Unit Enrolled: INN370 - Software Development
Assignment 2
Test-Driven Development and Graphical User Interface Programming
Semester 1, 2014

NGRAM GUI TEST CASES

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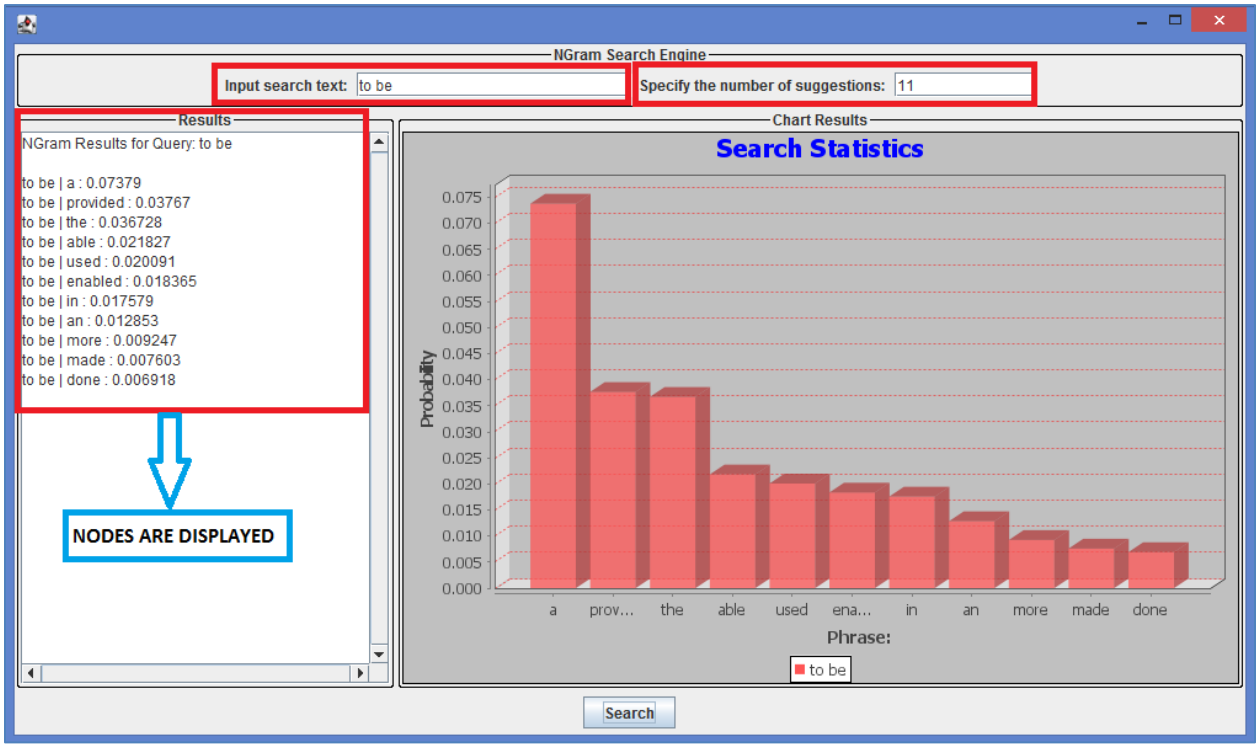
NGramGUI.java Testcases

Positive GUI Test Scenarios:

Test Case 1:

Input Search Text: to be

Number of Suggestions specified by the user: 11



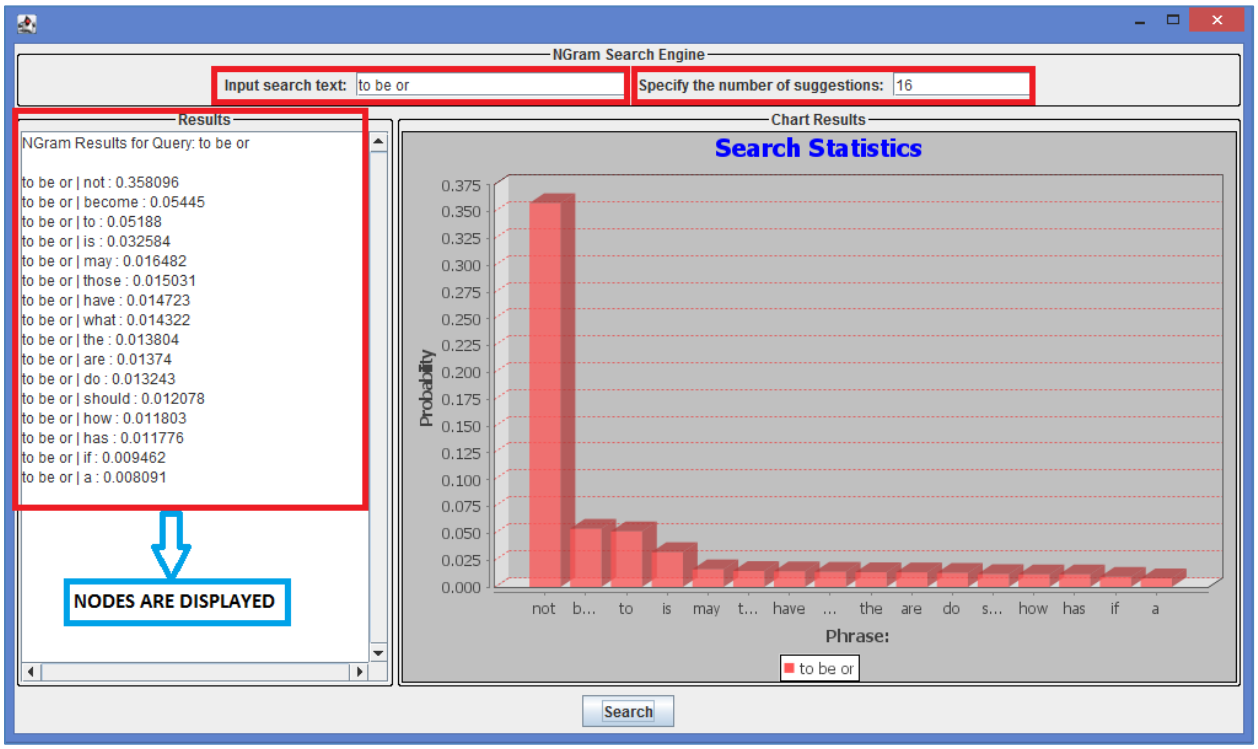
Screenshot 1

When a user inputs a search string "**to be**", specifies the number of suggestions as some random value '**11'** and then clicks on the "**Search**" button, the NGram node's search results are displayed correctly and the probability graph is also displayed on the NGram GUI as shown in the above **Screenshot 1**.

Test Case 2:

Input Search Text: to be or

Number of Suggestions specified by the user: 16



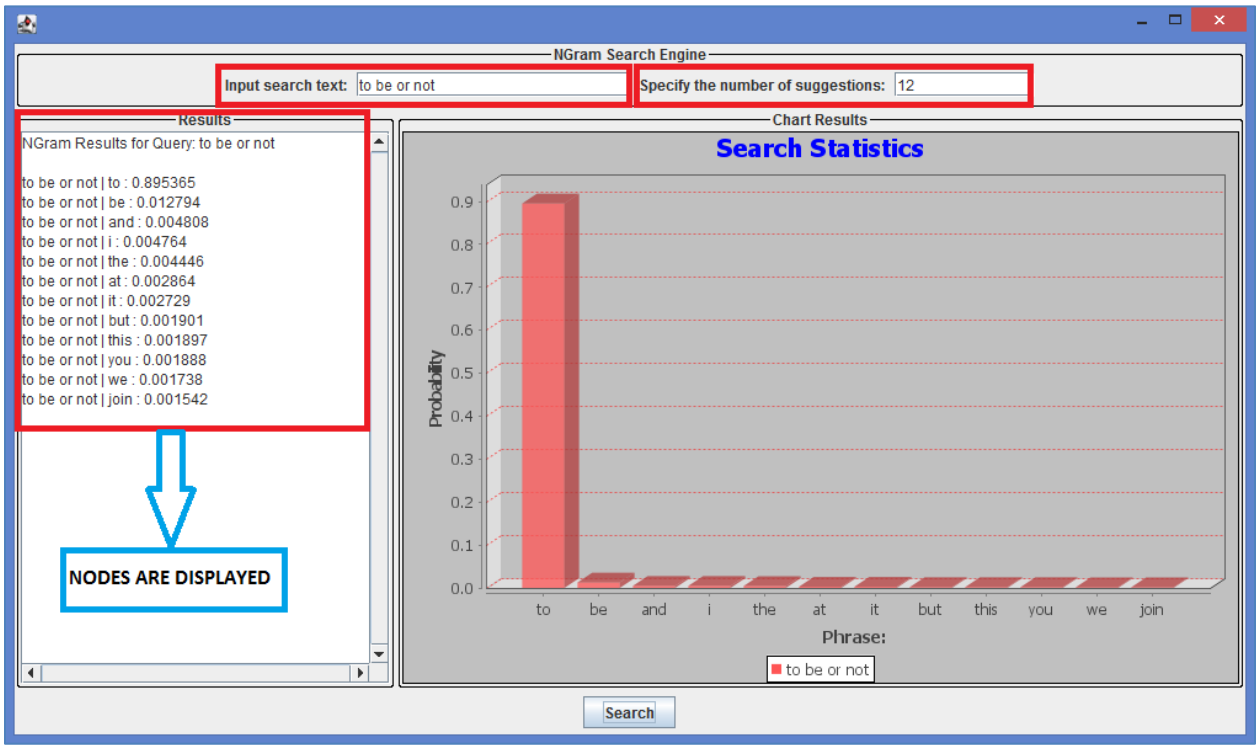
Screenshot 2

When a user inputs a search string "**to be or**", specifies the number of suggestions as some random value '**16'** and then clicks on the "**Search**" button, the NGram node's search results are displayed correctly and the probability graph is also displayed on the NGram GUI as shown in the above **Screenshot 2**.

Test Case 3:

Input Search Text: to be or not

Number of Suggestions specified by the user: 12



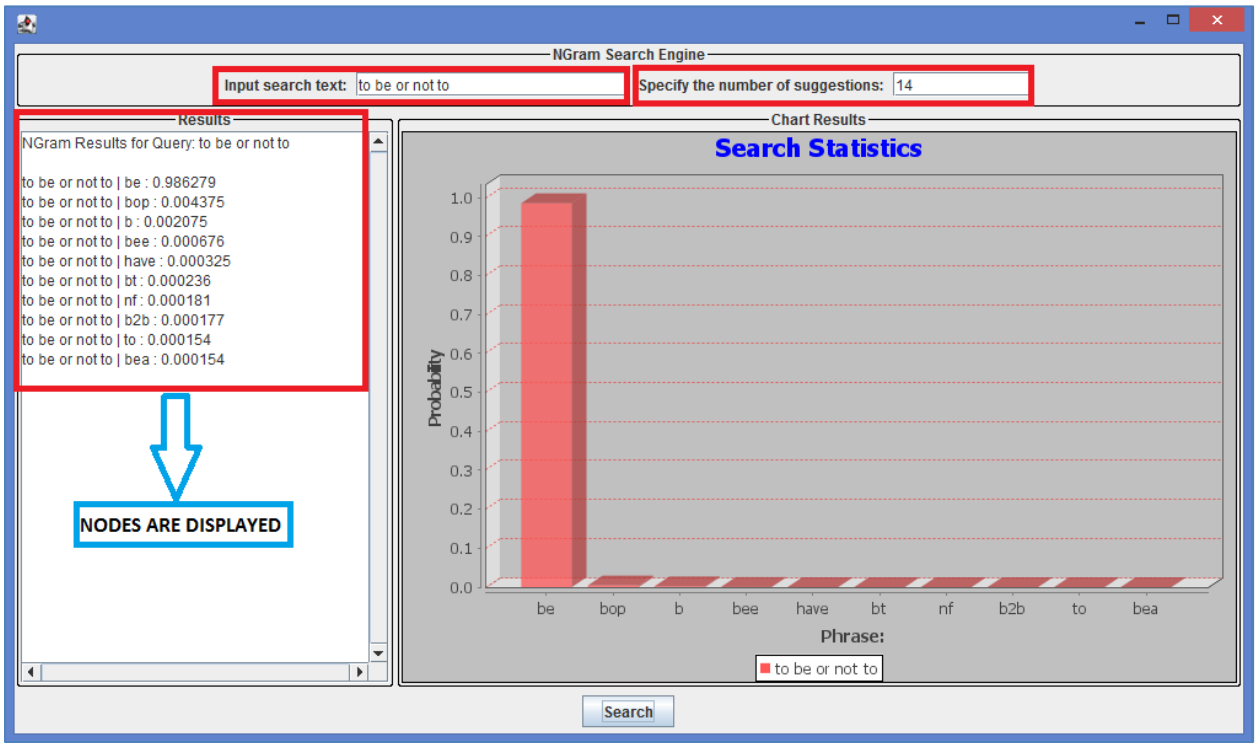
Screenshot 3

When a user inputs a search string "**to be or not**", specifies the number of suggestions as some random value '**12'** and then clicks on the "**Search**" button, the NGram node's search results are displayed correctly and the probability graph is also displayed on the NGram GUI as shown in the above **Screenshot 3**.

Test Case 4:

Input Search Text: to be or not to

Number of Suggestions specified by the user: 14



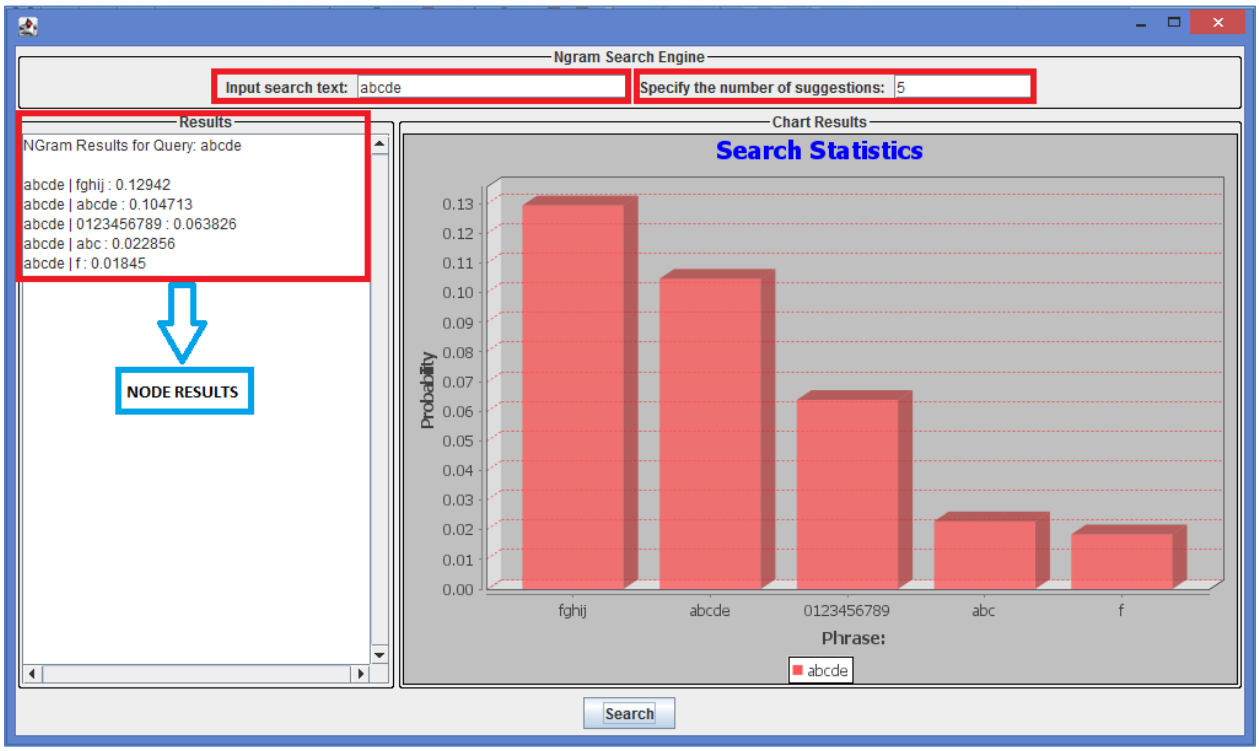
Screenshot 4

When a user inputs a search string "**to be or not to**", specifies the number of suggestions as some random value '**14'** and then clicks on the "**Search**" button, the NGram node's search results are displayed correctly and the probability graph is also displayed on the NGram GUI as shown in the above **Screenshot 4**.

Test Case 5:

Input Search Text: abcde

Number of Suggestions specified by the user: 5

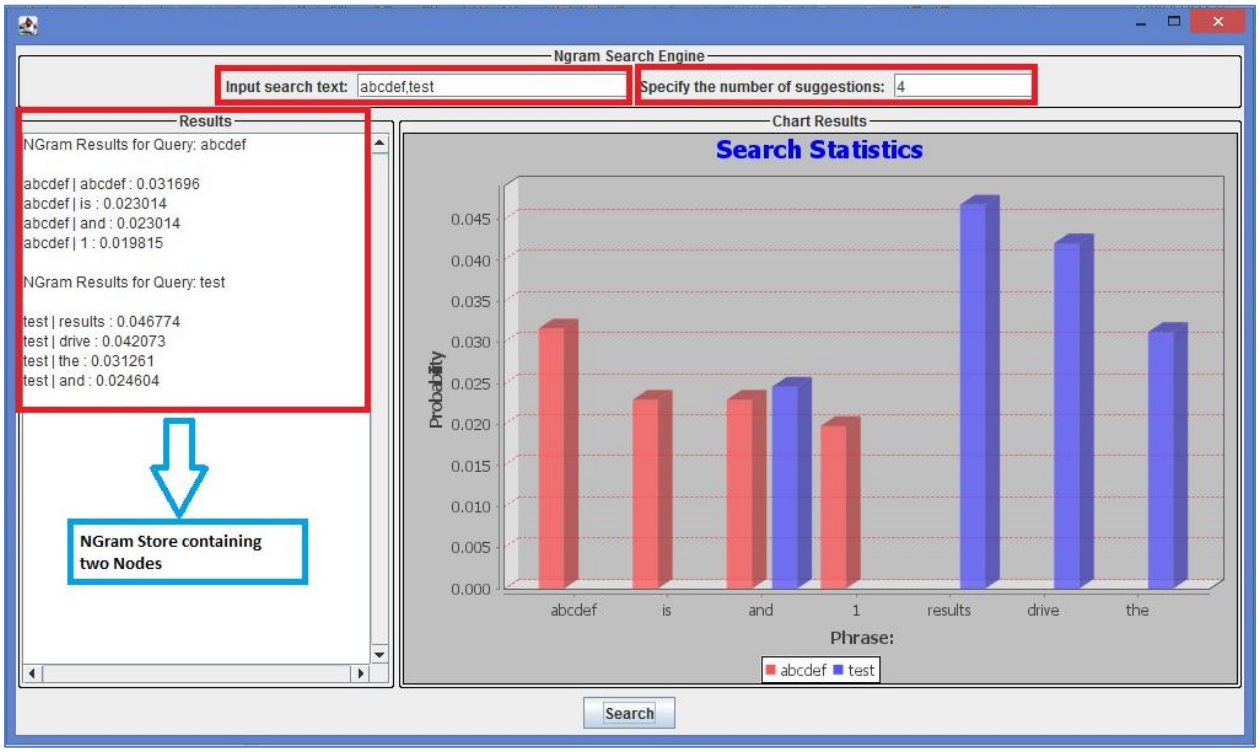


Screenshot 5

When a user inputs a search string "**abcde**", specifies the number of suggestions as some random value '**5'** and then clicks on the "**Search**" button, the NGram node's search results are displayed correctly and the probability graph is also displayed on the NGram GUI as shown in the above **Screenshot 5**.

<u>Test Case 6</u>: Input Search Text: abcdef,test

Number of Suggestions specified by the user: 4

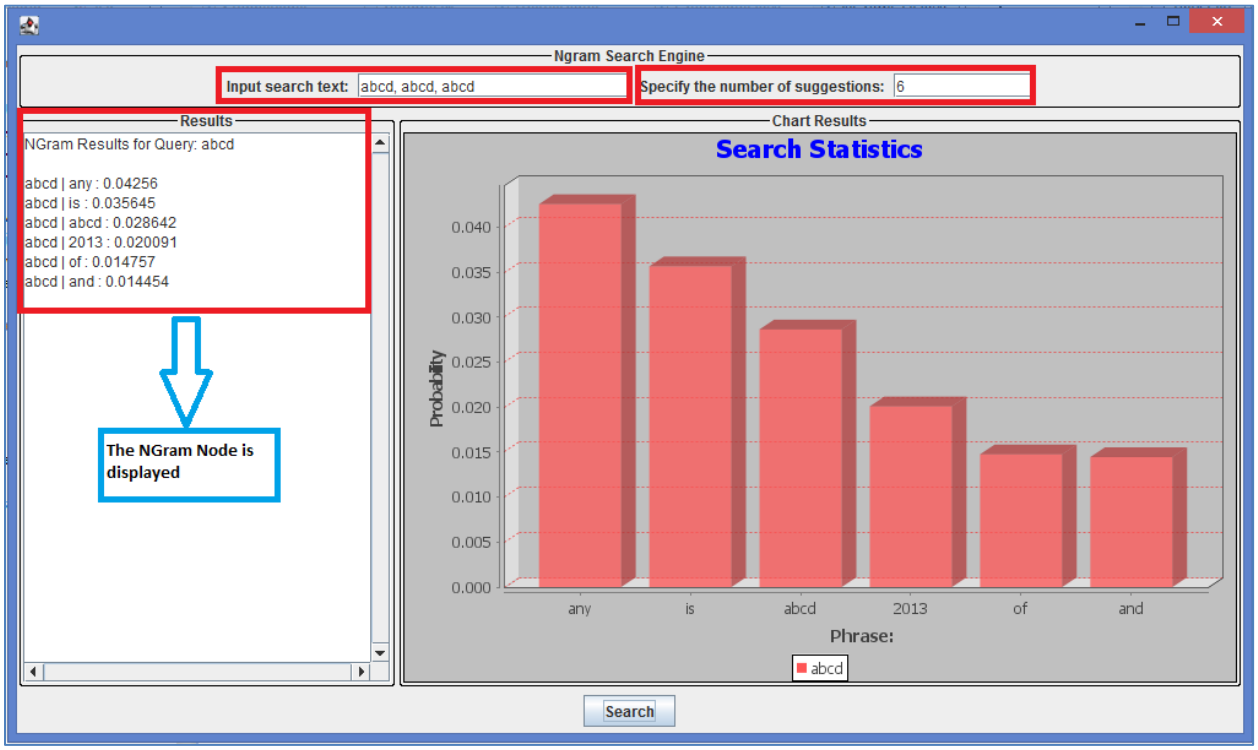


Screenshot 6

When a user enters an input search string "**abcdef,test**", specifies the number of suggestions as some random value '**4'** and then clicks on the "**Search**" button, the search results of the NGram store containing two nodes are displayed as indicated in the Left Hand Side of **Screenshot 6**. This is because, the search results of "**abcdef**" are displayed on node 1 and the search result for '**test**' is displayed on node 2. Also, the probability graph is shown on the NGram GUI as indicated in the **Screenshot 6**.

<u>Test Case 7</u>: Input Search Text: abcd, abcd, abcd

Number of Suggestions specified by the user: 6

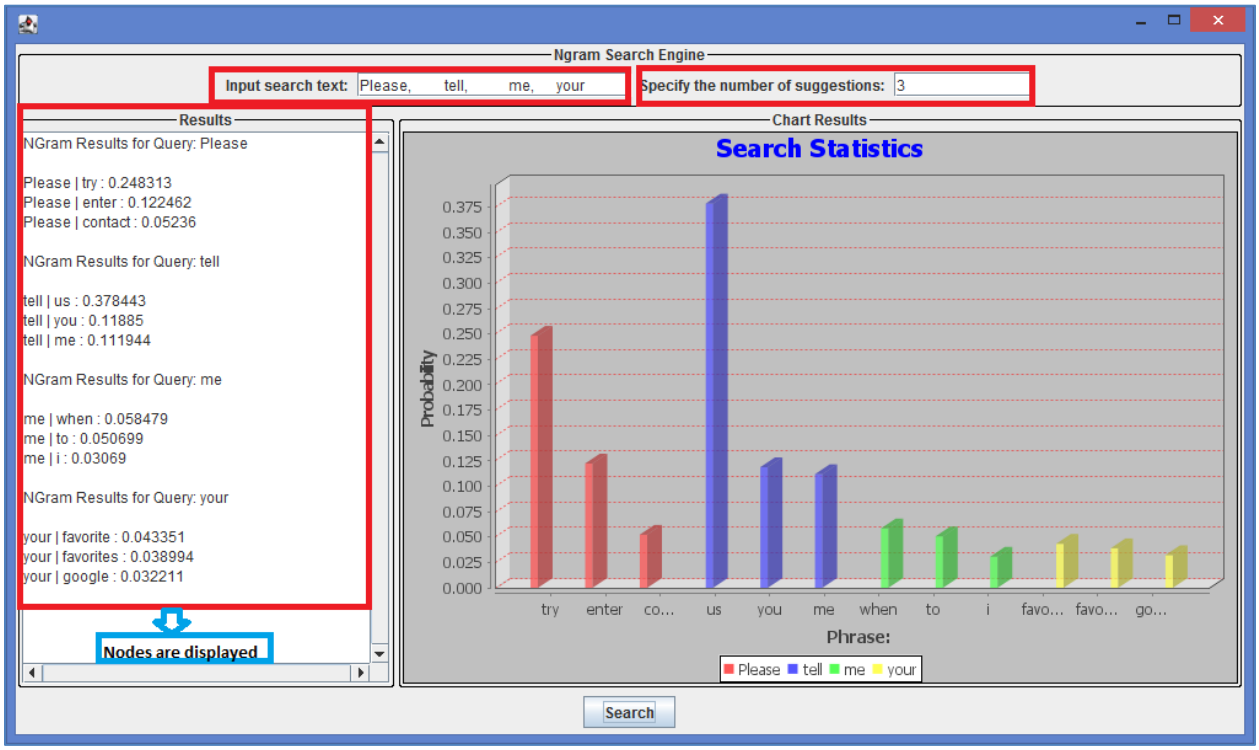


Screenshot 7

When a user enters an input search string "**abcd, abcd, abcd**", specifies the number of suggestions as some random value '**6'** and then clicks on the "**Search**" button, the corresponding search results of the NGram node are displayed accordingly by checking its redundancy and displaying the node results for only one input as indicated in the Left Hand Side of **Screenshot 7** and the probability graph is also shown on the NGram GUI.

<u>Test Case 8</u>: Input Search Text: Please, tell, me, your

Number of Suggestions specified by the user: 3

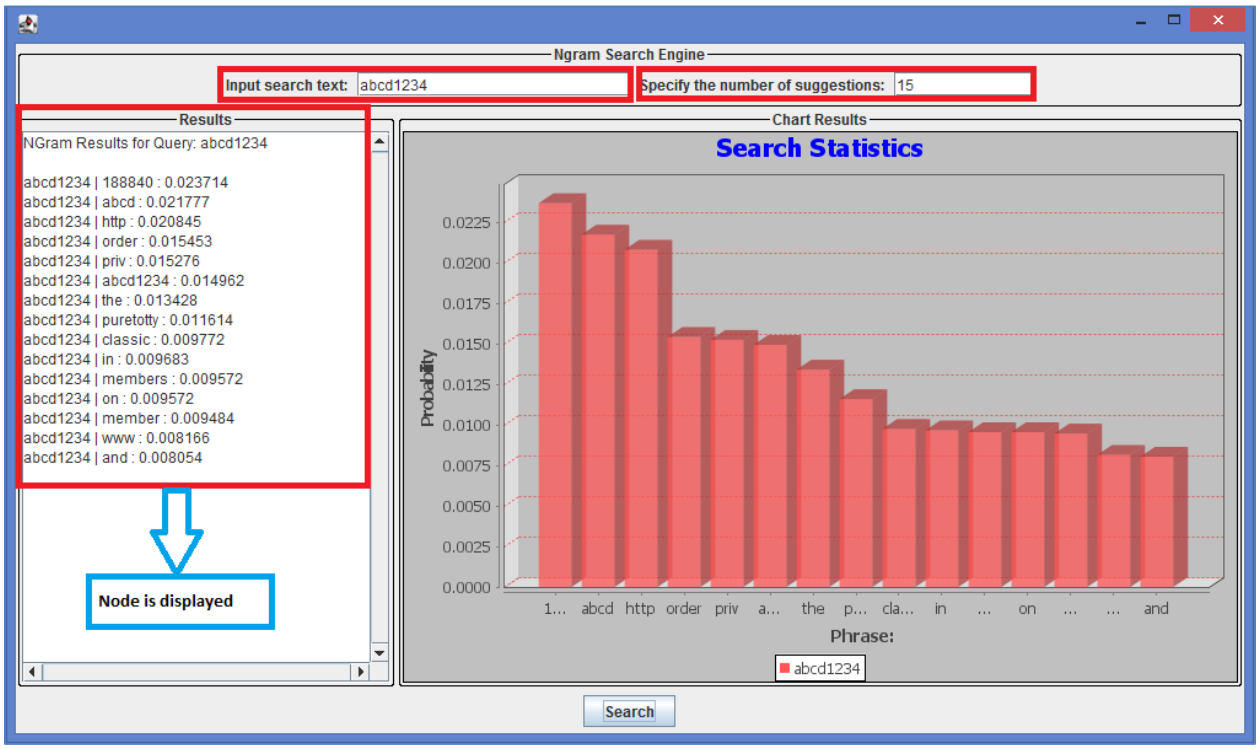


Screenshot 8

When a user enters an input search string "**Please, tell, me, your**", specifies the number of suggestions as some random value '**3'** and then clicks on the "**Search**" button, the corresponding three search results of the NGram node are displayed correctly inside the store as indicated in the Left Hand Side of **Screenshot 8** and the probability graph is also shown on the NGram GUI.

<u>Test Case 9</u>: Input Search Text: abcd1234

Number of Suggestions specified by the user: 15

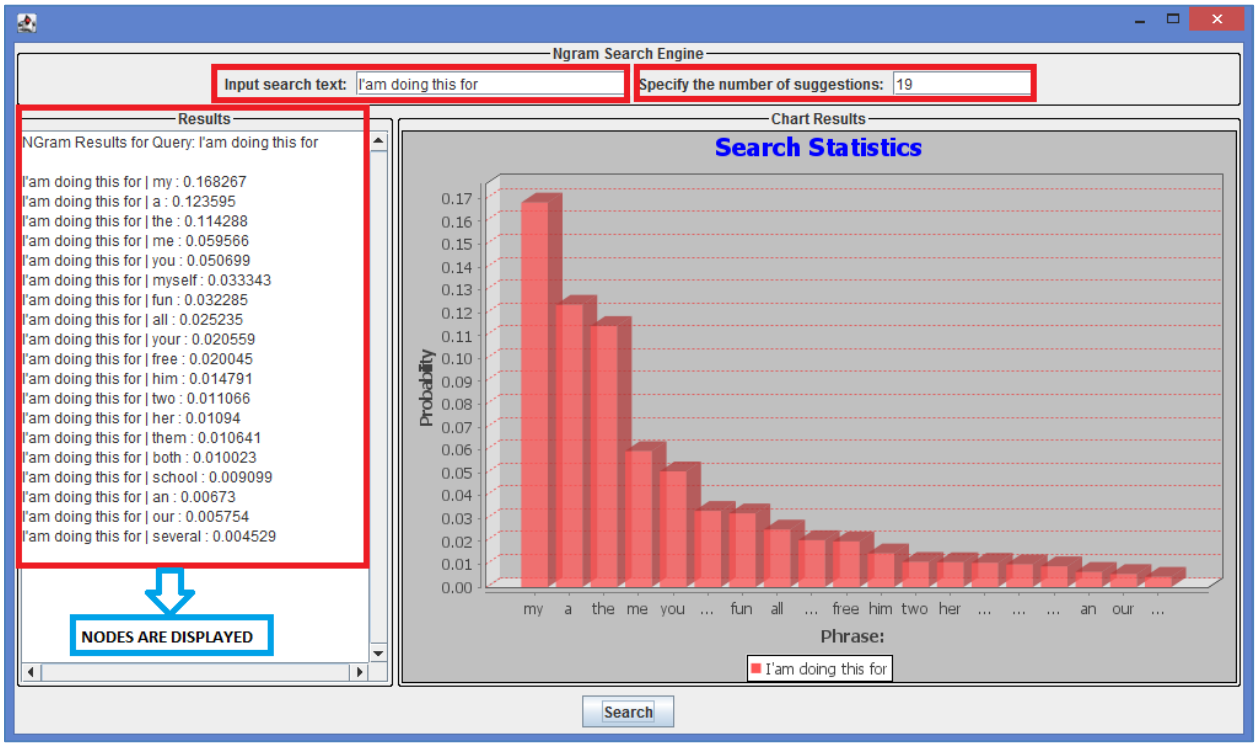


Screenshot 9

When a user inputs a search string "**abcd1234**", specifies the number of suggestions as some random value '**15'** and then clicks on the "**Search**" button, the NGram node's 15 search results are displayed correctly as shown in the left hand side of the above **Screenshot 9** and the probability graph is also shown on the NGram GUI.

<u>Test Case 10</u>: Input Search Text: I'am doing this for

Number of Suggestions specified by the user: 23

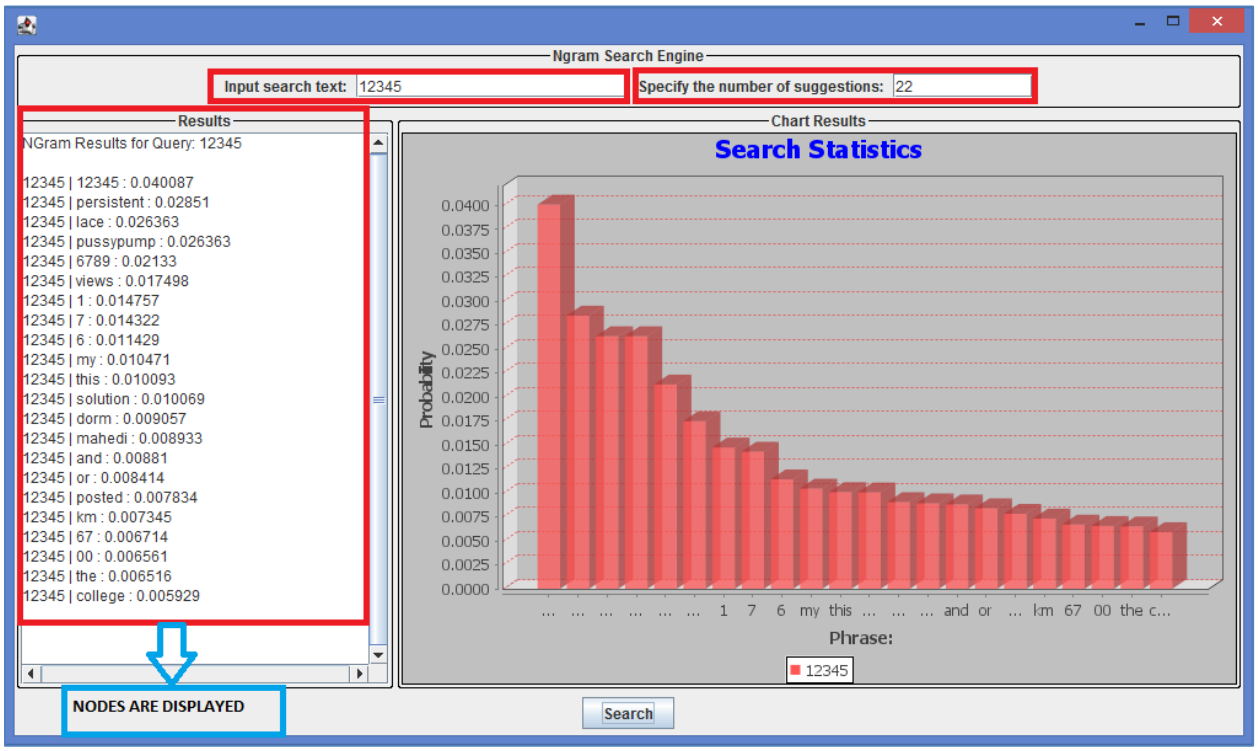


Screenshot 10

When a user inputs a search string "**I'am doing this for**", specifies the number of suggestions as some random value '**19'** and then clicks on the "**Search**" button, the NGram node's 19 search results are displayed correctly as shown in the left hand side of the above **Screenshot 10** and the probability graph is also shown on the NGram GUI.

<u>Test Case 11</u>: Input Search Text: 12345

Number of Suggestions specified by the user: 22

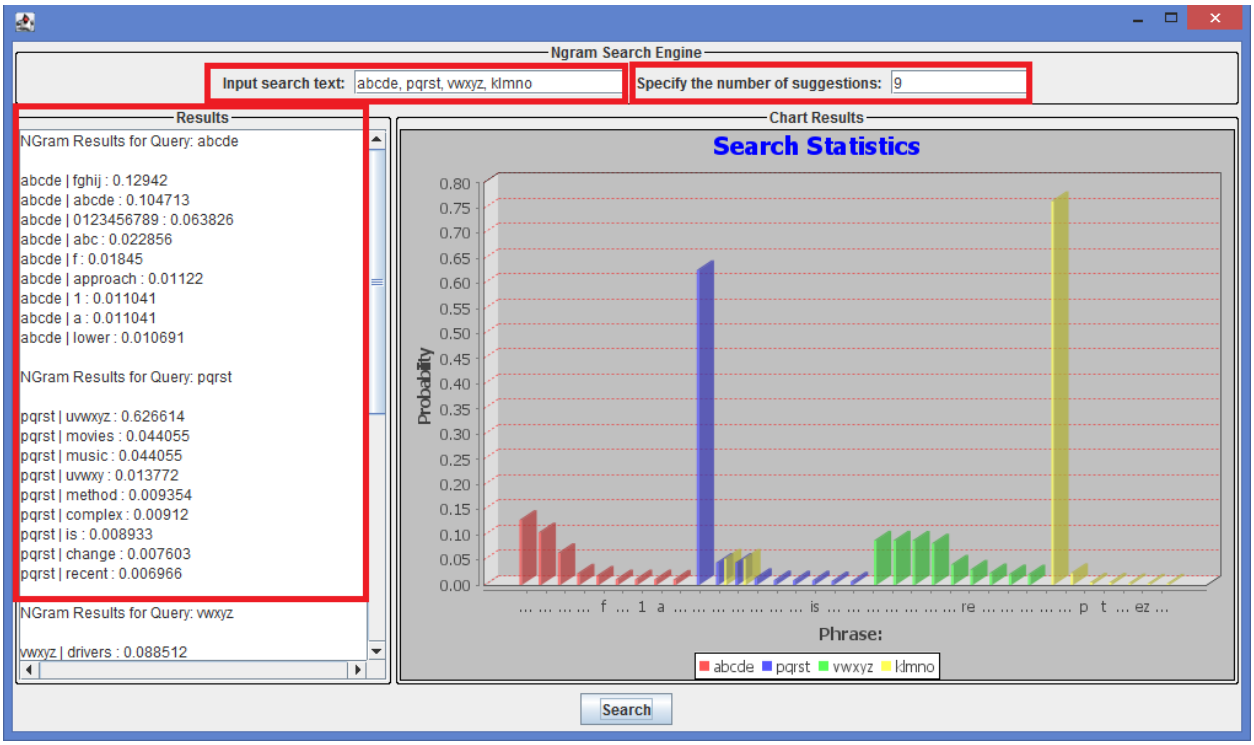


Screenshot 11

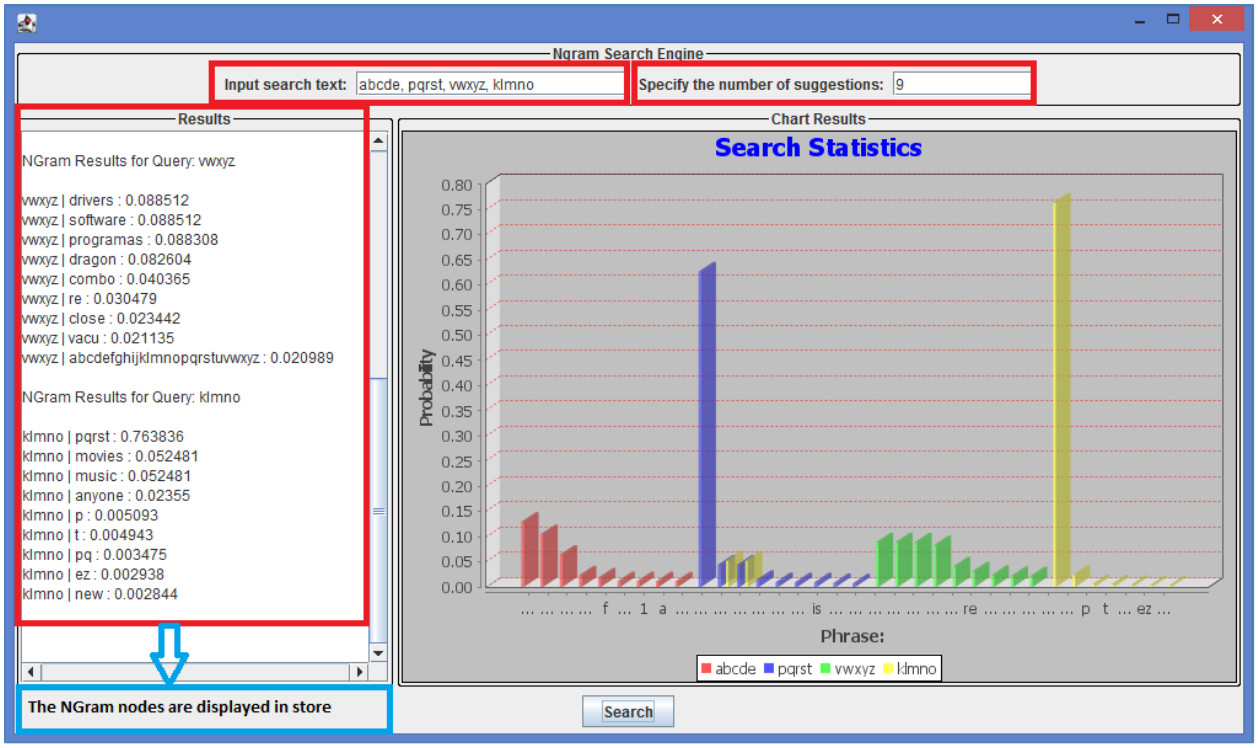
When a user inputs a search string "**12345**", specifies the number of suggestions as some random value '**22'** and then clicks on the "**Search**" button, the NGram node's 22 search results are displayed correctly as shown in the left hand side of the above **Screenshot 11** and the probability graph is also shown on the NGram GUI.

<u>Test Case 12</u>: Input Search Text: abcde, pqrst, vwxyz, klmno

Number of Suggestions specified by the user: 9



Screenshot 12 (The first set of node results displayed above the scrollbar)

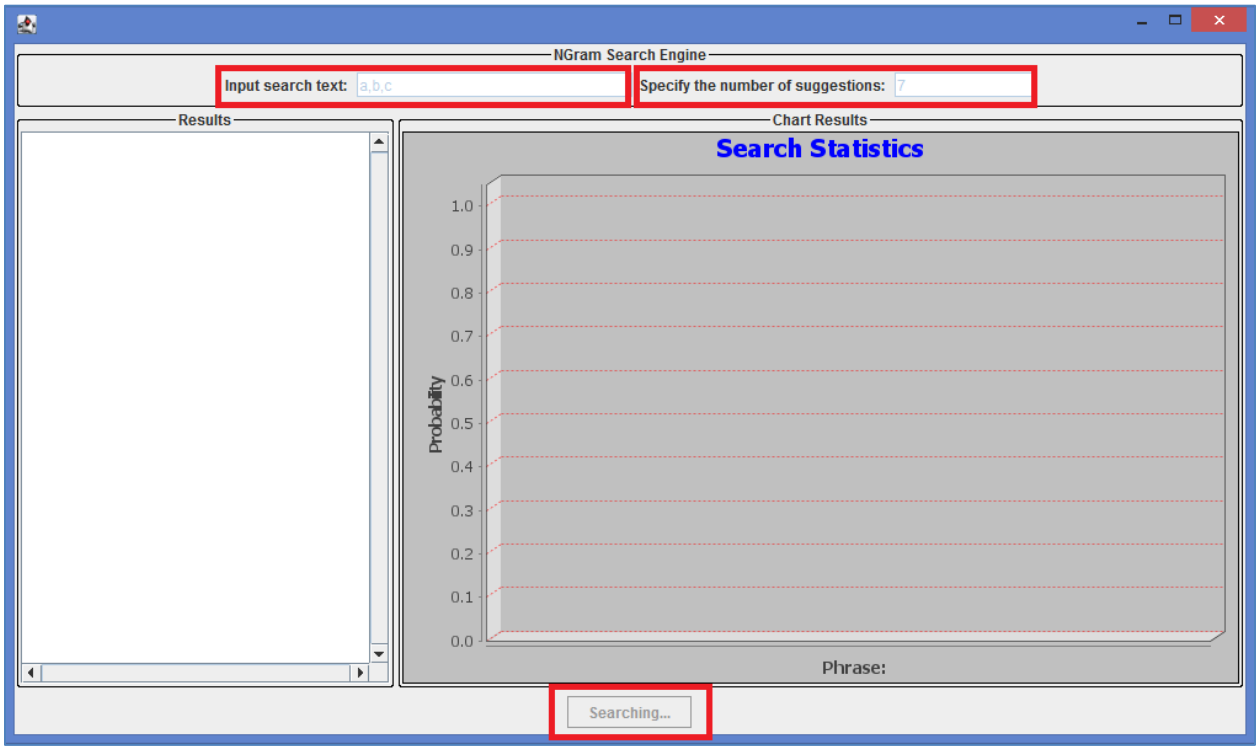


Screenshot 13 (The remaining node results displayed below the scrollbar)

When a user inputs a search string "**abcde, pqrst, vwxyz, klmno**", specifies the number of suggestions as some random value '**9'** and then clicks on the "**Search**" button, the NGram search results having 9 nodes are displayed correctly inside the store by use of a scrollbar as shown in the left hand side of the above **Screenshot 12** and **Screenshot 13** and the probability graph is also shown on the NGram GUI.

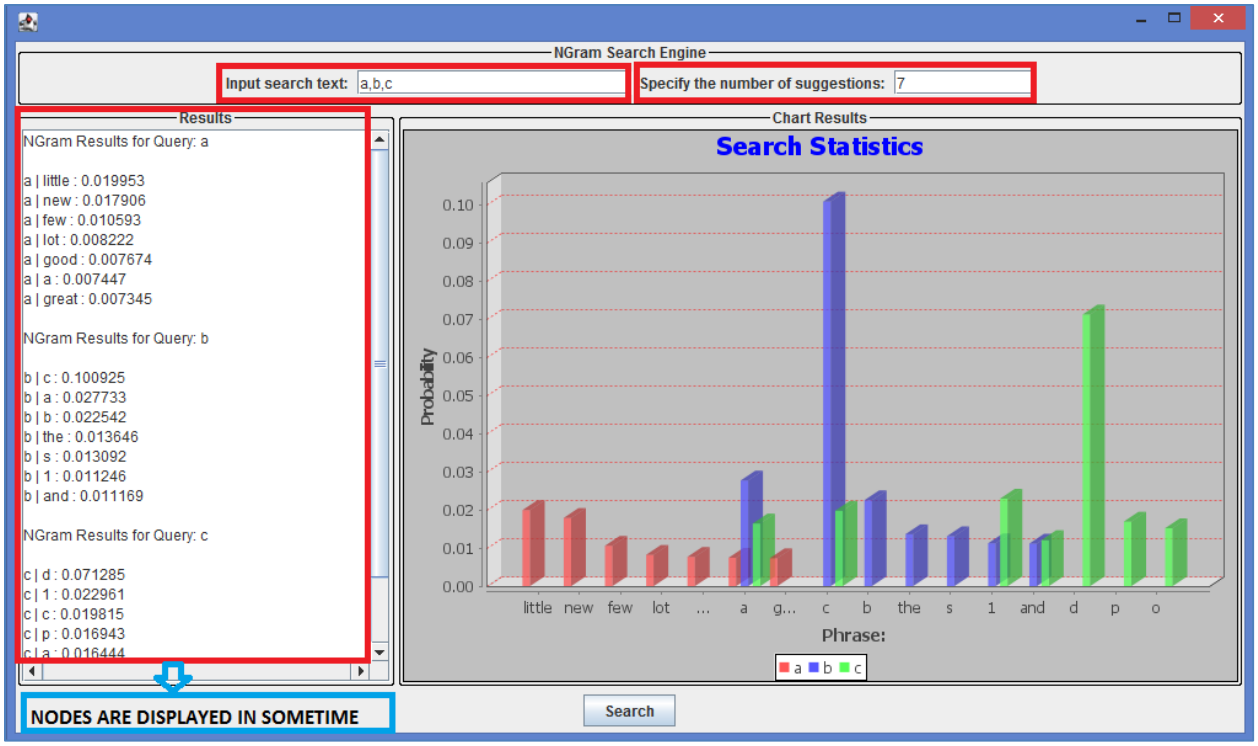
<u>Test Case 13</u>: Input Search Text: a,b,c

Number of Suggestions specified by the user: 7



Screenshot 14

When a user inputs a search string **"a,b,c**" specifies the number of suggestions as some random value '**7**' and then clicks on the "**Search**" button, the GUI is not blocked and the NGram search engine is still "Searching…" for the node results. The textboxes and the Search button are disabled till the search completes as indicated in the above **Screenshot 14**.

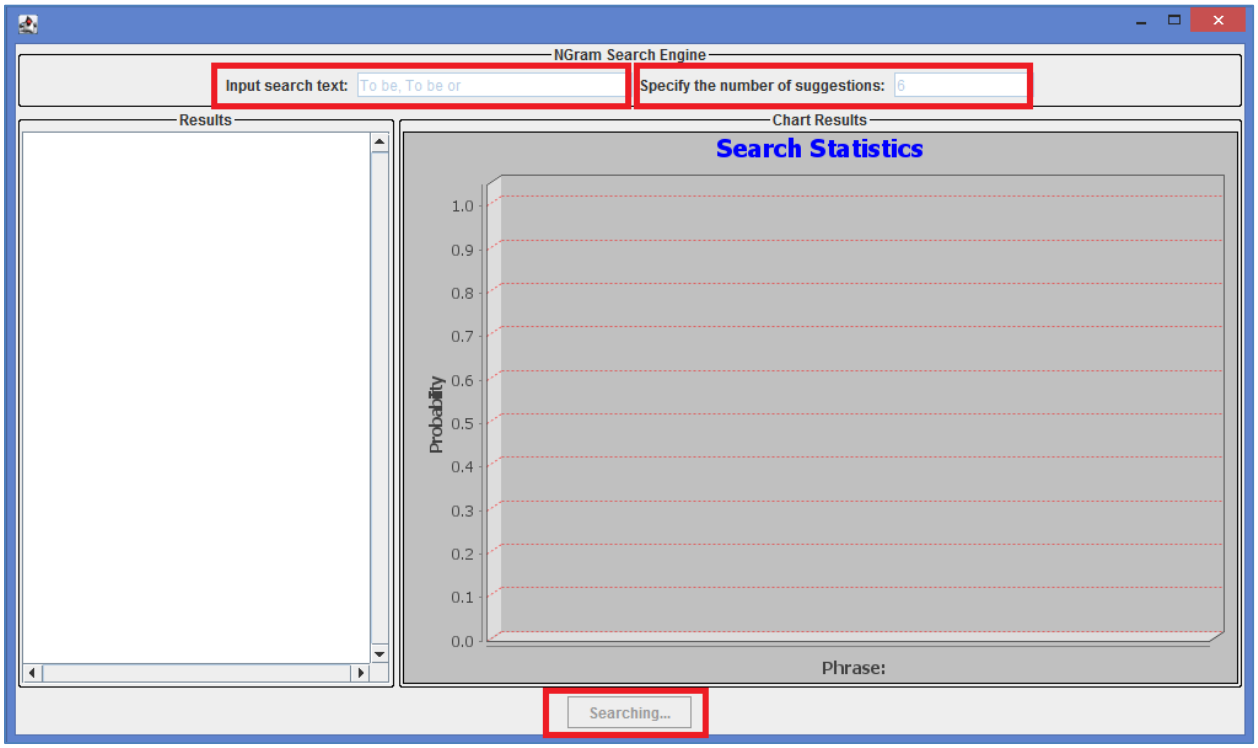


Screenshot 15

After the search completes successfully and the results are retrieved by the NGram engine, the nodes are displayed in the store as shown in the left hand side of the **Screenshot 15**.

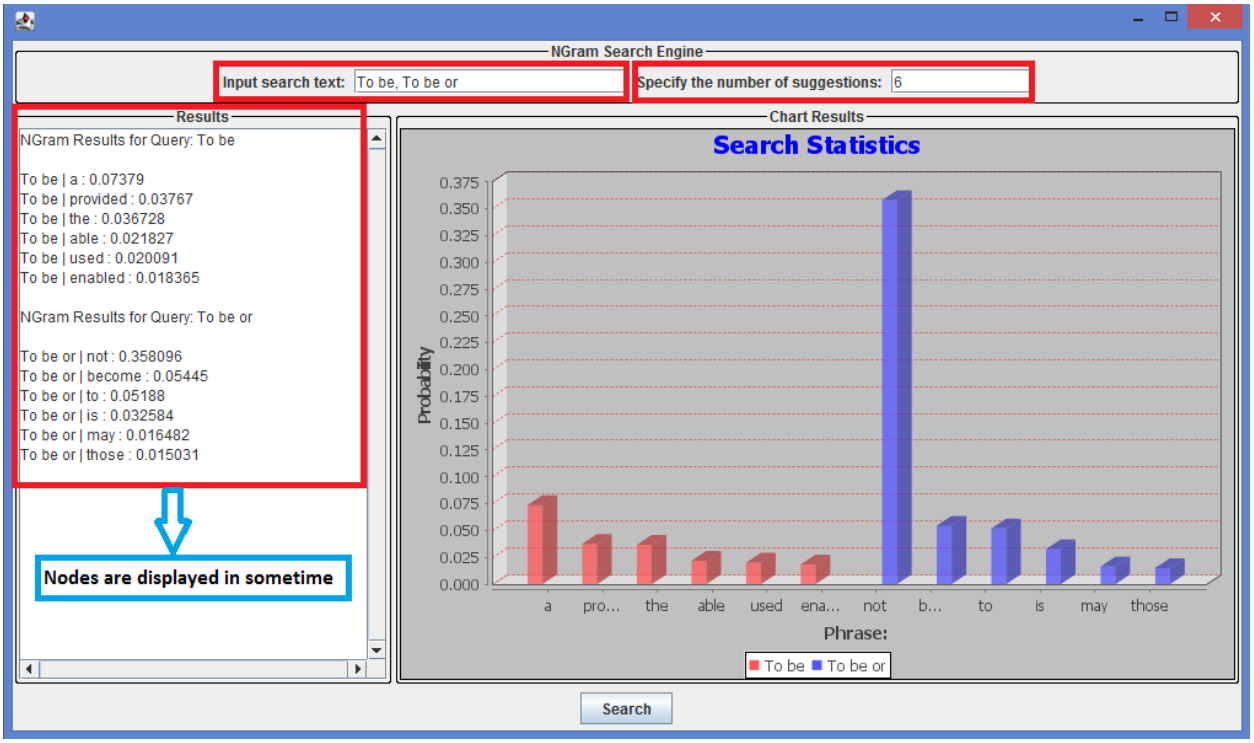
<u>Test Case 14</u>: Input Search Text: To be, To be or

Number of Suggestions specified by the user: 6



Screenshot 16

When a user enters an input search string "**To be, To be or**", specifies the number of suggestions as some random value '**6**' and then clicks on the "**Search**" button, the GUI is not blocked and the NGram search engine is still "Searching…" for the node results. The textboxes and the Search button are disabled till the search completes as indicated in the above **Screenshot 16**.

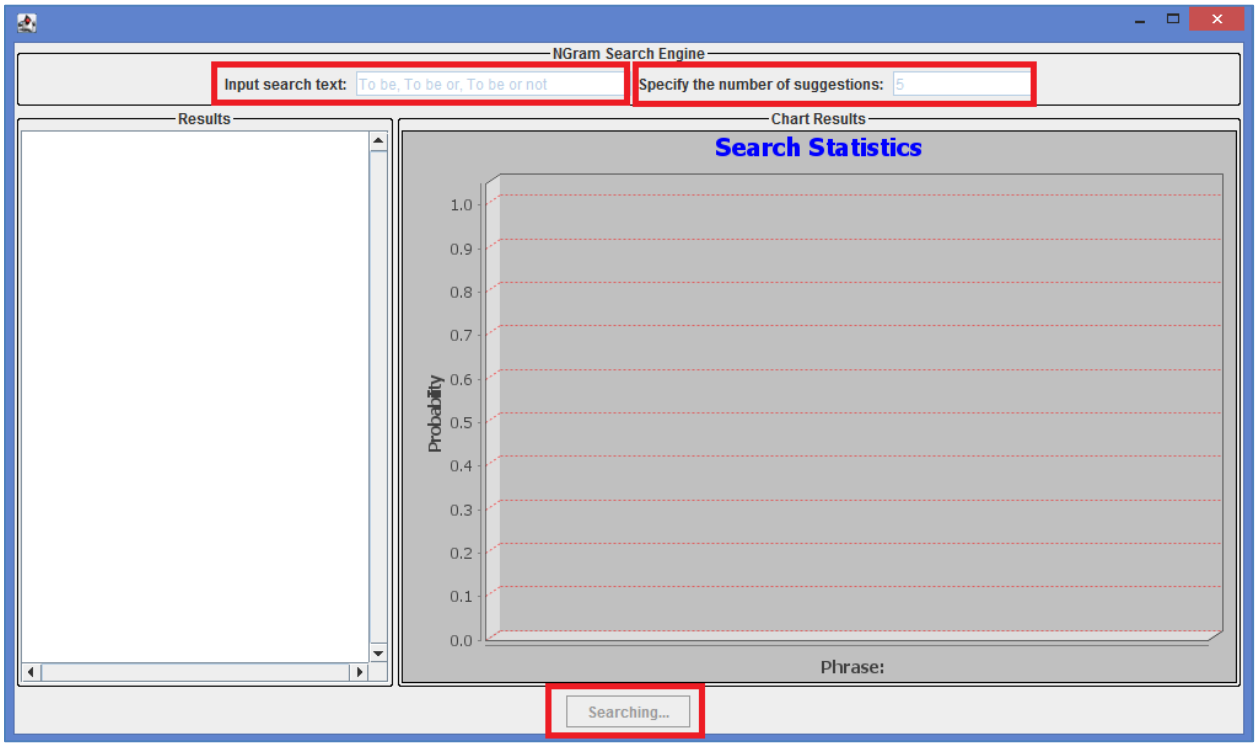


Screenshot 17

After the search completes successfully and the results are retrieved by the NGram engine, the nodes are displayed in the store as shown in the left hand side of the **Screenshot 17**.

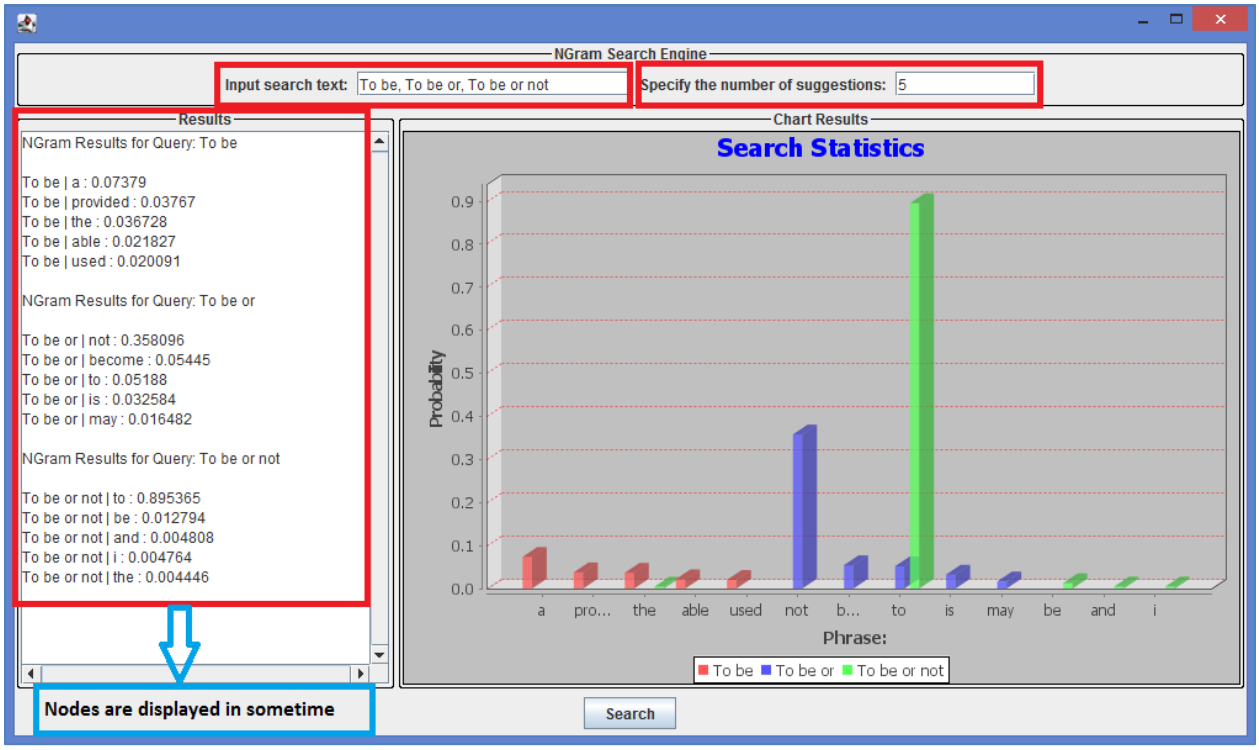
<u>Test Case 15</u>: Input Search Text: To be, To be or, To be or not

Number of Suggestions specified by the user: 5



Screenshot 18

When a user enters an input search string "**To be, To be or, To be or not**", specifies the number of suggestions as some random value '**5**' and then clicks on the "**Search**" button, the GUI is not blocked and the NGram search engine is still "Searching…" for the node results. The textboxes and the Search button are disabled till the search completes as indicated in the above **Screenshot 18**.



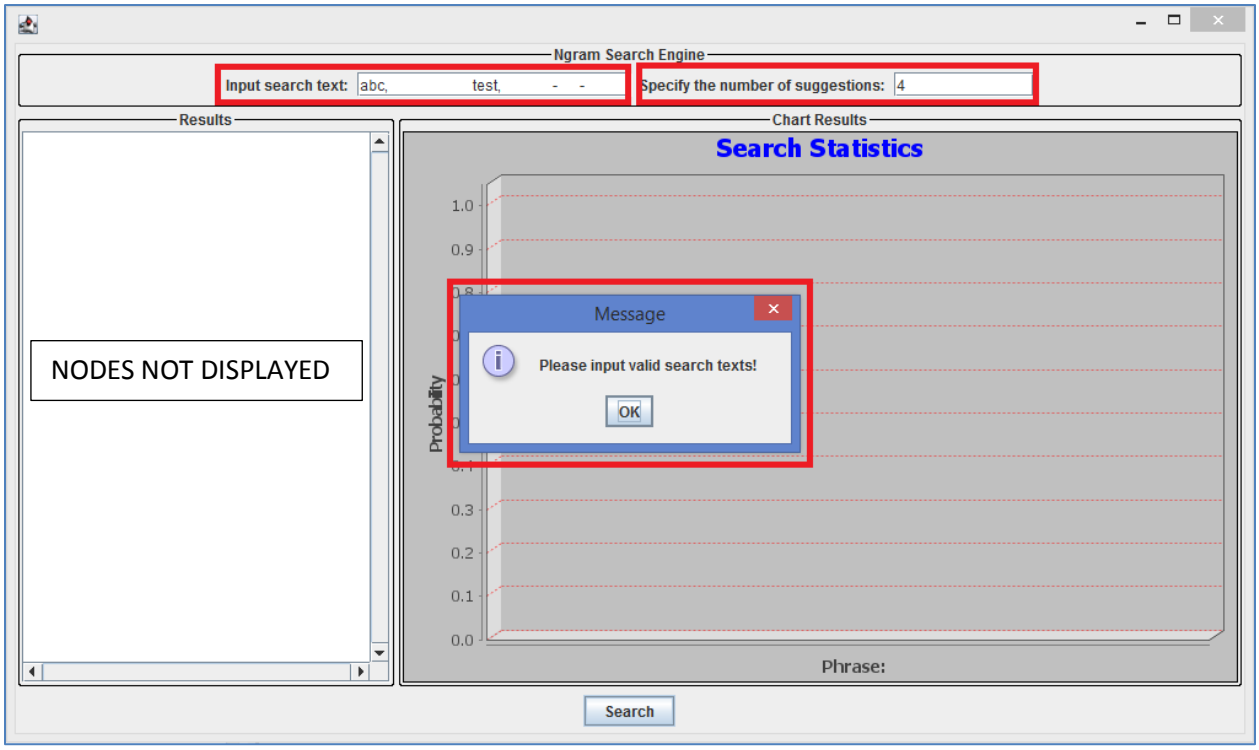
Screenshot 19

After the search completes successfully and the results are retrieved by the NGram engine, the nodes are displayed in the store as shown in the left hand side of the **Screenshot 19**.

Negative GUI Test Scenarios:

Test Case 1: Input Search Text: abc, test, - -

Number of Suggestions specified by the user: 4

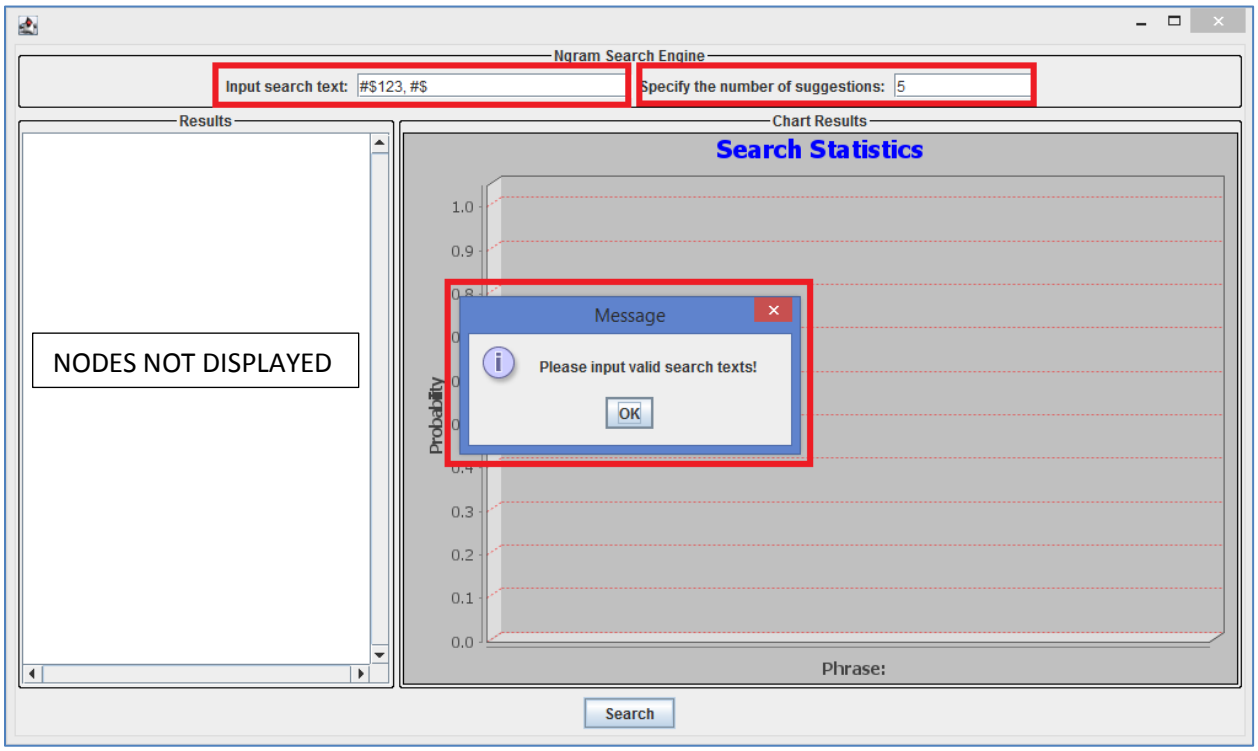


Screenshot 1

When a user enters an input search string "**abc, test, - -**", specifies the number of suggestions as some random value '**4**' and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 1**.

<u>Test Case 2</u>: Input Search Text: #$123, #%

Number of Suggestions specified by the user: 4

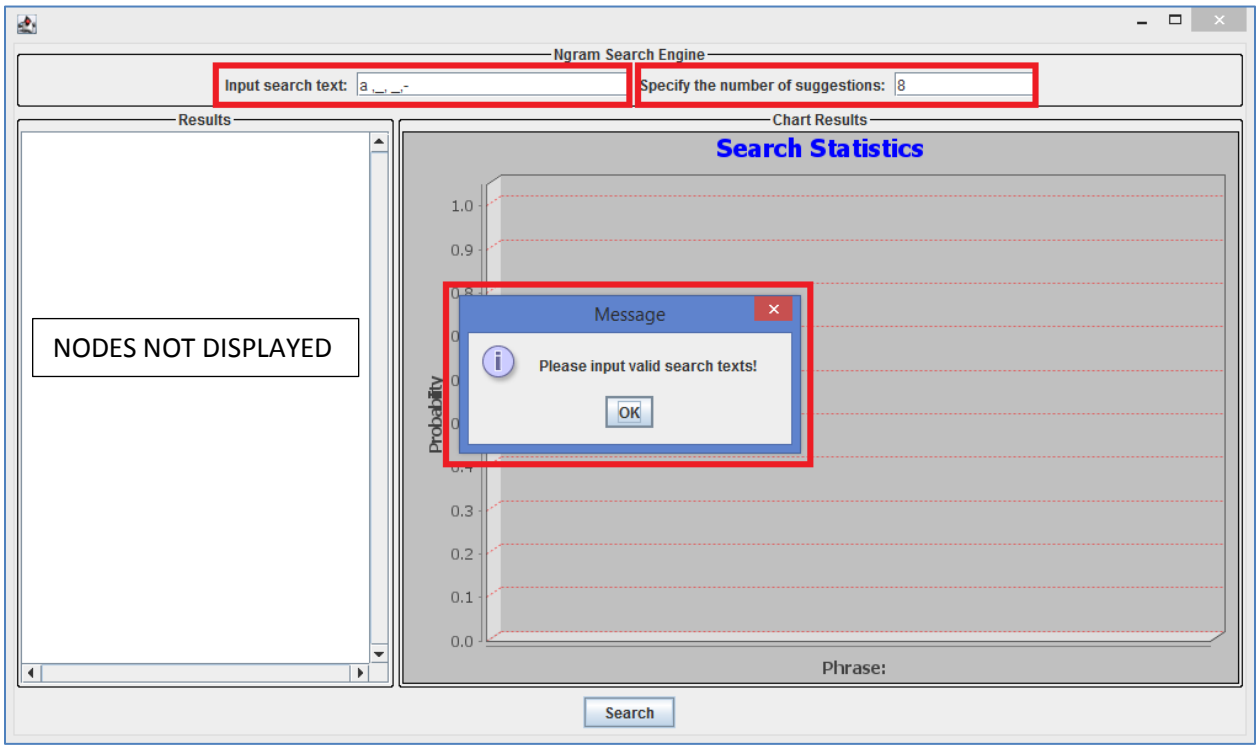


Screenshot 2

When a user enters an input search string **"#$123, #%**", specifies the number of suggestions as some random value '**5'** and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 2**.

<u>Test Case 3</u>: Input Search Text: a ,_, _,-

Number of Suggestions specified by the user: 8

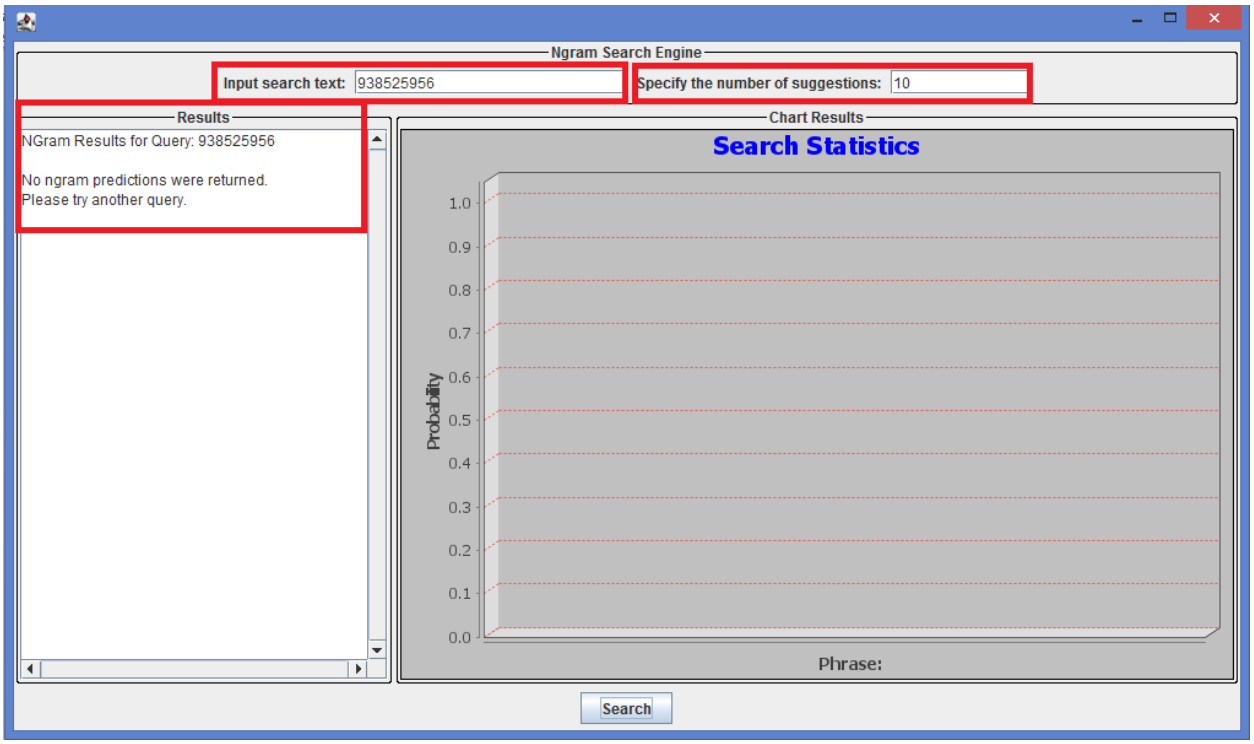


Screenshot 3

When a user enters an input search string "**a ,_, _,-**" specifies the number of suggestions as some random value '**8'** and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 3**.

<u>Test Case 4</u>: Input Search Text: 938525956

Number of Suggestions specified by the user: 10

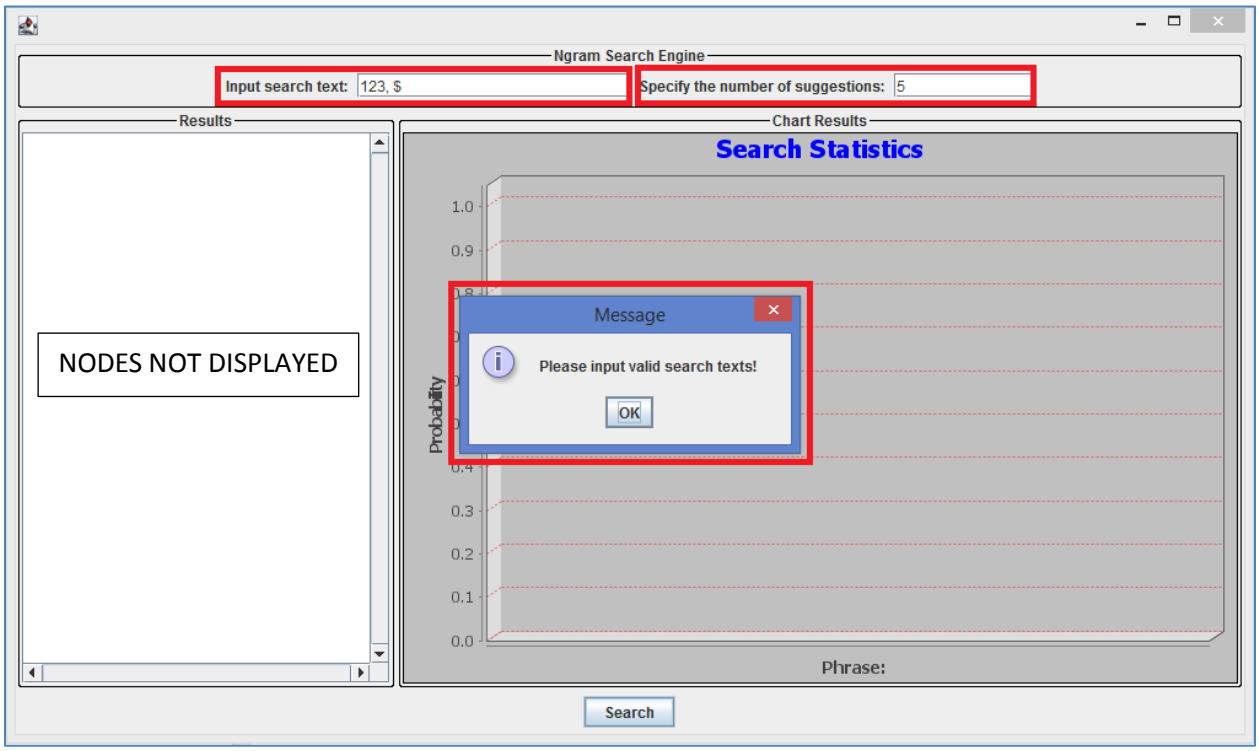


Screenshot 4

When a user enters a random number input "**938525956**", specifies the number of suggestions as some random value '**10'** and then clicks on the "**Search**" button, there are no search results displayed and an error message "**No ngram predictions were returned. Please try another query**" is displayed on the node i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 4**.

<u>Test Case 5</u>: Input Search Text: 123, $

Number of Suggestions specified by the user: 5

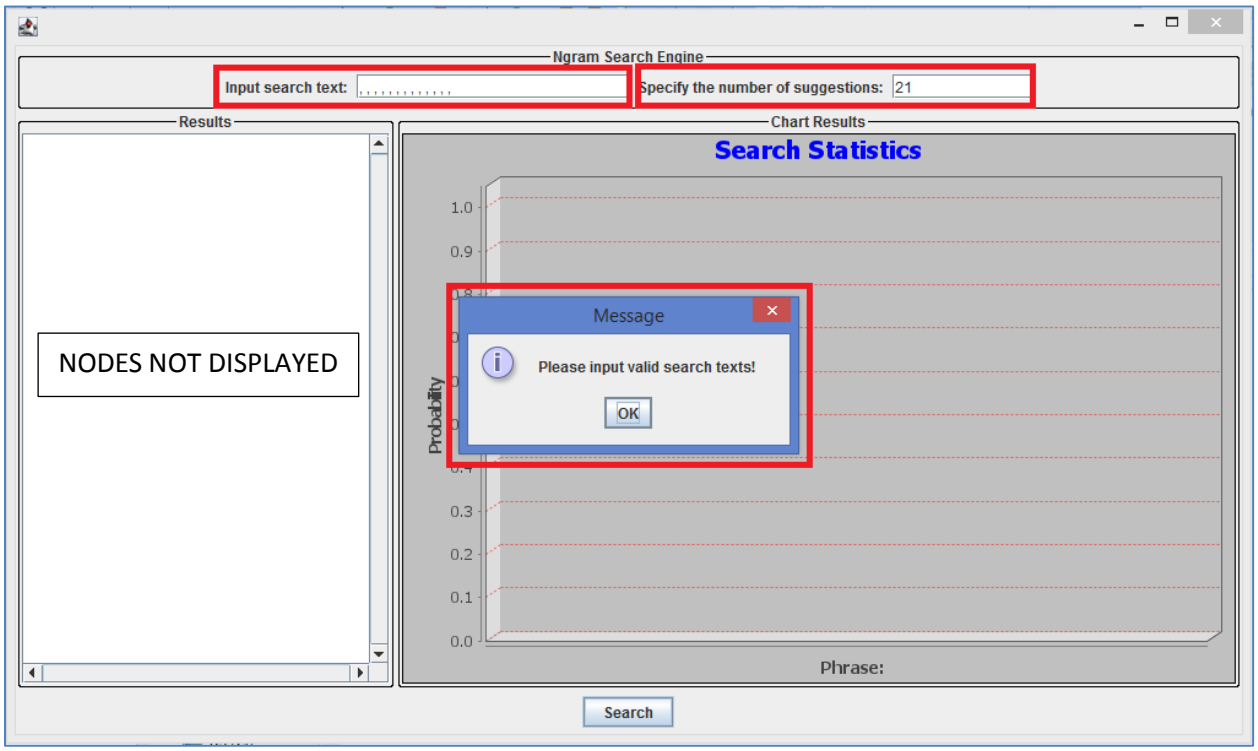


Screenshot 5

When a user enters a random number input "**123, $**", specifies the number of suggestions as some random value '**5'** and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 5**.

<u>Test Case 6</u>: Input Search Text: , , , , , , , , , , , , ,

Number of Suggestions specified by the user: 21

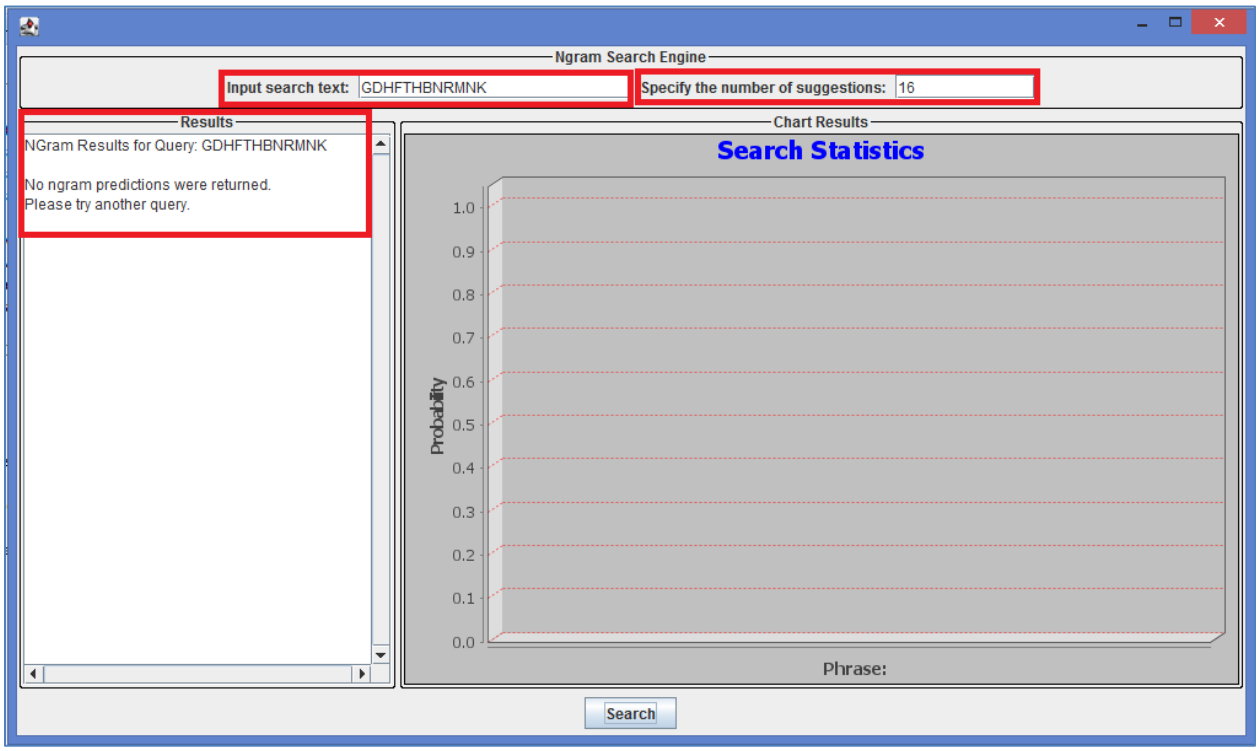


Screenshot 6

When a user enters a random number input "**, , , , , , , , , , , , ,**", specifies the number of suggestions as some random value '**21'** and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 6**.

<u>Test Case 7</u>: Input Search Text: GDHFTHBNRMNK

Number of Suggestions specified by the user: 16

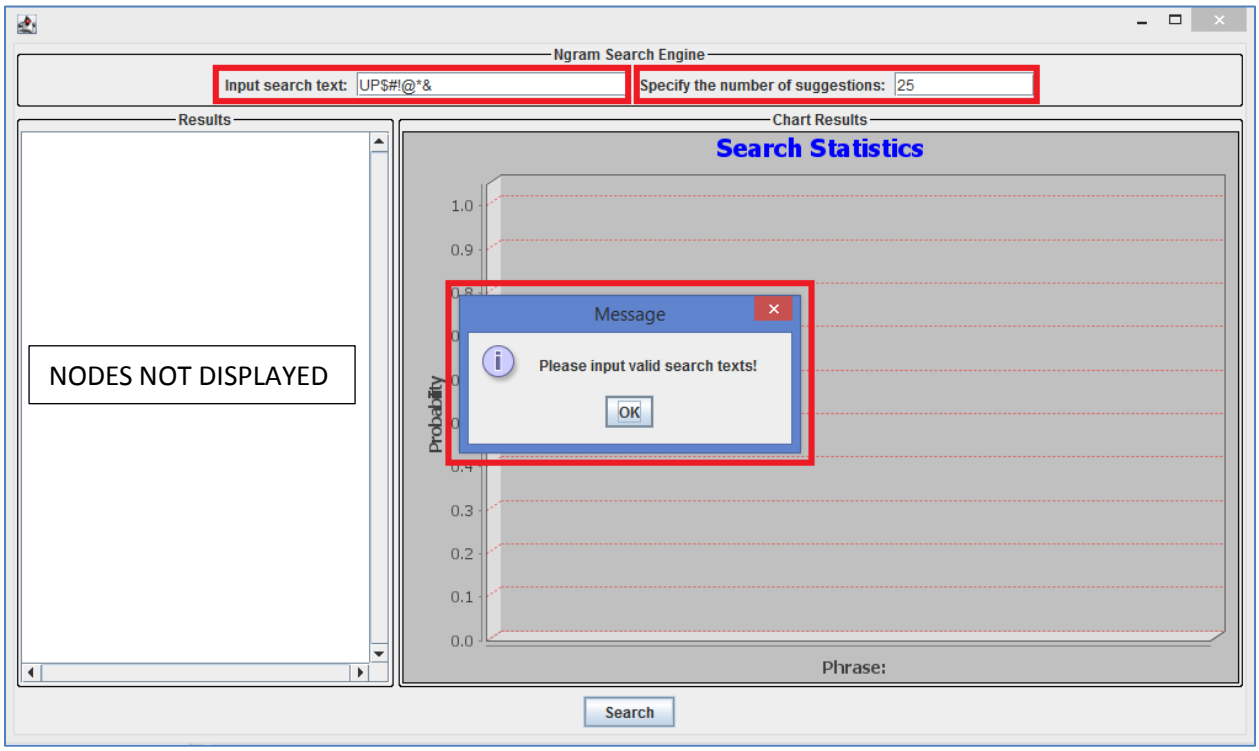


Screenshot 7

When a user enters a random number input "**GDHFTHBNRMNK**", specifies the number of suggestions as some random value '**16'** and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 7**.

<u>Test Case 8</u>: Input Search Text: UP$#!@*&

Number of Suggestions specified by the user: 25

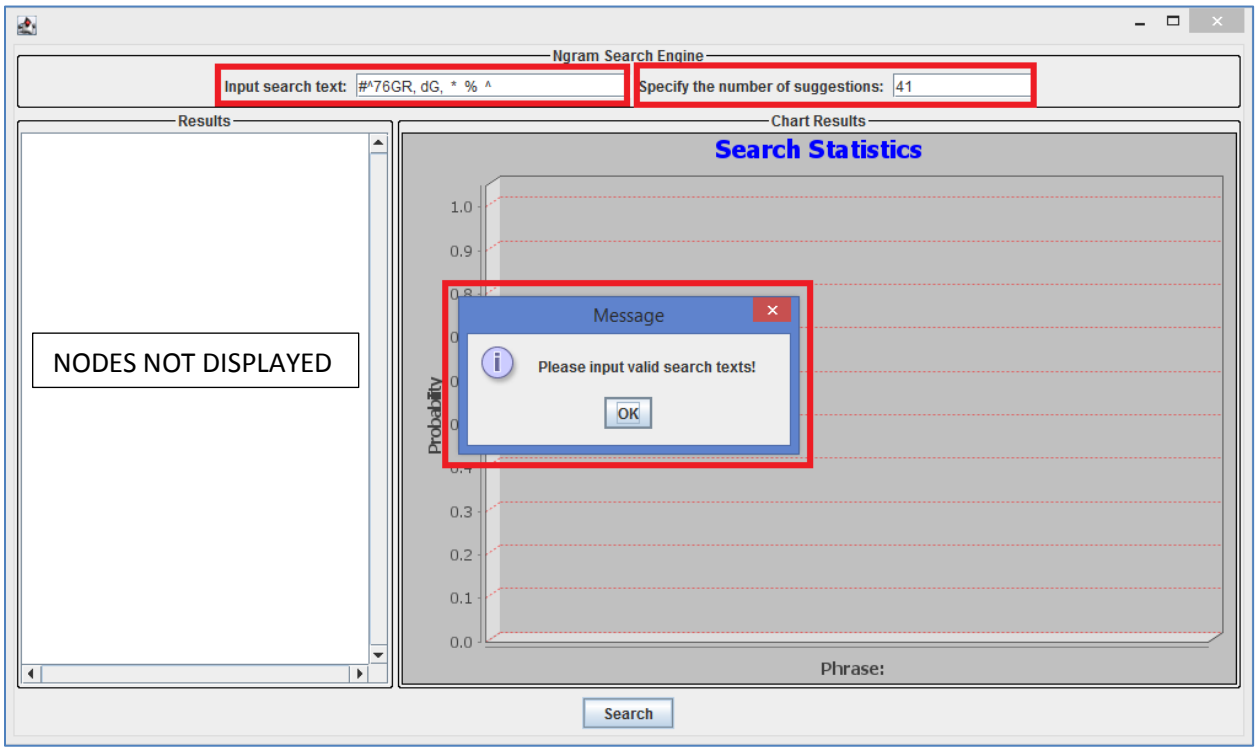


Screenshot 8

When a user enters a random number input "**UP$#!@*&**", specifies the number of suggestions as some random value '**25'** and then clicks on the "**Search**" button, an error message "**No ngram predictions were returned. Please try another query.**" is displayed in the place of the node and the corresponding search results of NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 8**.

<u>Test Case 9</u>: Input Search Text: #^76GR, dG, * % ^

Number of Suggestions specified by the user: 41

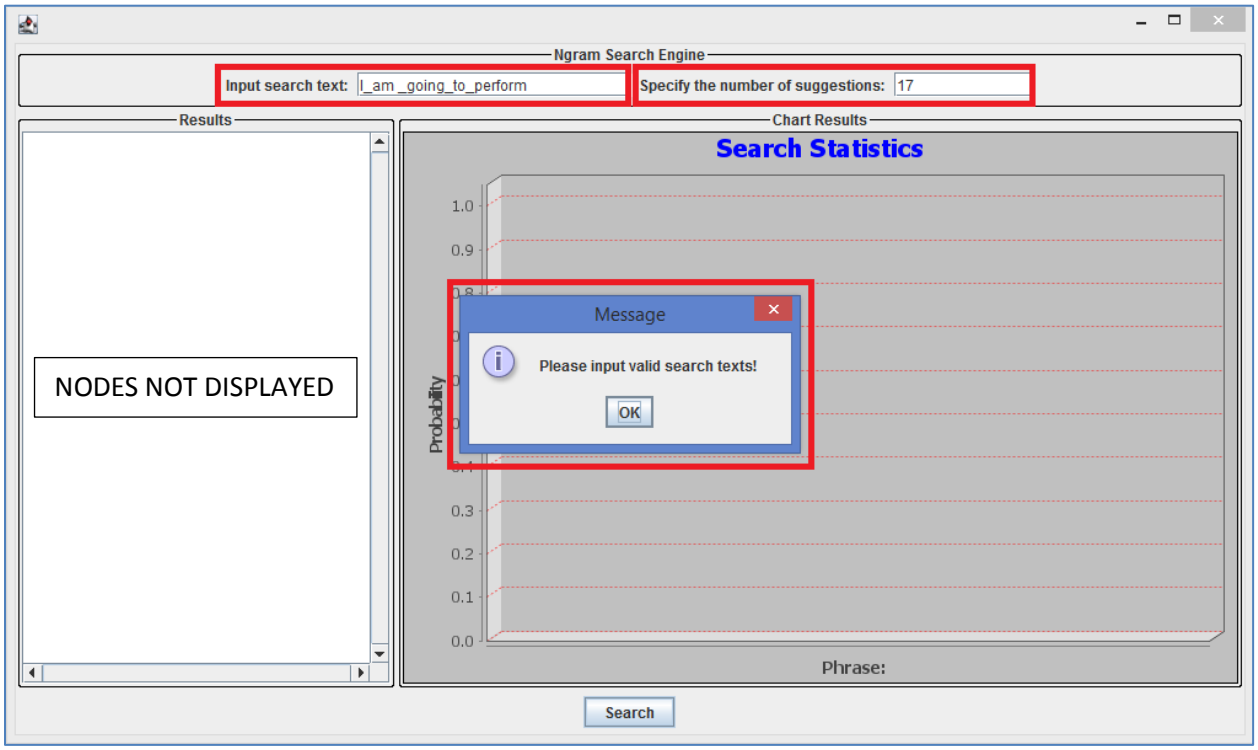


Screenshot 9

When a user enters an input search string "**#^76GR, dG, * % ^**", specifies the number of suggestions as some random value '**41'** and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 9**.

<u>Test Case 10</u>: Input Search Text: I_am _going_to_perform

Number of Suggestions specified by the user: 17

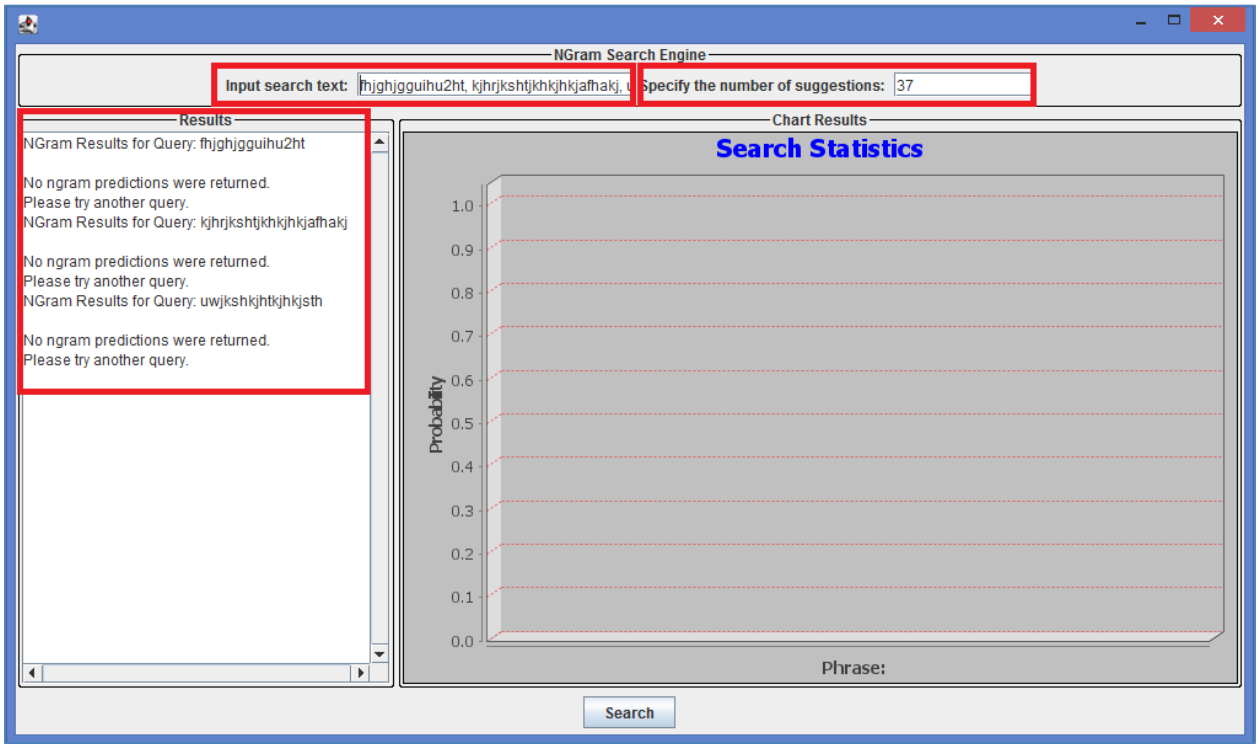


Screenshot 10

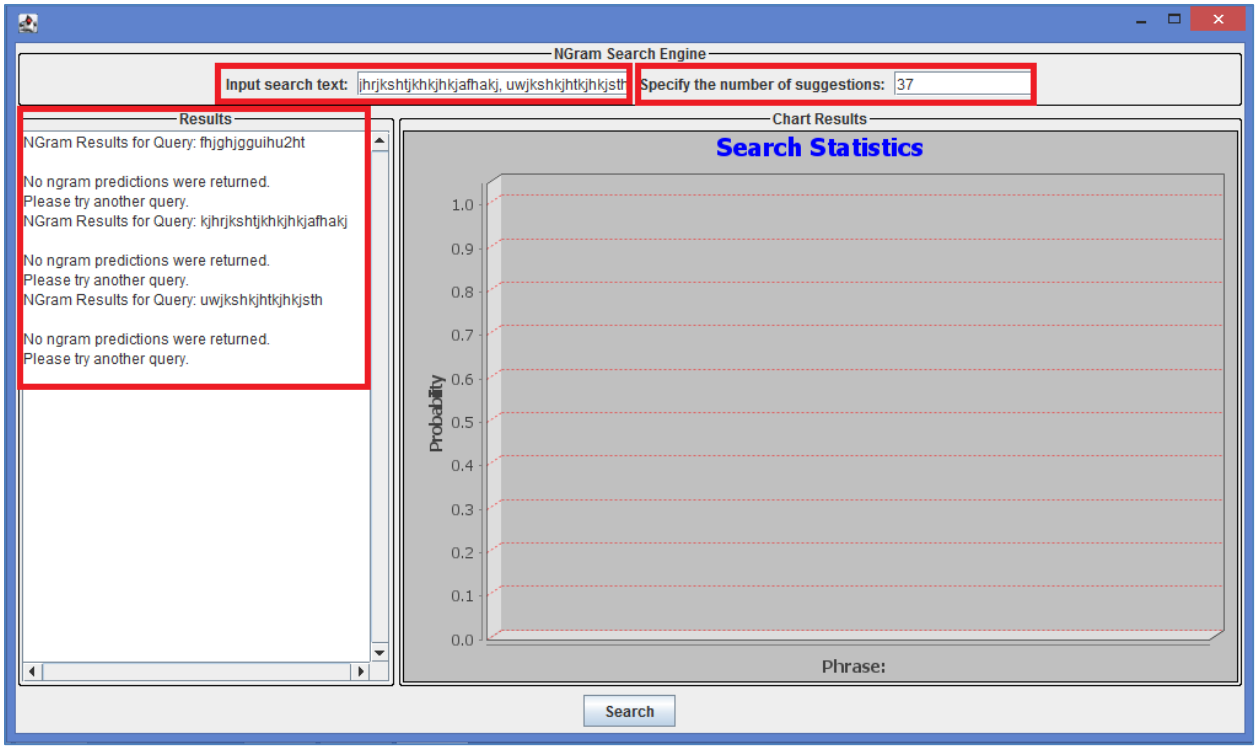
When a user inputs a search string "**I_am _going_to_perform**", specifies the number of suggestions as some random value '**17'** and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 10**.

<u>Test Case 11</u>: Input Search Text: fhjghjgguihu2ht, kjhrjkshtjkhkjhkjafhakj, uwjkshkjhtkjhkjsth

Number of Suggestions specified by the user: 37



Screenshot 11

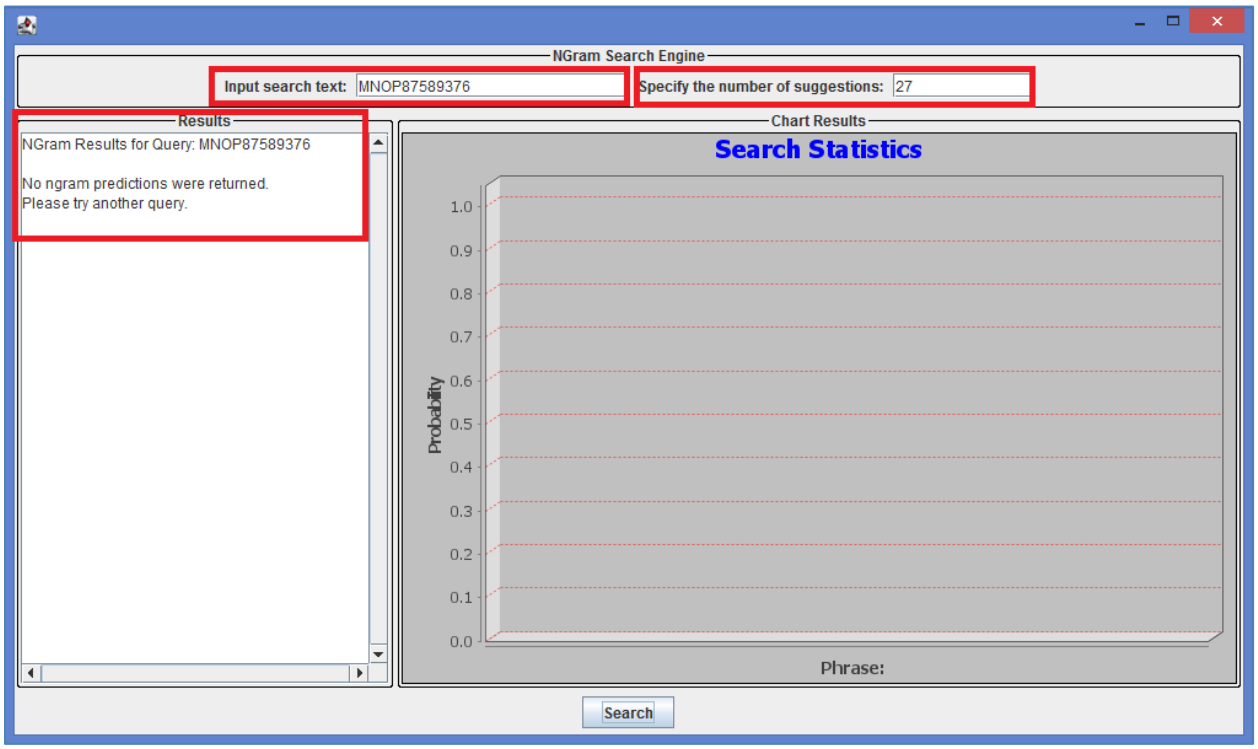


Screenshot 12

When a user enters a random number input "**fhjghjgguihu2ht, kjhrjkshtjkhkjhkjafhakj, uwjkshkjhtkjhkjsth**", specifies the number of suggestions as some random value '**37'** and then clicks on the "**Search**" button, there are no search results displayed and an error message "**No ngram predictions were returned. Please try another query**" is displayed on the node i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 11** and **Screenshot 12**.

<u>Test Case 12</u>: Input Search Text: MNOP87589376

Number of Suggestions specified by the user: 26

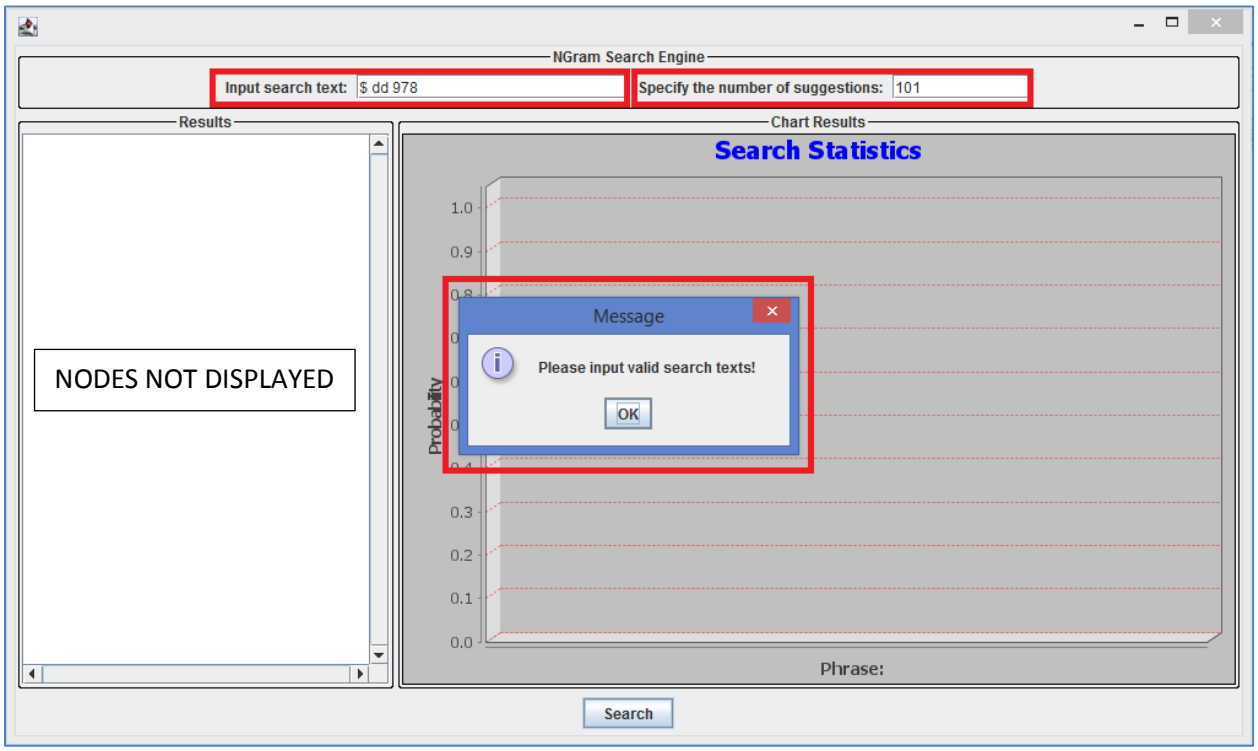


Screenshot 13

When a user inputs a search string "**MNOP87589376**", specifies the number of suggestions as some random value '**27'** and then clicks on the "**Search**" button, there are no search results displayed and an error message "**No ngram predictions were returned. Please try another query**" is displayed on the node i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 13**.

<u>Test Case 13</u>: Input Search Text: $ dd 978

Number of Suggestions specified by the user: 101

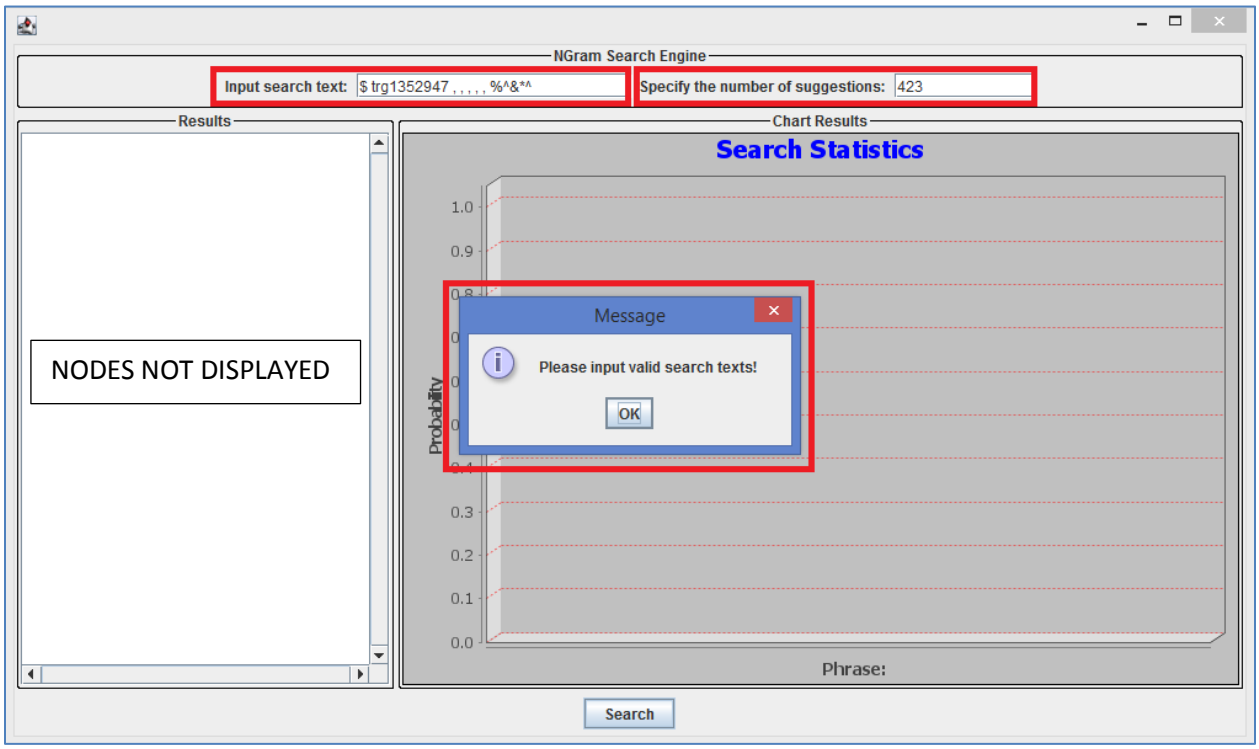


Screenshot 14

When a user inputs a search string "**$ dd 978**", specifies the number of suggestions as some random value '**101**' and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 14**.

<u>Test Case 14</u>: Input Search Text: $ trg1352947 , , , , , %^&*^

Number of Suggestions specified by the user: 423

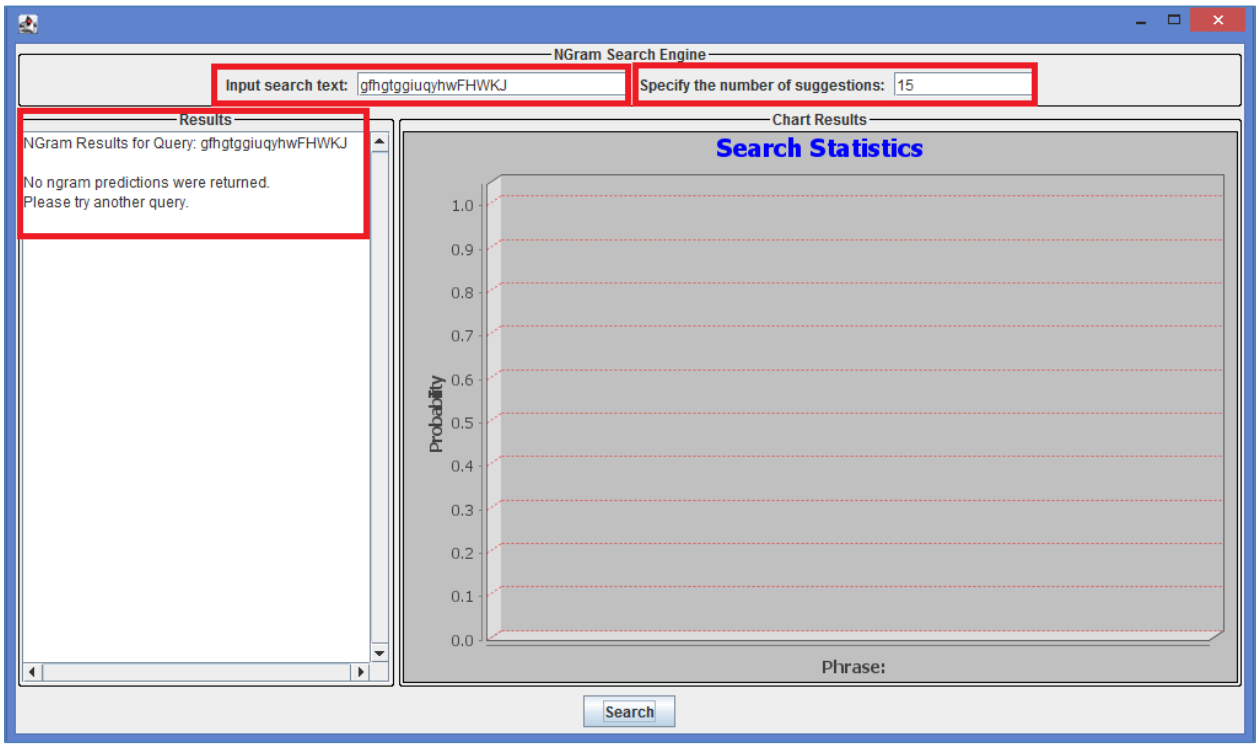


Screenshot 15

When a user inputs a search string "**$ trg1352947 , , , , , %^&*^**", specifies the number of suggestions as some random value '**423**' and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 15**.

<u>Test Case 15</u>: Input Search Text: gfhgtggiuqyhwFHWKJ

Number of Suggestions specified by the user: 15

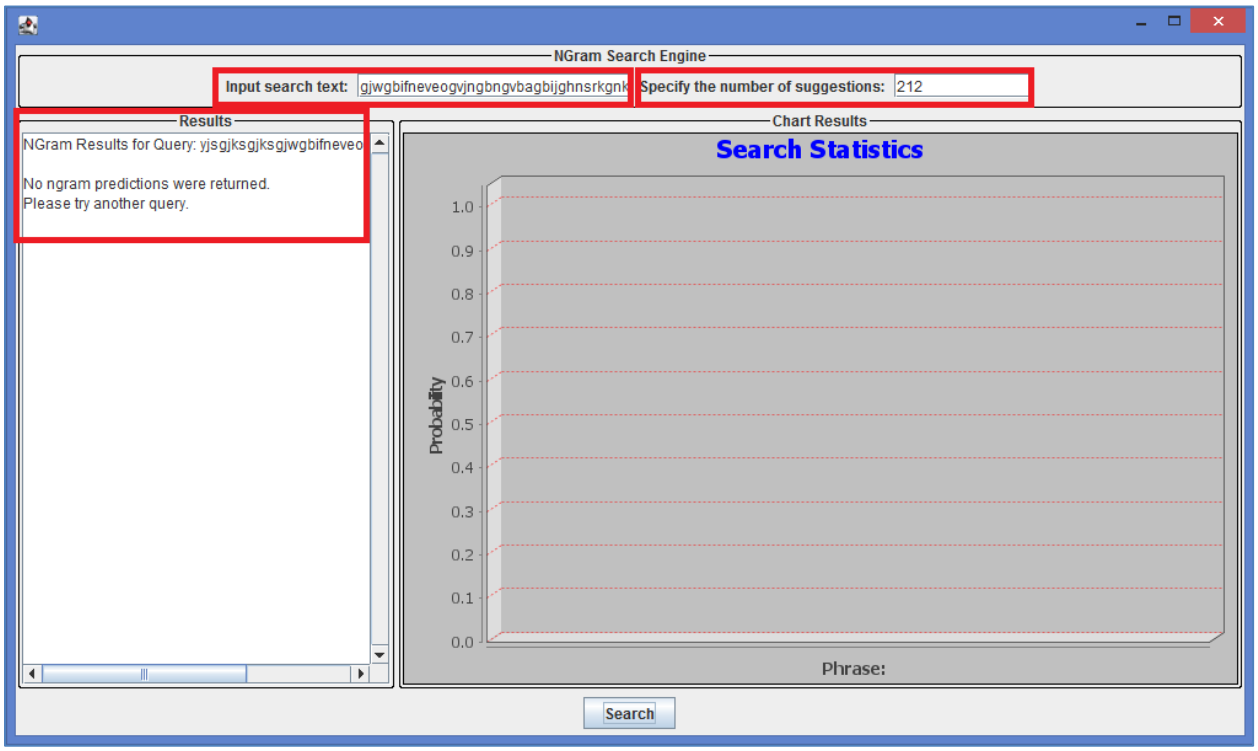


Screenshot 16

When a user inputs a search string "**gfhgtggiuqyhwFHWKJ**", specifies the number of suggestions as some random value '**15**' and then clicks on the "**Search**" button, there are no search results displayed and an error message "**No ngram predictions were returned. Please try another query**" is displayed on the node i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 16**.

<u>Test Case 16</u>: Input Search Text: yjsgjksgjksgjwgbifneveogvjngbngvbagbijghnsrkgnk

Number of Suggestions specified by the user: 212

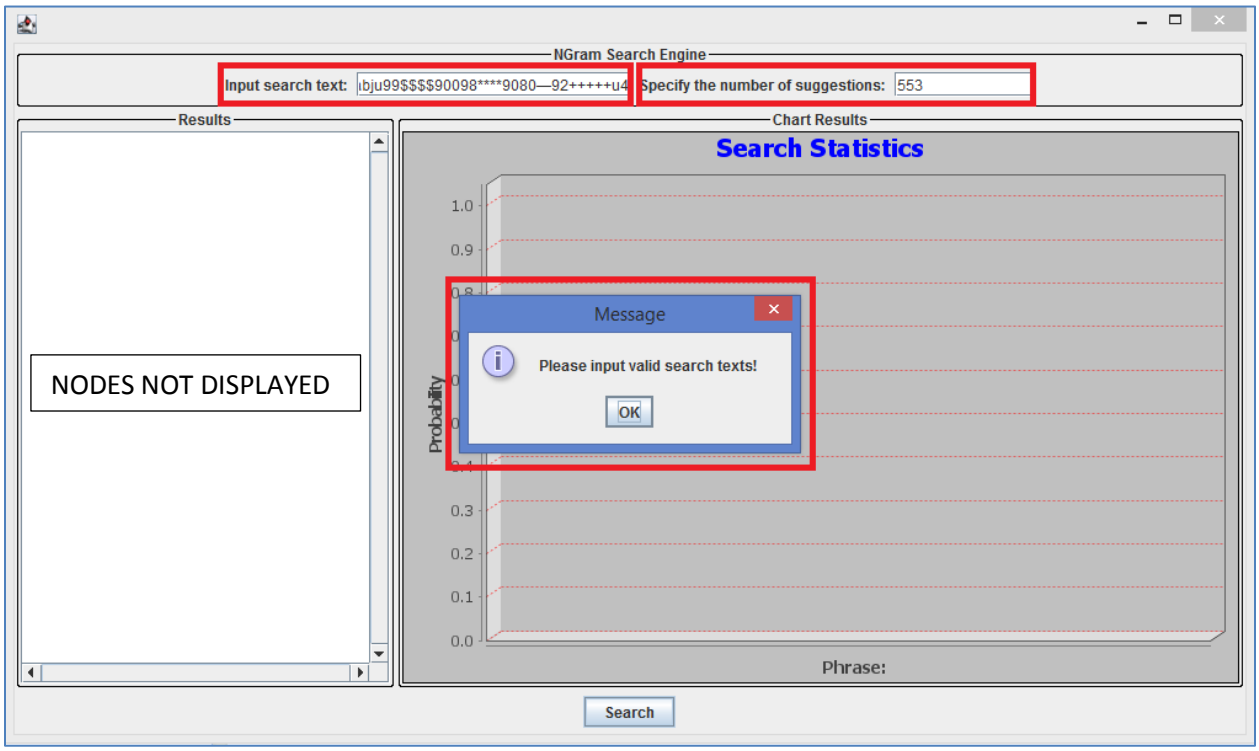


Screenshot 17

When a user inputs a search string "**yjsgjksgjksgjwgbifneveogvjngbngvbagbijghnsrkgnk**" specifies the number of suggestions as some random value '**212**' and then clicks on the "**Search**" button, there are no search results displayed and an error message "**No ngram predictions were returned. Please try another query**" is displayed on the node i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 17**.

<u>Test Case 17</u>: Input Search Text: fhjbj####wbjwabju99$$$$90098****9080—92+++++u4

Number of Suggestions specified by the user: 553

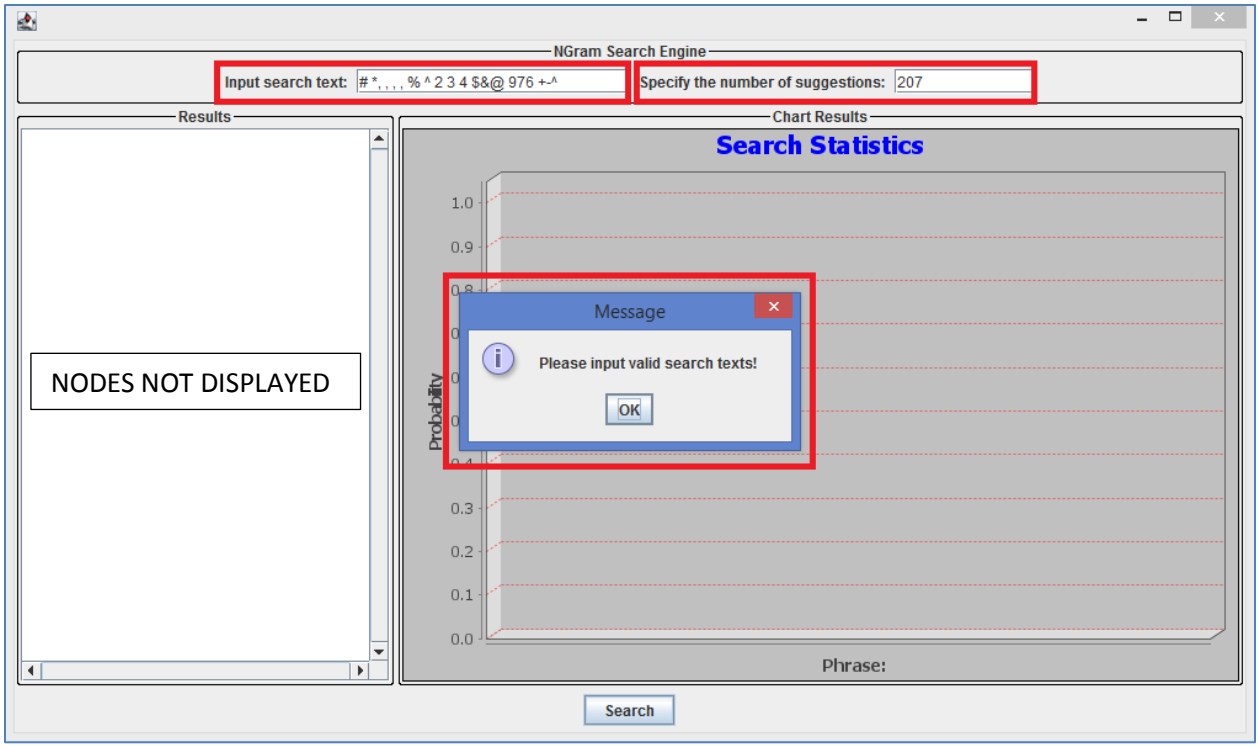


Screenshot 18

When a user inputs a search string "**fhjbj####wbjwabju99$$$$90098****9080—92+++++u4**" specifies the number of suggestions as some random value '**553**' and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 18**.

<u>Test Case 18</u>: Input Search Text: # *, , , , % ^ 2 3 4 $&@ 976 +-^

Number of Suggestions specified by the user: 207

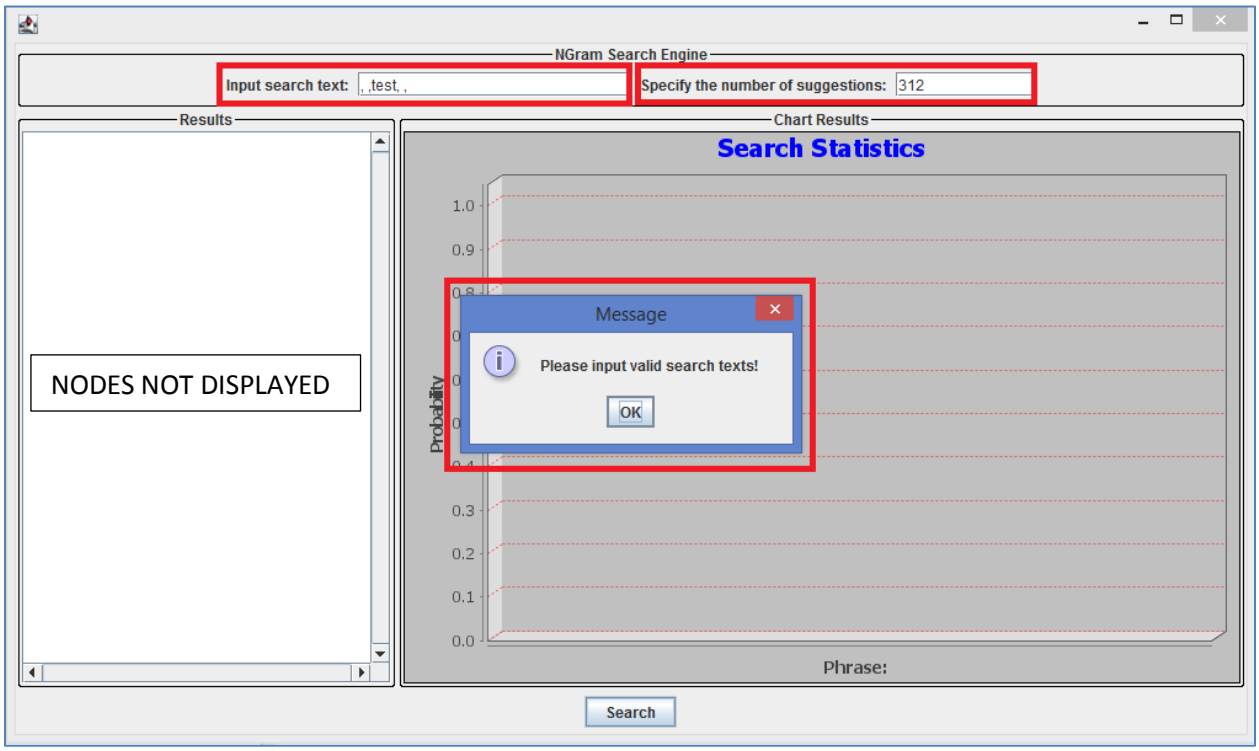


Screenshot 19

When a user inputs a search string "**# *, , , , % ^ 2 3 4 $&@ 976 +-^**" specifies the number of suggestions as some random value '**207**' and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 19**.

<u>Test Case 19</u>: Input Search Text: , ,test, ,

Number of Suggestions specified by the user: 312

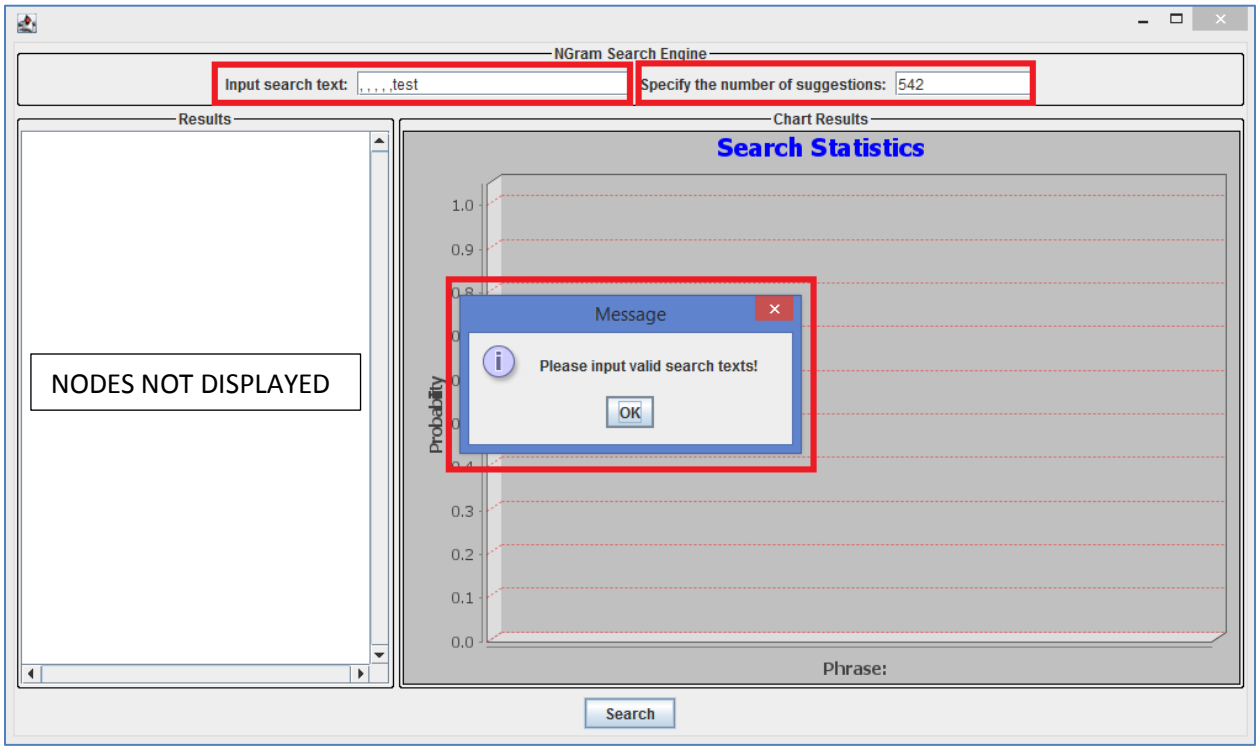


Screenshot 20

When a user inputs a search string "**, ,test, ,**" specifies the number of suggestions as some random value '**312**' and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 20**.

<u>Test Case 20</u>: Input Search Text: , , , , ,test

Number of Suggestions specified by the user: 542

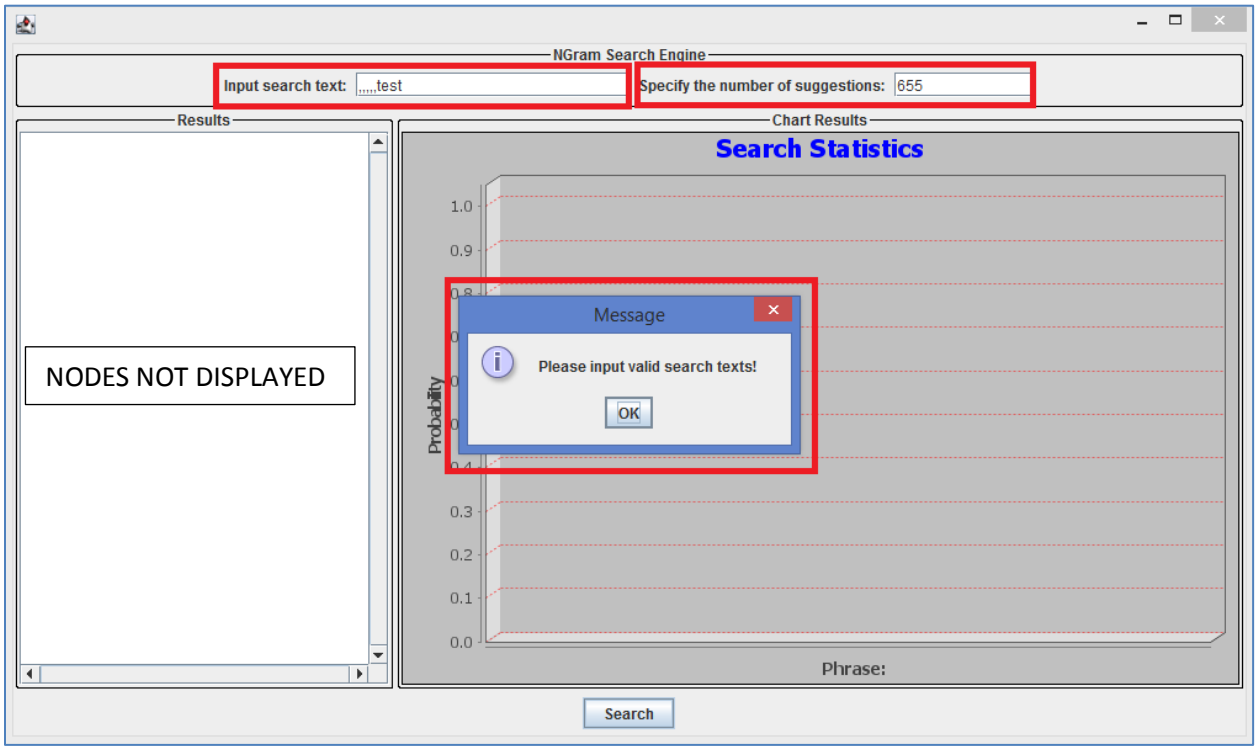


Screenshot 21

When a user inputs a search string **“, , , , ,test**” specifies the number of suggestions as some random value ‘**542**’ and then clicks on the “**Search**” button, an error message “**Please input valid search texts**” is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 21**.

<u>Test Case 21</u>: Input Search Text: ,,,,,test

Number of Suggestions specified by the user: 655

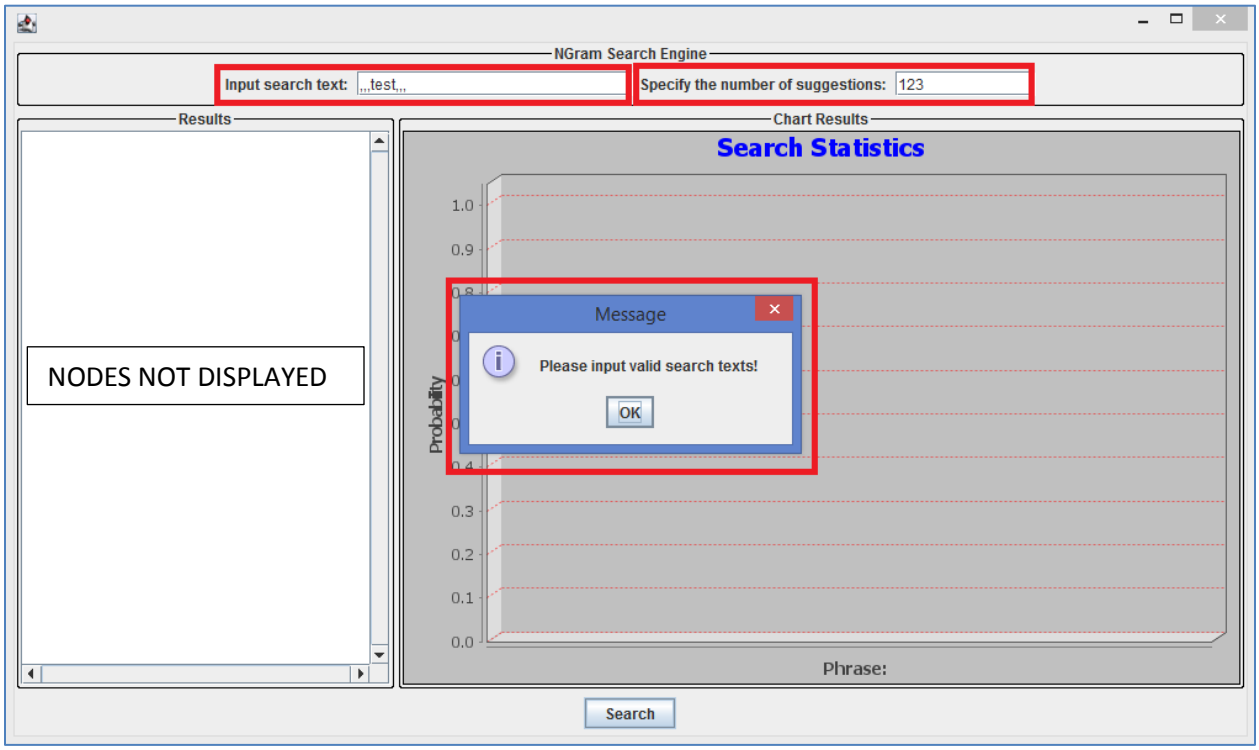


Screenshot 22

When a user inputs a search string **“,,,,,test**” specifies the number of suggestions as some random value ‘**655**’ and then clicks on the “**Search**” button, an error message “**Please input valid search texts**” is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 22**.

<u>Test Case 22</u>: Input Search Text: ,,,test,,,

Number of Suggestions specified by the user: 123

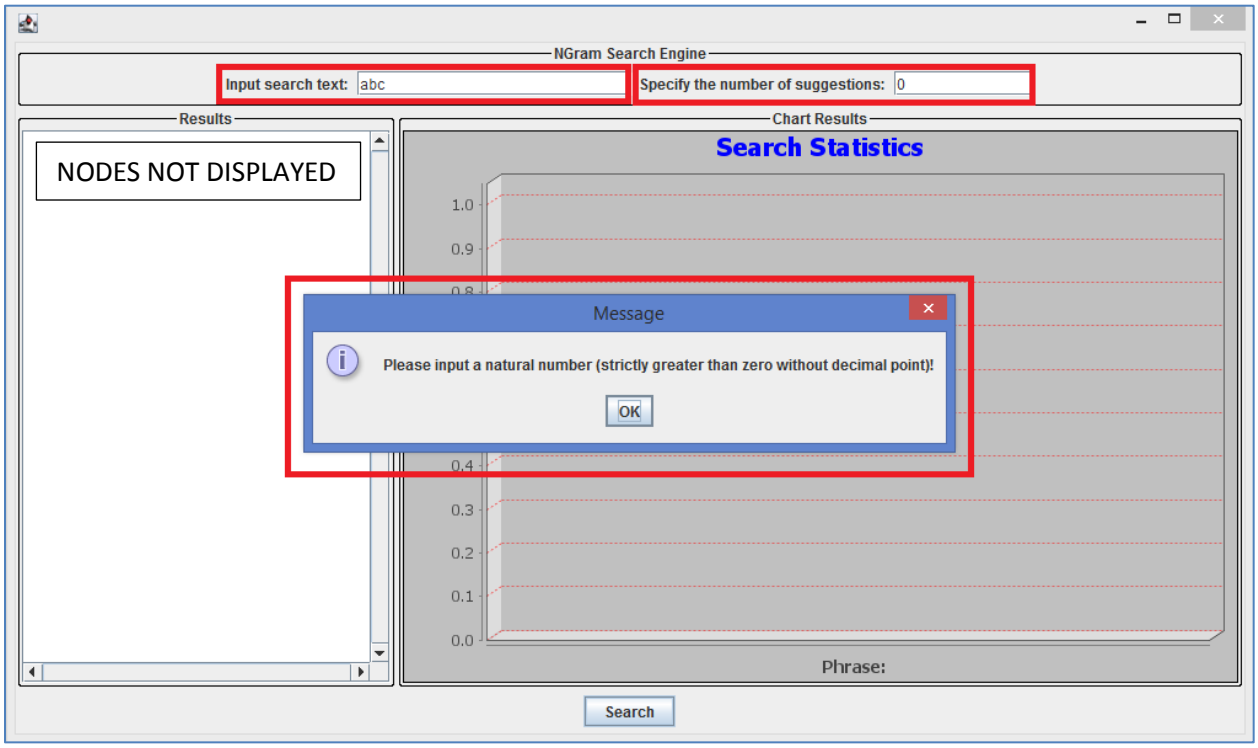


Screenshot 23

When a user inputs a search string "**abc**" specifies the number of suggestions as some random value '**123**' and then clicks on the "**Search**" button, an error message "**Please input valid search texts**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also not shown on the NGram GUI as indicated in the above **Screenshot 23**.

<u>Test Case 23</u>: Input Search Text: abc

Number of Suggestions specified by the user: 0

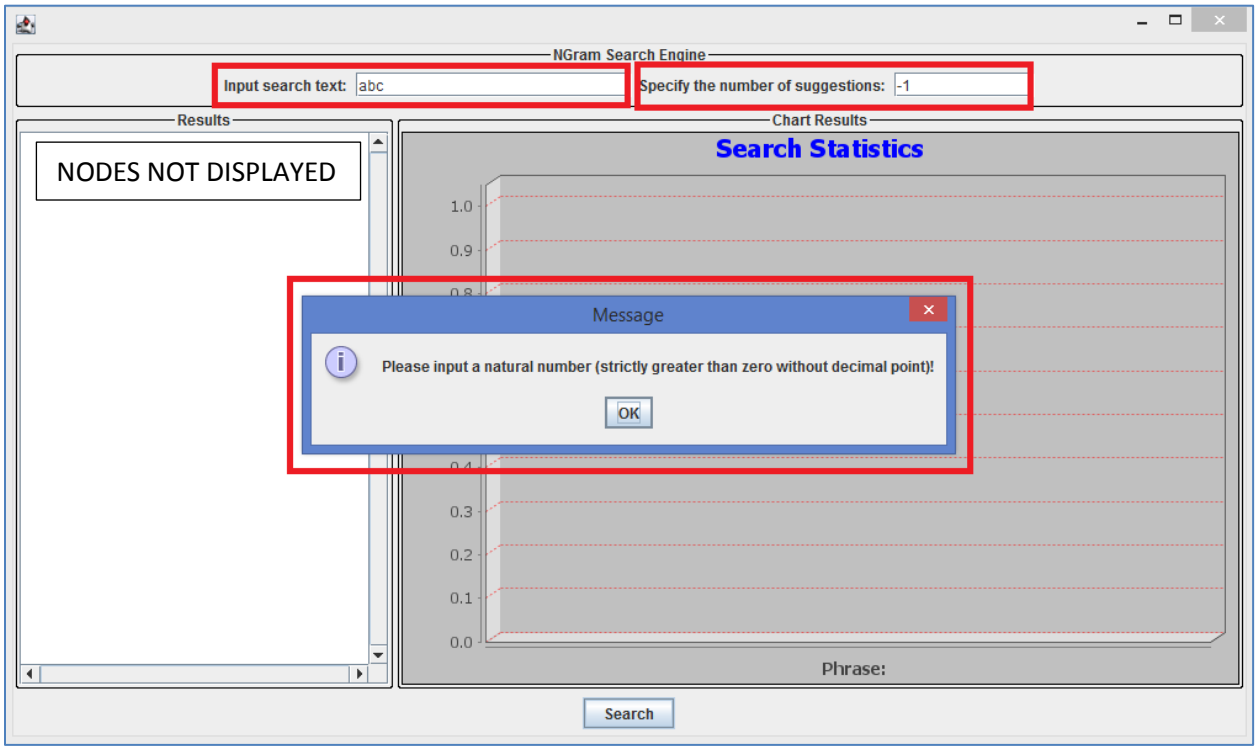


Screenshot 24

When a user inputs a search string **"abc**" specifies the number of suggestions as some random value '**0**' and then clicks on the "**Search**" button, an error message "**Please input a natural number (strictly greater than zero without decimal point)!**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also NOT shown on the NGram GUI as indicated in the above **Screenshot 24**.

<u>Test Case 24</u>: Input Search Text: abc

Number of Suggestions specified by the user: -1



Screenshot 25

When a user inputs a search string **"abc**" specifies the number of suggestions as some random value '**-1**' and then clicks on the "**Search**" button, an error message "**Please input a natural number (strictly greater than zero without decimal point)!**" is displayed on a dialog box and the corresponding search results of the NGram node are also **NOT displayed** i.e., the store is empty and the probability graph is also NOT shown on the NGram GUI as indicated in the above **Screenshot 25**.