

s o f i a

Test Report

Graphics Handler Test

Document Control

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Test Report

1.0 Test of Graphics Handler

1.0.0 Summary of testing

This document outlines the tests which need to be completed to ensure a stable and high quality graphics handler.

1.0.1 Prerequisites

Graphics handler must be outsourced

1.0.2 Test importance

High – this software is outsourced any bugs must be reported immediately

1.0.3 Test results

Test Case	Expected Results	Obtained Results
Define shapes	All of required shapes should be drawn correctly on screen -Arrow -Line -Oval -Rectangle	PASS
Define location of shapes	All of shapes listed above should be drawn in correct location	PASS
Define outline colour	Shape should be drawn with correct outline colour	FAIL – outline colour is set to whatever the fill colour is
Set shadow of shape	Shadow should appear as defined	PASS
Set shading of shape	Shading should appear as defined, supported shadings are: -Cyclic -Horizontal -Vertical -None	PASS
Define outline thickness of shape	Outline thickness should appear as defined	PASS
Define rotation of shape	Displayed shape should be rotated by defined amount	PASS
Define incorrectly formatted colour	Should be handled by parser	PASS
Define non supported shape	Should be handled by parser	PASS

Define negative rotations	Should rotate anticlockwise	PASS
Define negative outline thickness	Should be handled by parser	PASS
Define x/yend points bigger than 1 (smaller than 0)	Should be drawn off of the screen	PASS

1.0.4 Changes made due to test

1.0.5 Additional comments on test

XML file used for testing is graphicsXML.xml