

## Testing Role-Play 4: Testers

### Applied 5

#### Overview

You are testing an ice-cream machine. This machine can dispense ice-creams in a number of different flavours, with a selection of toppings, in either a cup or a cone. You are now able to specify your desired quantity of ice-cream and topping.

For this activity, your job is to use **state transition testing** to test the UI of the ice-cream machine. Indicate your inputs to the machine, and the machine will tell you what UI screen it is displaying. As you run tests, draw a state transition diagram for the machine based on your observations.

#### Inputs

Inputs are made using a touch screen menu. Starting with flavours, ice-cream quantity, toppings, topping quantity, then receptacle, the options are displayed as listed below. You can select any number of toppings – once you select a topping and a quantity the machine returns to the toppings screen. This is repeated until you select “no more”.

You indicate your selection on each menu screen by tapping the option you desire, or in the case of ice-cream quantity by using a numeric pad. On every menu screen there is also a “Cancel” button.

- Flavour options: strawberry, mango, lemon
- Flavour quantities: any whole number up to 500mls
- Topping options: blueberry sauce, oreos, nuts, popping pearls, no more
- Topping quantities: a little, a normal amount, a lot
- Receptacle options: cone, cup

#### Intended behaviour

The intended behaviour of this machine is to dispense a single ice-cream of the selected flavour, of the nominated quantity, with the selected toppings in their specified quantity, in the selected receptacle. If the “Cancel” button is pressed at any point, the machine should not dispense an ice-cream, but return to the initial menu screen (flavour selection).