

Login cases:

- Test logging in with more than 30 characters
- Test logging in with exactly 30 characters
- Test leaving log in text box blank
- Test logging in with numbers
- Test logging in with a regular name
- Test logging in with a regular name with a space
- Test logging in with a special character like (@#\$\$%^)

Reading manifest file cases:

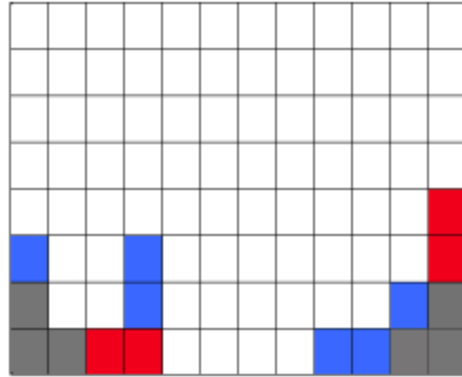
- Test uploading a file that is not of type .txt
- Test uploading a file that is of type txt but not a manifest
- (other test cases not needed right? Like testing if manifest format is correct? because manifest is 100% correct)

Log file cases:

- Test writing a note to the log file
 - Test if writing a note to the log file works for each screen of the program while manifest is open for both load/unload and balance
 - Test writing more than 2000 chars
 - Test leaving 'add note' blank
 - Test exactly 2000 chars
- Test if log file accurately reflects user activity
 - Sign in message
 - Opened manifest message
 - Loaded container message
 - Unloaded container message
 - Started Balancing message
 - Finished balancing message
 - Finished Cycle message

load/unload cases:

- Test pressing an unused (white) cell to unload
- Test pressing a nan cell to unload
- Test pressing a valid container to unload (should turn red)
- Test pressing 'x' deselect a container to unload
- Test pressing a red cell to deselect a container to unload
- Test entering a container name
 - Testing leaving container name blank
 - Test exactly 255 chars
 - Test "UNUSED"
 - Test "NAN"
- Test pressing 'x' to deselect a container to load
- Testing load and unload with 5 containers (small case)



-
- [load_unload_small.txt](#)
- Unload [01,03], [01,04], [03,12], [04,12]
- Load "Overnight car parts for Anthony's Lambo"
- Testing load and unload with 20 containers (medium case)
- Testing load and unload with 90 containers (large case)
- Test loading a ship that is empty
- Test unloading an empty ship
- Test loading a container to a ship with no available spots (loading a container above its load capacity)
- Test loading 1 container to a ship with no available spots but there is also 1 unload. (So in this case the container should be loaded because we are also unloading 1 container)
- Test inputting weight
 - Enter weight that exceeds 99999
 - Enter weight 0
 - Enter weight between 1-99999
 - Enter non-numeric chars
 - Test leaving weight blank

Balance cases:

- Balance a ship that is already balanced
- Balance a ship that can't be balanced
- Balance a ship that is fully loaded (large case)
- Balance a ship with 20 containers (medium case)
- Balance a ship with 5 containers (small case)
- Balance a ship with only 1 container
- Balance an empty ship