# Acceptance testing ‘Van Halen Project’

- Legend –

Underlined items are system components

“Quoted lines are (printed) strings”

**Case**: As a user, I can create an account in order to use for logging into

the web application.

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| --- | --- | --- | --- | --- |
| ACC | Instruction | Expected Result | Actual Result | Succes? |
| ACC\_0.1 | Type “User1” into the field Username.  Type “Password1” into the field Password.  Type “Password1” into the field Verify Password.  Click on the button Create Account. | A new screen loads with the text “Account created”. |  |  |
| ACC\_0.2 | Leave the field Username empty. Type “Password1” into the field Password. Type “Password1” into the field Verify Password.  Click on the button Create Account. | A red prompt appears next to the Username field stating: “Please enter a username.” |  |  |
| ACC\_0.3 | Type “User2” into the field Username. Type “Password1” into the field Password. Type “Password2” into the field Verify Password.  Click on the button Create Account. | A red prompt appears next to the Verify Password field stating: “Passwords do not match.” |  |  |
| ACC\_0.4 | Type “User2” into the field Username. Leave the fields Password and Verify Password empty. | A red prompt appears next to the Password field stating: “Please enter a password.” |  |  |
| ACC\_0.5 | After creating account ‘User1’, type “User1” into the field Username.  Type “Password1” into the field Password.  Type “Password1” into the field Verify Password.  Click on the button Create Account. | A red prompt appears next to the Username field stating: “This username already exists, please choose another.” |  |  |

**Case**: As a user, I can login to the web application in order to use the sorting machine.

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| INLOG | Instruction | Expected Result | Actual Result | Succes? |
| INLOG\_0.1 | Type “User1” into the field Username. Type “Password1” into the field Password. Click on the Login button. | A new screen loads with the application interface. |  |  |
| INLOG\_0.2 | Leave the field Username empty. Type “Password1” into the field Password.  Click on the Login button. | A red prompt appears next to the Username field stating: “Please enter your username.” |  |  |
| INLOG\_0.3 | Type “User1” into the field Username. Type “Password2” into the field Password.  Click on the Login button. | A red prompt appears next to the Password field stating: “Password incorrect.” |  |  |
| INLOG\_0.4 | Type “Usser1” into the field Username. Type “Password1” into the field Password. Click on the Login button. | A red prompt appears next to the Username field stating: “This user does not exist. Please try again.” |  |  |

**Case**: As a user, I can start and stop the sorting process form the web interface

so that the sorting machine can be used safely.

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| STASTO | Instruction | Expected Result | Actual Result | Succes? |
| STASTO \_0.1 | When the sorting process is inactive, click on the Sort button. | The sorting machine begins its sorting process based on the previously selected sorting pattern. |  |  |
| STASTO \_0.2 | When the sorting process is active, click on the Stop button. | The sorting machine begins its sorting process based on the selected sorting pattern. |  |  |

**Case**: As a user, I can pick colors in order to sort them according to my preferences.

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| --- | --- | --- | --- | --- |
| COLSEL | Instruction | Expected Result | Actual Result | Succes? |
| COLSEL \_0.1 | In the Color Selection menu, use the selection tool to pick a color. | The screen displays “Sort all skittles of the [color] color?”.  Also displays a Sort Button and a Cancel button. |  |  |

**Case**: As a user, I can sort all different colors to different containers.

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| --- | --- | --- | --- | --- |
| SORTALL | Instruction | Expected Result | Actual Result | Succes? |
| SORTALL \_0.1 | When the sorting process is inactive, click on the Sort button. | The sorting machine begins its sorting process based on the selected sorting pattern. |  |  |
| SORTALL \_0.2 | When the sorting process is active, click on the Stop button. | The sorting machine begins its sorting process based on the selected sorting pattern. |  |  |

**Case**: As a user, I can enter an amount so that the sorting machine will stop

sorting once that number is reached.

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| --- | --- | --- | --- | --- |
| AMOUNT | Instruction | Expected Result | Actual Result | Succes? |
| AMOUNT\_0.1 | From the Sort All menu add a specific amount of total Skittles to be sorted. | The machine should start sorting Skittles until the chosen amount is reached (or there are no mores Skittles left). |  |  |

**Case**: As a user, I can enter an amount and color so that the sorting machine will stop sorting once the number of the given color is reached.

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| --- | --- | --- | --- | --- |
| AMOUNTCOL | Instruction | Expected Result | Actual Result | Succes? |
| AMOUNTCOL\_0.1 | Once a color is selected, enter a specific amount of that color to be sorted and press the Sort button. | The machine should start sorting Skittles until the chosen amount of the designated color is reached (or there are no mores Skittles left). |  |  |

**Case**: As a user, I receive feedback from the system in order to monitor the status of the sorting job and the machine.

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| --- | --- | --- | --- | --- |
| STATUS | Instruction | Expected Result | Actual Result | Succes? |
| STATUS\_0.1 | When the system is not sorting, consult the Status readout. | Status readout reads “Idle” |  |  |
| STATUS\_0.2 | When the system is not sorting because there are no more Skittles, consult the Status readout. | Status readout reads “No Skittles available”. |  |  |
| STATUS\_0.3 | When the system is sorting, consult the Status readout. | Status readout reads “Sorting”. A counter shows the count of the current amount of sorted Skittles. |  |  |

**Case**: As a user, all my sorting data will be saved to a database so that it can

be used for future reference including viewing my personal job history.

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| --- | --- | --- | --- | --- |
| DATABASE | Instruction | Expected Result | Actual Result | Succes? |
| DATABASE\_0.1 | Choose Previous Sorting Jobs from the main menu. | All previously recorded sorting jobs are displayed, sorted by date. |  |  |
| DATABASE\_0.2 | From Previous Sorting Jobs select the results to view. | The parameters of the selected sorting job are displayed. These are:   * User * Date/Time * Type of sorting * Chosen amount (if any) * Results |  |  |
| DATABASE\_0.3 | From Sorting History, select My Sorting Jobs. | All sorting jobs from the active account are displayed and can be selected to view results as with DATABASE\_0.2 |  |  |

**Case**: As a user, I can fill the sorting machine with Skittles in order for the sorting machine to user for the sorting jobs.

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| FILL | Instruction | Expected Result | Actual Result | Succes? |
| FILL\_0.1 | When Status readout reads “No Skittles available”, open the Feeding container on the machine and add more Skittles. | Once refilled Status readout reads “Idle”. |  |  |

**Case**: The sorting machine will detect the Skittle to sort.

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| DETECT | Instruction | Expected Result | Actual Result | Succes? |
| DETECT\_0.1 | When a Skittle is available to scan while no job is active, check the Status readout. | Status readout reads “Idle”. |  |  |
| DETECT\_0.2 | When a Skittle is available during a job and the Status readout reads “Sorting” check the Feeder mechanism. | The Feeder mechanism moves the Skittle to the Color scanner. |  |  |

**Case:** The sorting machine will scan the color of given Skittle.

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| --- | --- | --- | --- | --- |
| SCAN | Instruction | Expected Result | Actual Result | Succes? |
| SCAN\_0.1 | When a Skittle is scanned, consult the Result Readout to see if the correct color is counted. | The Color counter for the corresponding increases +1. |  |  |

**Case**: The sorting machine will process one Skittle at a time.

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| --- | --- | --- | --- | --- |
| SINGLE | Instruction | Expected Result | Actual Result | Succes? |
| SINGLE\_0.1 | When a Skittle is moved from the Feeder mechanism to the Color scanner, look at the Color scanner. | The Scanning receptacle contains only one Skittle. |  |  |

**Case**: The sorting machine will route the Skittle to the desired container

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| --- | --- | --- | --- | --- |
| ROUTE | Instruction | Expected Result | Actual Result | Succes? |
| ROUTE\_0.1 | When a Skittle is moved from the Color scanner to the container , look at the desired container. | The scanned Skittle should be deposited in the correct container. |  |  |

**Case**: The system will alert a user if the connection between the interface and sorting machine is interrupted.

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| DISCONN | Instruction | Expected Result | Actual Result | Succes? |
| DISCONN\_0.1 | When the user is logged in, sever the internet connection by unplugging the ethernet cable or shutting down the modem. | Status readout reads “Connection interrupted.” All regular sorting options are disabled until the connection is restored. |  |  |

**Case**: The sorting machine will detect a full container and give feedback to the user.

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| --- | --- | --- | --- | --- |
| FULL | Instruction | Expected Result | Actual Result | Succes? |
| FULL\_0.1 | Fill a container to the ‘full’ mark. Look at the Status readout. | The Status readout reads “Container full. Please empty container.”  All sorting options are disabled as with DISCONN\_0.1 until container is emptied. |  |  |
| FULL\_0.2 | Fill a container to just below the ‘full’ mark. Start a sorting job that would place another 20 Skittles into the designated container. Look at the Status readout. | The system sorts the job as normal and displays current results.  When the container is detected as ‘full’, the sorting job stops and the Status readout reads “Container full. Please empty container.” |  |  |