialize() where is code for navigate to page, in this case that is [www.saucedemo.com](http://www.saucedemo.com), this is code: driver.Url = ("https://www.saucedemo.com/");
* in all other methods inside [Test] part are tests for certain cases
* it is used IWebElement element2 = driver.FindElement(By.Id("login-button")); for example, that means that I have to expect element first and find it by some of attributes (id, class name, xpath etc.)
* for execute action is used Click() method, in this case click on login button
* defined and initialized IWebElement calls SendKeys() method which input content in editable text fields or password in a webpage.
* after tests in [TearDown] part is created method ClenaUp() which close driver and stop with test execution.

1. Test case – Login failed – empty textboxes

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| --- | --- |
| Requirement mark | Requirement |
| 1. | Login screen (“Početna”) is displayed when application is started. |
| 1.1. | Login screen shall have “Korisničko ime” textbox. It is enabled and empty.  Login screen shall have “Lozinka ” textbox. It is enabled and empty. |
| 1.2.1. | Click on “Prijava” button opens “Epic sad face: Username is required”. |
| 1.2.2. | Login failed |

1. Test case – Only used (correct) password

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| Requirement mark | Requirement |
| 2. | Login screen (“Početna”) is displayed when application is started. |
| 2.1. | Login screen shall have “Korisničko ime” textbox. It is enabled and empty.  Login screen shall have “Lozinka ” textbox. It is enabled and empty. |
| 2.2.1. | Enter only password in textbox „Lozinka“, username textbox is empty. |
| 2.2.2. | Click on “Prijava” button opens “Epic sad face: Username is required”. |
| 2.2.3. | Login failed |

1. Test case – Only used existing username

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| --- | --- |
| Requirement mark | Requirement |
| 3. | Login screen (“Početna”) is displayed when application is started. |
| 3.1. | Login screen shall have “Korisničko ime” textbox. It is enabled and empty.  Login screen shall have “Lozinka ” textbox. It is enabled and empty. |
| 3.2.1. | Enter only existing username „standard\_user” in textbox „Korisničko ime“, Password („Lozinka“) textbox is empty. |
| 3.2.2. | Click on “Prijava” button opens “Epic sad face: Password is required”. |
| 3.2.3. | Login failed |

1. Test case – Wrong password

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| Requirement mark | Requirement |
| 4. | Login screen (“Početna”) is displayed when application is started. |
| 4.1. | Login screen shall have “Korisničko ime” textbox. It is enabled and empty.  Login screen shall have “Lozinka ” textbox. It is enabled and empty. |
| 4.2.1. | User enter existing username „standard\_user“ in „Korisničko ime“ text box. |
| 4.2.2. | User enter wrong password „wrongpass“ in „Lozinka“ textbox. |
| 4.2.3. | Click on “Prijava” button opens “Epic sad face: Username and password do not match any user in this service”. |
| 4.2.4. | Login failed |

1. Test case – Wrong username

|  |  |
| --- | --- |
| Requirement mark | Requirement |
| 5. | Login screen (“Početna”) is displayed when application is started. |
| 1.1. | Login screen shall have “Korisničko ime” textbox. It is enabled and empty.  Login screen shall have “Lozinka ” textbox. It is enabled and empty. |
| 5.2.1. | User enter wrong username „wrongusername“ in „Korisničko ime“ text box. |
| 5.2.2. | User enter existing password „secret\_sauce“ in „Lozinka“ textbox. |
| 5.2.3. | Click on “Prijava” button opens “Epic sad face: Username and password do not match any user in this service”. |
| 5.2.4. | Login failed |
|  |  |

1. Test case - Wrong username and password

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| --- | --- |
| Requirement mark | Requirement |
| 6. | Login screen (“Početna”) is displayed when application is started. |
| 6.1. | Login screen shall have “Korisničko ime” textbox. It is enabled and empty.  Login screen shall have “Lozinka ” textbox. It is enabled and empty. |
| 6.2.1. | User enter wrong username „wrongusername“ in „Korisničko ime“ text box. |
| 6.2.2. | User enter wrong password „wrongpass“ in „Lozinka“ textbox. |
| 6.2.3. | Click on “Prijava” button opens “Epic sad face: Username and password do not match any user in this service”. |
| 6.2.4. | Login failed |

1. Test case – Existing (successful) username and password

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| Requirement mark | Requirement |
| 7. | Login screen (“Početna”) is displayed when application is started. |
| 7.1. | Login screen shall have “Korisničko ime” textbox. It is enabled and empty.  Login screen shall have “Lozinka ” textbox. It is enabled and empty. |
| 7.2.1. | User enter existing username „performace\_glitch\_user“ in „Korisničko ime“ textbox. |
| 7.2.2. | User enter existing password „secret\_sauce“ in „Lozinka“ textbox. |
| 7.2.3. | Click on “Prijava” button opens new page on URL: <https://www.saucedemo.com/inventory.html>. Login is successful. All items which user can add in cart are displayed. |

1. Test case – Add Items to cart

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| --- | --- |
| Requirement mark | Requirement |
| 8. | Login screen (“Početna”) is displayed when application is started. |
| 8.1. | Login screen shall have “Korisničko ime” textbox. It is enabled and empty.  Login screen shall have “Lozinka ” textbox. It is enabled and empty. |
| 8.2.1. | User enter existing username „performace\_glitch\_user“ in „Korisničko ime“ textbox. |
| 8.2.2. | User enter existing password „secret\_sauce“ in „Lozinka“ textbox. |
| 8.2.3. | Click on “Prijava” button opens new page on URL: <https://www.saucedemo.com/inventory.html>. Login is successful. All items which user can add in cart are displayed. |
| 8.2.4 | User click on button „Add to cart“. Button now has test „Remove“. |
| 8.2.5. | After click on button on cart icon is shown number 1, that means one item is added in cart. |

1. Test case – Locked out user

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| 9. | Login screen (“Početna”) is displayed when application is started. |
| 9.1. | Login screen shall have “Korisničko ime” textbox. It is enabled and empty.  Login screen shall have “Lozinka ” textbox. It is enabled and empty. |
| 9.2.1. | User enter existing username „locked\_out\_user“ in „Korisničko ime“ textbox. |
| 9.2.2. | User enter existing password „secret\_sauce“ in „Lozinka“ textbox. |
| 9.2.3. | Click on “Prijava” button opens “Epic sadface: Sorry, this user has been locked out. |
| 9.2.4 | Login failed |