DEPARTAMENTO DE INFORMÁTICA – DEINFO/UFRPE MODELAGEM E PROGRAMAÇÃO ORIENTADA A OBJETOS

JONATHAS F. SILVA LAIZ G. LIRA MARIANNA ALVES VICTOR OLIMPIO VINICIUS PEREIRA

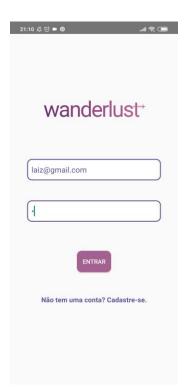


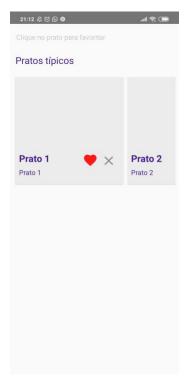
CASOS DE TESTE: SLOPE ONE

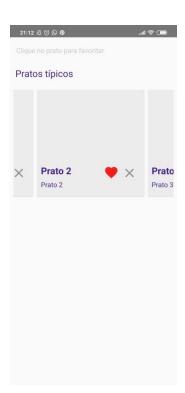
Primeiro caso (4 pratos)

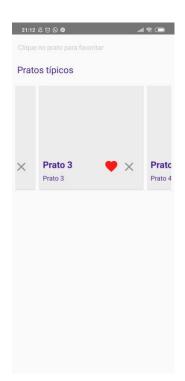
Foram criados 03 usuários para o caso de teste a seguir.

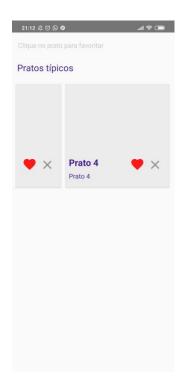
O primeiro usuário curte: Prato 1, Prato 2, Prato 3 e Prato 4





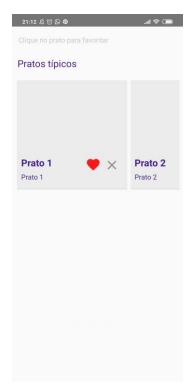


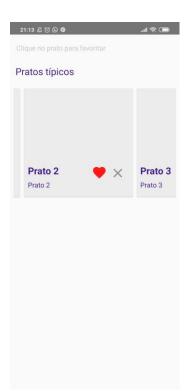


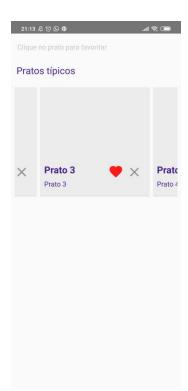


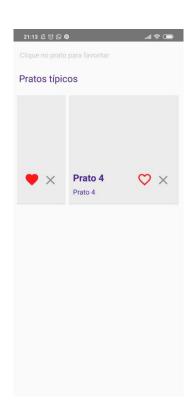
O **segundo** usuário curte: Prato 1, Prato 2 e Prato 3





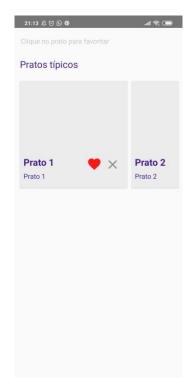


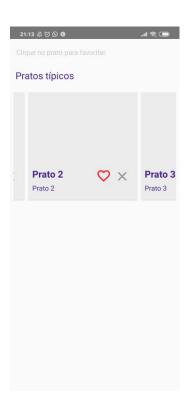


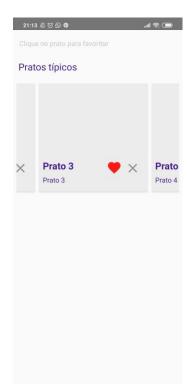


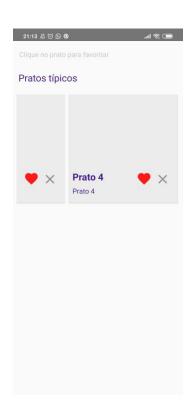
O terceiro usuário curte: Prato 1, Prato 3 e Prato 4



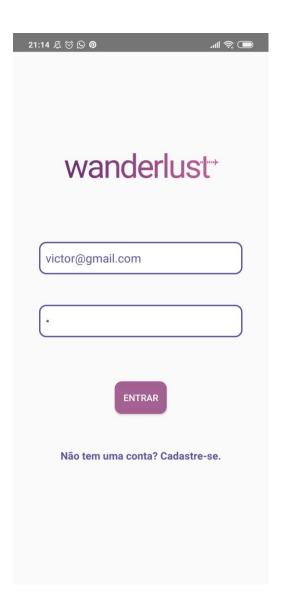








Ao retornar para o **segundo** usuário, o prato sugerido é o Prato 4, justamente o que não foi avaliado por ele.

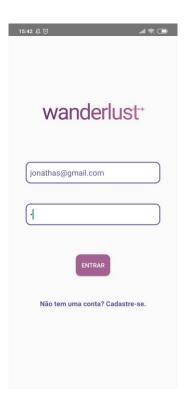




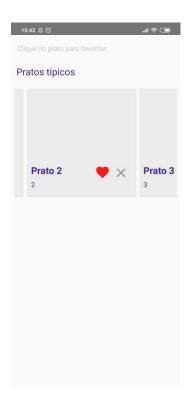
Segundo caso (5 pratos)

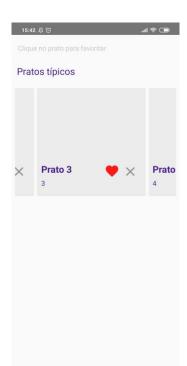
Foram criados 03 usuários para o caso de teste a seguir.

O primeiro usuário curte: P2, P3 e P5

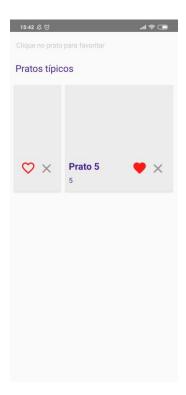






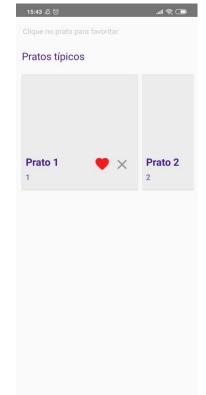


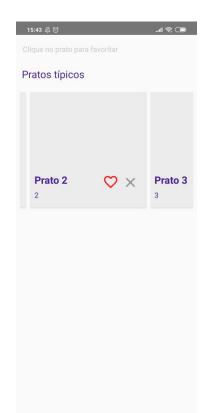


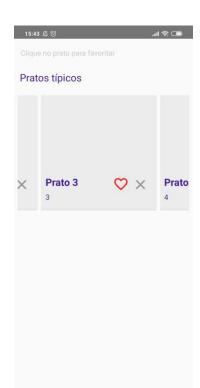


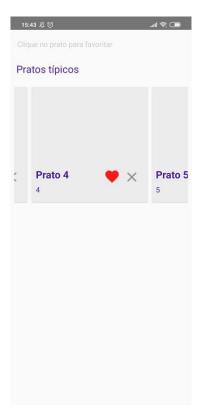
O **segundo** usuário curte: Prato 1, Prato 4 e Prato 5

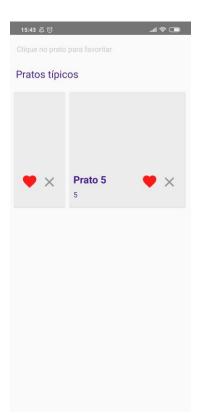






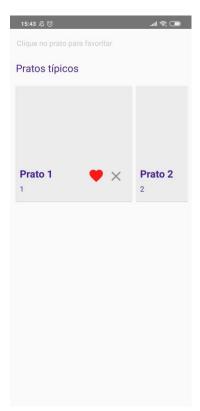


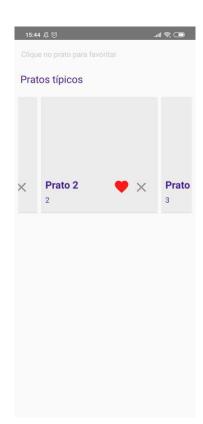




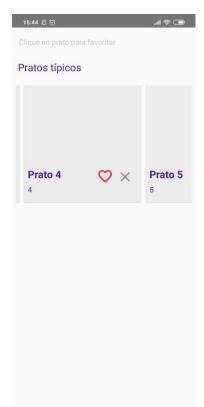
O **terceiro** usuário curte: Prato 1, Prato 2 e Prato 3

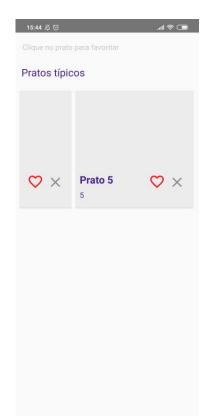












Ao retornar para o **terceiro** usuário, o prato sugerido é o Prato 5.

