## $\mathsf{CSc230}$ Demo Test Sequence – Summer 2012 - Cell Phone<sup>1</sup>

#	Action	Things to Observe	Marks	What
1	<ul> <li>(a) Load the program. Press</li> <li>Blue=15.</li> <li>(b) Load the program. Start up</li> <li>the program with Blue=14 (if failure, stop and grade = 0)</li> </ul>	<ul><li>a. Program exits without any output.</li><li>b. Initial screen is displayed.</li></ul>	1	Start and Er Program
2	Press Blue=15	<ul><li>Final screen is displayed for 5 seconds.</li><li>Program terminates: exit screen displayed for 5 seconds.</li></ul>	1	End
3	Load the program. Press Blue=14. Press Left Black Button for Incoming call.	<ul> <li>8-segment = 0</li> <li>Both LEDs are ON.</li> </ul>	1	Incoming: n or end pr
4	Wait 5 seconds.	<ul><li>8-segment counts down from 5.</li><li>Return to Idle State</li></ul>	1	
5	Press Left Black Button for Incoming call. Wait 2-3 seconds then press Right Black Button to end the simulation.	<ul> <li>8-segment starts counting down from 5.</li> <li>Program terminates: exit screen displayed for 5 seconds</li> </ul>	1	: no answer program
6	Load the program. Start up the program with Blue=14. Press Left Black Button for Incoming call.	<ul><li>8-segment = 0.</li><li>Both LEDs are ON.</li></ul>	1	
7	Before the 5 seconds are up, press Blue=0 to answer incoming call.	<ul> <li>Message displayed.</li> <li>8-segment counts up the seconds for the duration of the call (with wraparound).</li> <li>Both LED lights blink on/off together (faster than 1 second) or 1 LED on (-0.5 marks).</li> </ul>	2	Incoming: answer and charges
8	Press Blue=1 to end Incoming call.	<ul> <li>Both LEDs are ON.</li> <li>8-segment = 0.</li> <li>Message with cost is displayed (\$1 per second).</li> <li>Return to Idle State after 5 seconds.</li> </ul>	1	wer
9	Press Right Black Button for Outgoing call.	<ul> <li>8-segment = 0</li> <li>Both LEDs are ON.</li> </ul>	1	Out
10	Wait 5 seconds.	<ul><li>8-segment counts down from 5.</li><li>Return to Idle State</li></ul>	1	tgoing: no ansv
11	Press Right Black Button for Outgoing call. Wait 2-3 seconds then press Right Black Button to end the simulation.	<ul> <li>8-segment starts counting down from 5.</li> <li>Program terminates: exit screen displayed for 5 seconds</li> </ul>	1	Outgoing: no answer or end program

#	Action	Things to Observe	Marks	What
12	Load the program. Start up the program with Blue=14. Press Right Black Button for Outgoing call.	<ul><li>8-segment = 0.</li><li>Both LEDs are ON.</li></ul>	1	
13	Before the 5 seconds are up, press any four Blue=4,5,6,7 in sequence for a local call. Before 5 seconds are up, press Blue=0 to start call.	<ul> <li>Numbers are displayed as pressed on 8-segment.</li> <li>Numbers out of range are ignored and only 4 numbers are accepted.</li> <li>Left LED comes ON after Blue=0 (dial).</li> <li>8-segment counts up the seconds for the duration of the call (with wraparound).</li> </ul>	2	Outgoing: local and charges
14	Press Blue=1 to end Outgoing call.	<ul> <li>Both LEDs are ON.</li> <li>8-segment = 0.</li> <li>Message with cost is displayed (\$2 per second).</li> <li>Return to Idle State after 5 seconds.</li> </ul>	1	
15	Press Right Black Button for Outgoing call.	<ul><li>8-segment = 0.</li><li>Both LEDs are ON.</li></ul>	1	
16	Before the 5 seconds are up, press Blue=1 followed by any four Blue=4,5,6,7 in sequence for a long distance call. Before 5 seconds are up, press Blue=0 to start call.	<ul> <li>Numbers are displayed as pressed on 8-segment.</li> <li>Numbers out of range are ignored and only 4 numbers are accepted.</li> <li>After Blue=0, either (a) Right LED comes ON or (b) right and left blink alternatively (+0.5 marks).</li> <li>8-segment counts up the seconds for the duration of the call (with wraparound).</li> </ul>	2	Outgoing: longdistance and charges
17	Press Blue=1 to end Outgoing call.	<ul> <li>Both LEDs are ON.</li> <li>8-segment = 0.</li> <li>Message with cost is displayed (\$2 per second).</li> <li>Return to Idle State after 5 seconds.</li> </ul>	1	ınce
18	Repeat at least two of the above tests on the Embest board.			

<sup>1.</sup> This testing scheme can change and changes will be posted.