

SUT specification (Lab)

The SUT specification consists of functionality of each tab that should be tested. Each bullet point represents a test. General info should not be tested, however should be taken into consideration for better understanding when testing each bullet point.

For the report please name your tests and classes according to each bullet point. Otherwise you will get 0 points! Example: first class will be “Buttons” and first test there “test_buttons_unchanged”.

Tab 1 (Buttons):

General:

- The tab consists of 3 buttons (green, red, pink).

Functionality to test:

- After clicking each button, a text will appear below the buttons. For green button it will be “Green button was clicked!”, red -> “Red button was clicked!” and pink -> “Pink button was clicked!”. [“test_buttons_text”]
- All buttons should stay unchanged after clicking. (implicit task). [“test_buttons_unchanged”]

Tab 2 (Editor):

General:

- The tab consists of an expandable pane (it is randomly closed or open when opening the app), that includes a text editor.

Functionality to test:

- After closing and opening the pane, text in the text editor must stay the same. [“test_editor”]

Tab 3 (Copyable):

General:

- The tab consists of 5 words.
- Colors of the words are generated randomly every time you run the app.

Functionality to test:

- Each word should be copyable. [“test_copyable”]

Tab 4 (Folder):

General:

- Dragging an “app” (grey icon) to the folder (red icon) should move it to the folder (“app” should disappear from the scene).

Functionality to test:

- Folders can take a maximum of two “apps”. [“test_folder”]

Tab 5 (Resizer):

General:

- The tab consists of a “screen” with red borders.
- Borders are randomized each time you “resize” the screen (click on the “Desktop”/”Tablet”/”Mobile” button) .

Functionality to test:

- After “resizing” the screen folder buttons should stay in the confinements of the borders. [“test_resizer”]