# SUPERMARKET AUTOMATION SOFTWARE

**TEST SUIT RESULTS** 

Vatsalya Chauhan 12CS10053

Kulkarni Bhushan 12CS30016

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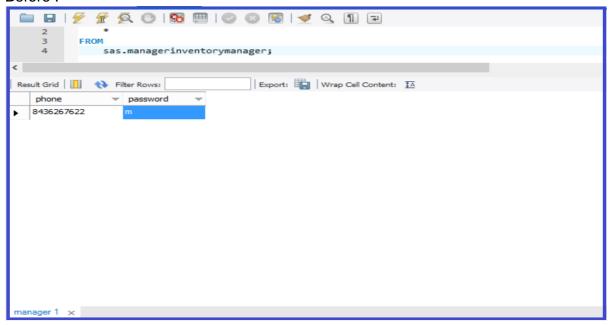
## **A. White Box Testing**

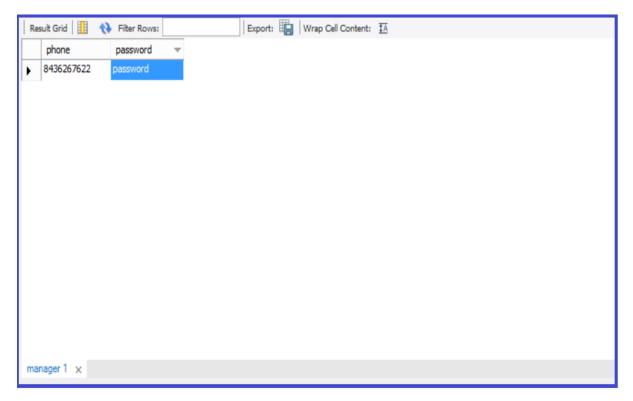
#### 1.0. Use Cases: Manger

#### 1.1. Change Password

Initiated when a manager tries to change his password. He is then prompted to enter his password and new password.

#### Before:

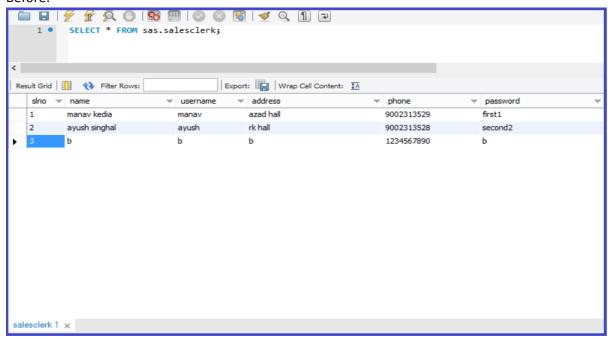


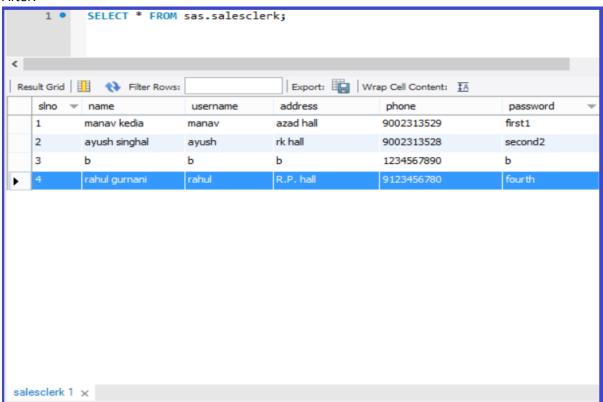


#### 1.2. Add Employee

Allows the manager to hire new employee in the supermarket.

#### Before:

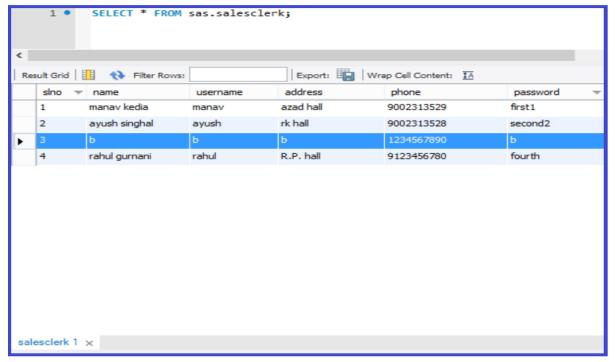


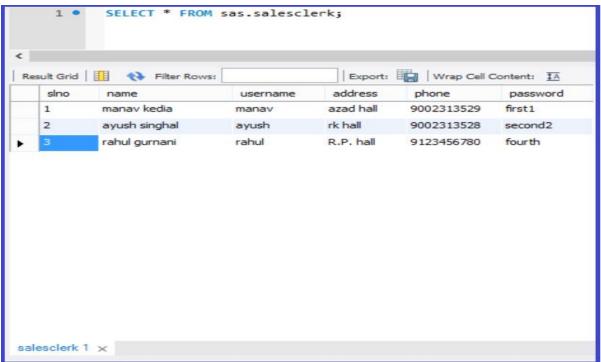


#### 1.3. Remove Employee

Allows the manager to remove employee from the supermarket.

#### Before:

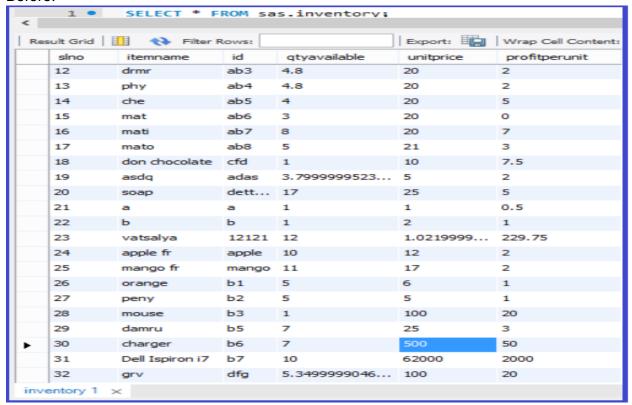


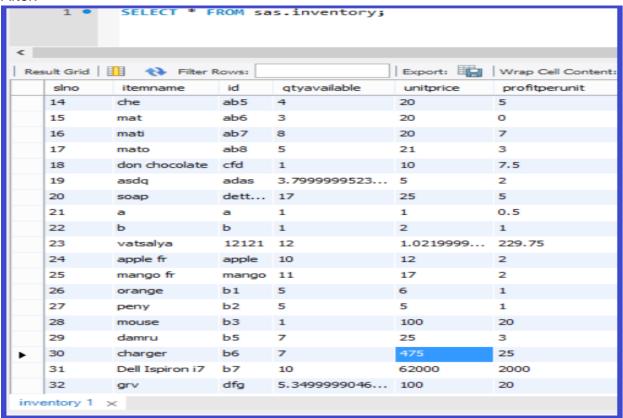


#### 1.4. Change Item Price

Allows the manager to change the price of a particular item

#### Before:



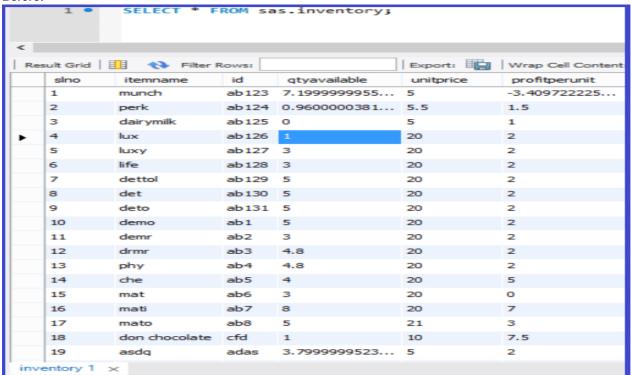


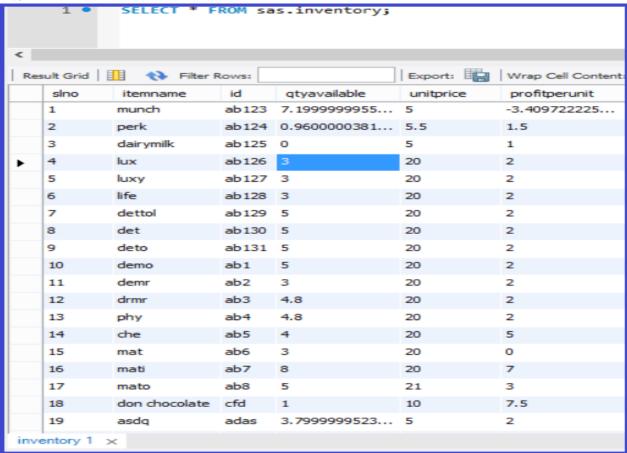
#### 1.5. Add to Inventory

#### 1.5.1. Existing Items

Allows an employee to add more quantity of existing items to the database

#### Before:

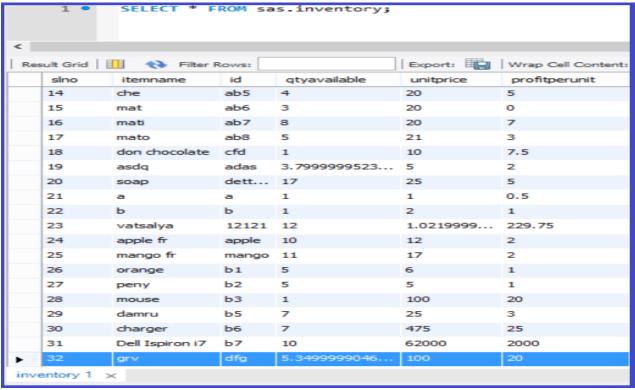




#### 1.5.2. **New Items**

Allows an employee to add new items to the database

#### Before:



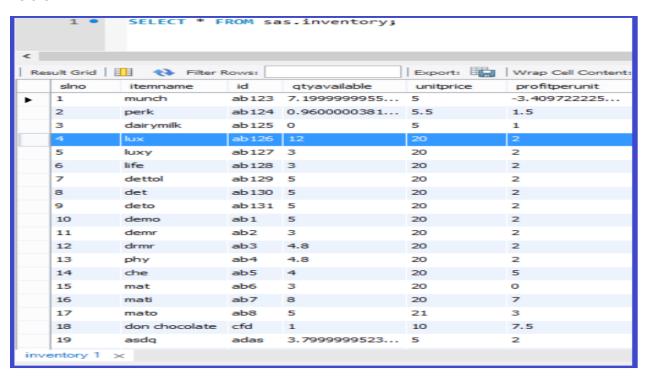
	1 • SELECT * FROM sas.inventory;									
<	<									
Result Grid   1										
	slno	itemname	id	qtyavailable	unitprice	profitperunit				
	15	mat	ab6	3	20	0				
	16	mati	ab7	8	20	7				
	17	mato	ab8	5	21	3				
	18	don chocolate	cfd	1	10	7.5				
	19	asdq	adas	3.7999999523	5	2				
	20	soap	dett	17	25	5				
	21	a	a	1	1	0.5				
	22	Ь	b	1	2	1				
	23	vatsalya	12121	12	1.0219999	229.75				
	24	apple fr	apple	10	12	2				
	25	mango fr	mango	11	17	2				
	26	orange	b1	5	6	1				
	27	peny	b2	5	5	1				
	28	mouse	b3	1	100	20				
	29	damru	b5	7	25	3				
	30	charger	b6	7	475	25				
	31	Dell Ispiron i7	b7	10	62000	2000				
	32	grv	dfg	5.3499999046	100	20				
<b> </b>	33	calculator	calc	20	1000	75				
inve	inventory 1 ×									

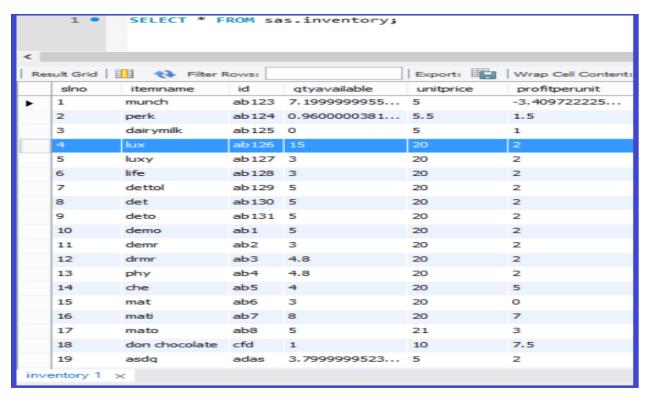
#### 2.0. Use Cases: Sales Clerk

#### 2.1. Add to Inventory

#### 2.1.1. Existing Items

Allows an employee to add more quantity of existing items to the database Before:

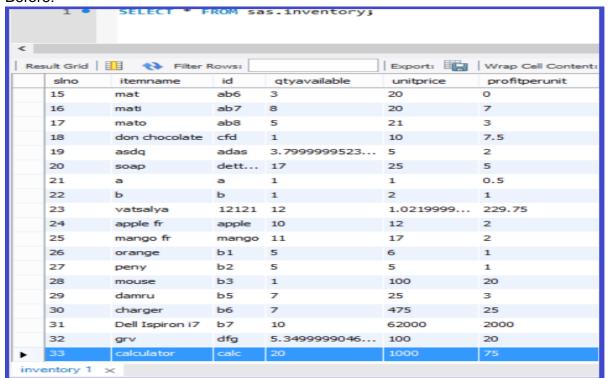


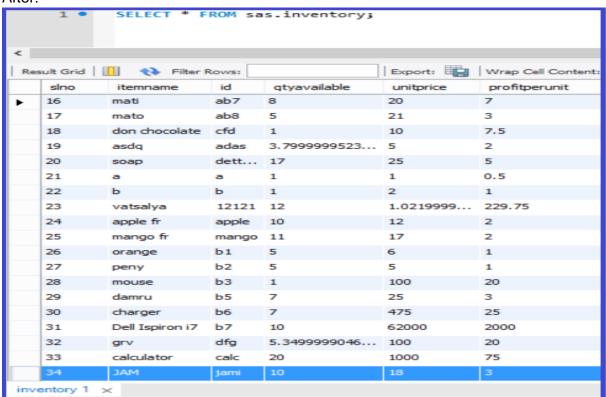


#### 2.1.2. New Items

Allows an employee to add new items to the database

#### Before:

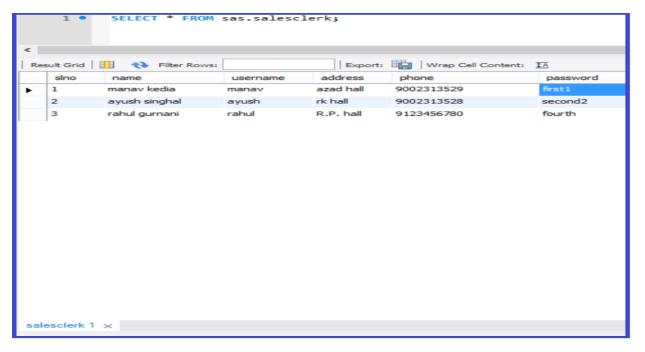


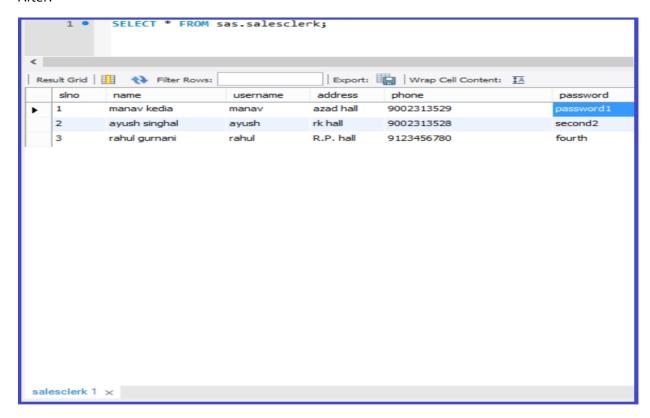


#### 2.2. Change Password

Initiated when a Sales Clerk tries to change his password. He is then prompted to enter his password and new password.

#### Before:



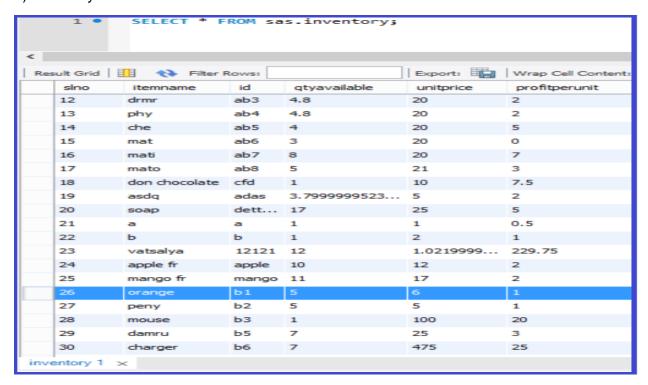


#### 2.3. Register sales

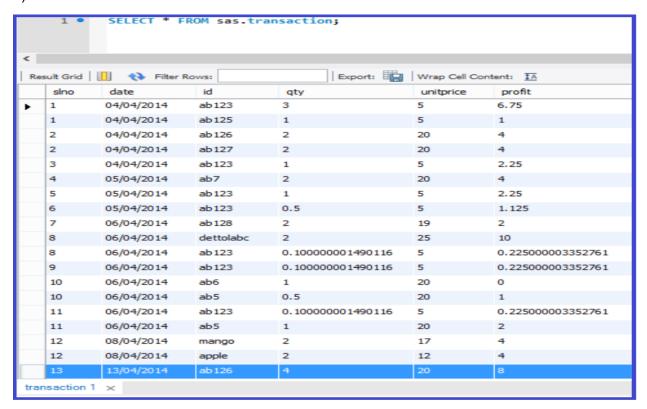
Decrements sold items' quantities from Inventory and added to Transaction.

#### Before:

#### 1) Inventory

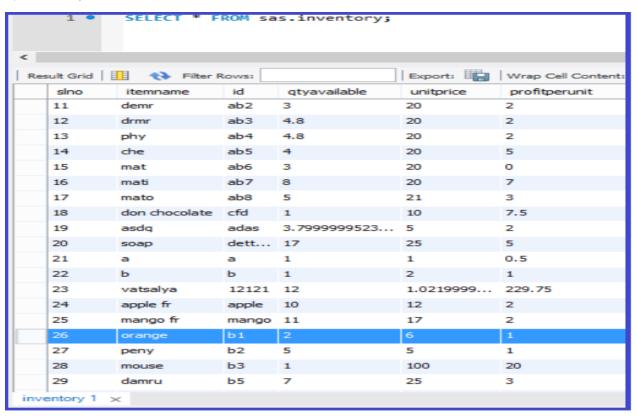


#### 2) Transaction

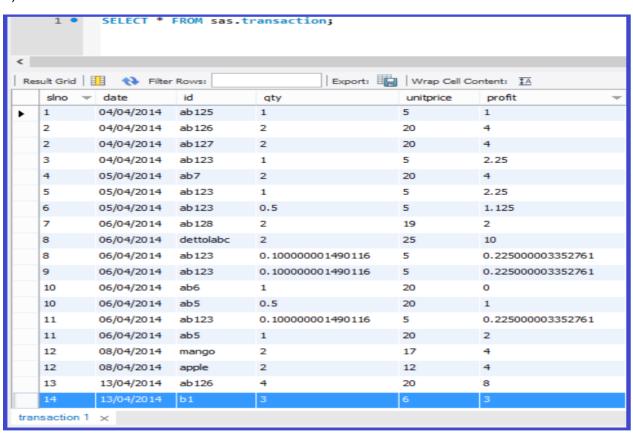


#### After:

#### 1) Inventory



#### 2) Transaction



## **B. Black Box Testing**

#### 3.0. Use Cases: Manger

3.1. Login

Before:

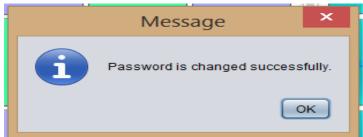




#### 3.2. Change Password

Before:





#### 3.3. Add Employee

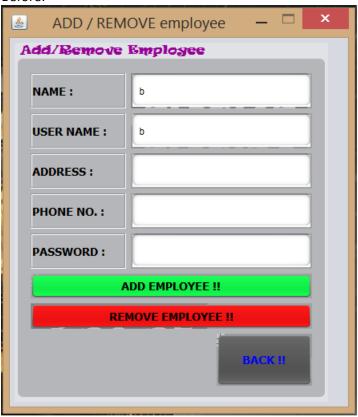
Before:

≜ ADD / REM	OVE employee — 🗆 🗴								
Add/Remove Employee									
NAME :	rahul gurnani								
USER NAME:	SER NAME: rahul								
ADDRESS:	R.P. hall								
PHONE NO.:	9123456780								
PASSWORD:	******								
A	ADD EMPLOYEE !!								
REMOVE EMPLOYEE !!  BACK !!									



#### 3.4. Remove Employee

Before:



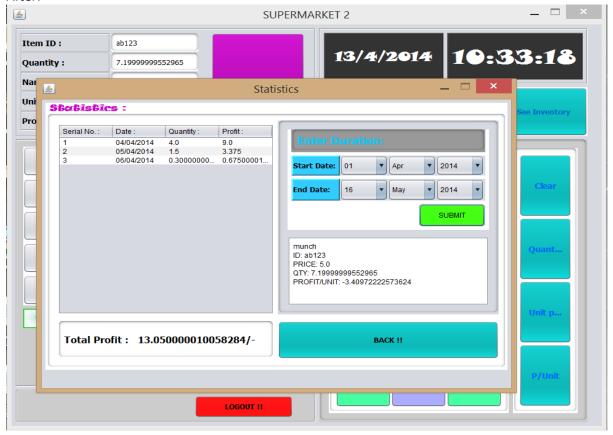




#### 3.5. Show Sales Statistics

#### Before:

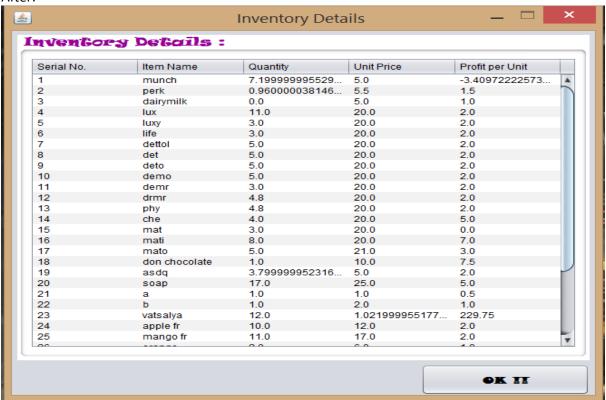




#### 3.6. See Inventory

#### Before:





#### 3.7. Change Item Price

#### Before:





#### 3.8. Add to Inventory

#### 3.8.1. Existing Items

Before:



After:

**Result: Success** 

**3.8.2.** New Items



After:

**Result: Success** 

#### 3.9. Get Item Details

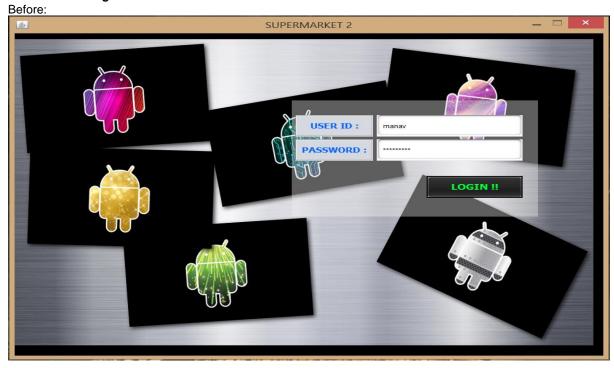
Before:





#### 4.0. Use Cases: Sales Clerk

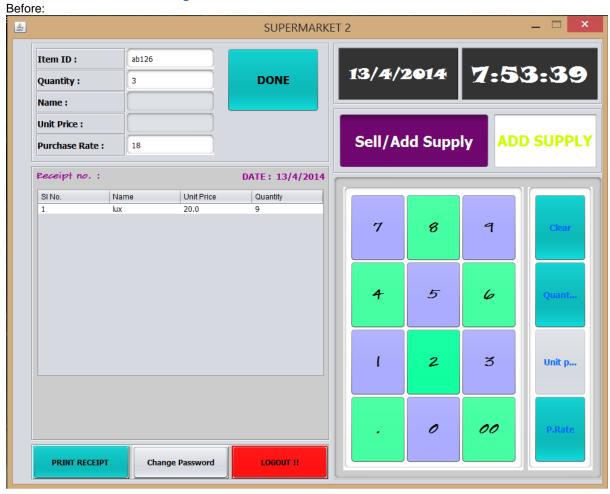
4.1. Login



#### After: **SUPERMARKET 2** Item ID: 11:2:2 13/4/2014 DONE Quantity: Name: Unit Price : Sell/Add Supply **SELL** Purchase Rate: Receipt no .- 14 DATE: 13/4/2014 SI No. Unit Price Quantity 7 8 9 4 5 6 2 3 Unit p... Total: 0.0 0 00 P.Rate PRINT RECEIPT LOGOUT !! Change Password

#### 4.2. Add to inventory

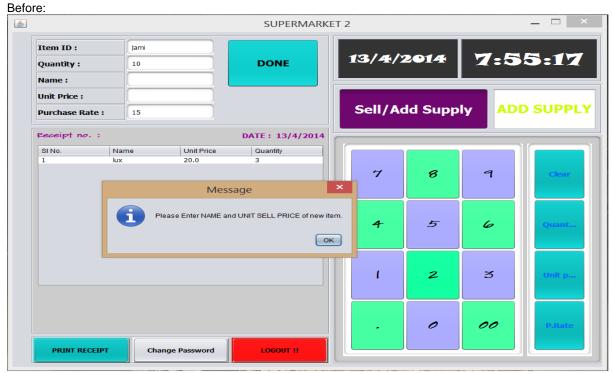
#### 4.2.1. Existing Items



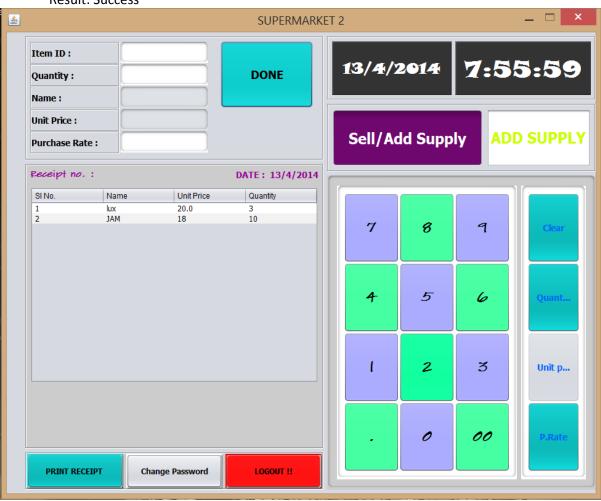
After:

**Result: Success** 

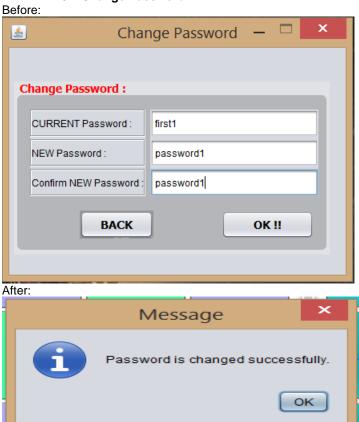
4.2.2. **New Items** 



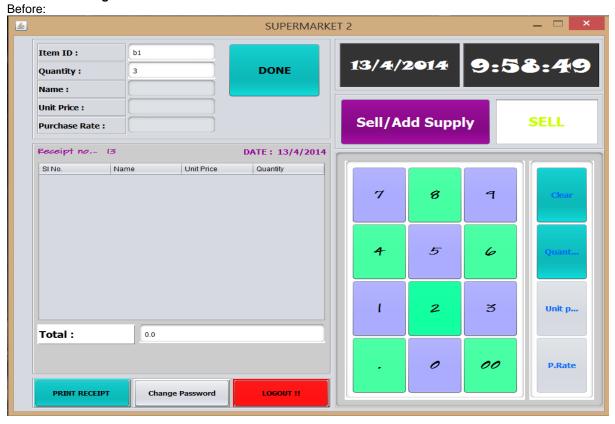
**Result: Success** 



#### 4.3. Change Password

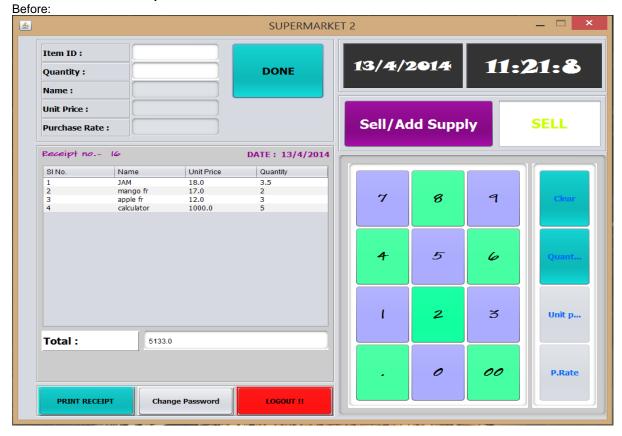


#### 4.4. Register sales

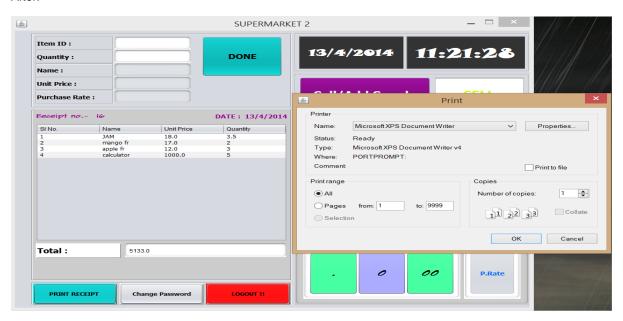




#### 4.5. Print Receipt



#### After:



## Thank you...