**Car Tuning Master Tests**

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| Test Number | | 1 |
| Description | | Start the application |
| Situation | From-State | Start |
| Signal | Double click on the exe file |
| Input | | Double click on the exe file |
| Expected Result | Target-State | MainWindow (MainWindow.xaml) |
| Display | Window |
| Alerts | - |

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| Test Number | | 2 |
| Description | | Entries from DB are loaded |
| Situation | From-State | MainWindow.xaml |
| Signal | Start of the application |
| Input | | Double click on the exe file |
| Expected Result | Target-State | MainWindow (MainWindow.xaml) |
| Display | List of cars all which are available. |
| Alerts | - |

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| Test Number | | 3 |
| Description | | Car Stats get filled into the respective Labels |
| Situation | From-State | MainWindow.xaml |
| Signal | Selection of a Car |
| Input | | Selection of a Car |
| Expected Result | Target-State | MainWindow (MainWindow.xaml) |
| Display | All Stats have been filled into the Labels and are easy to see. |
| Alerts | - |

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| Test Number | | 4 |
| Description | | Window Tuning.xaml gets loaded |
| Situation | From-State | MainWindow.xaml |
| Signal | Click on “tuneVehiclebtn” |
| Input | | Click on “tuneVehiclebtn” |
| Expected Result | Target-State | Tuning.xaml |
| Display | The entire Tuning.xaml Window |
| Alerts | - |

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| Test Number | | 5 |
| Description | | Tuning Parts of selected Type get filled into List |
| Situation | From-State | Tuning.xaml |
| Signal | Click on one of the Type Buttons |
| Input | | Click on one of the Type Buttons |
| Expected Result | Target-State | Tuning.xaml |
| Display | The List “vehicleselectLV” has been filled with all entries of the selected Type |
| Alerts | - |

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| Test Number | | 6 |
| Description | | Tuning Part Stats get filled into the respective Labels |
| Situation | From-State | Tuning.xaml, A Type Part is selected |
| Signal | Selection of a Tuning Part |
| Input | | Selection of a Tuning Part |
| Expected Result | Target-State | Tuning.xaml |
| Display | All Stats have been filled into the Labels and are easy to see. |
| Alerts | - |

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| Test Number | | 7 |
| Description | | The Selected Tuning Part gets Purchased |
| Situation | From-State | Tuning.xaml, A Tuning Part is selected |
| Signal | Click on “purchaseBtn” |
| Input | | Click on “purchaseBtn” |
| Expected Result | Target-State | Tuning.xaml |
| Display | The PArt has been purchased and a MessageBox pops up telling the user it has been succesful |
| Alerts | - |

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| Test Nr. | Target | Input | Output | Result | Comment |
| 1 | The programme should start without any problems. The first window that appears is MainWindow.xml. | Open the exe file | The Window gets shown and there are no visual indications of something not being right. | ++ | - |
| 2 | The car entries from the DB are loaded and inserted into a list as soon as the window is opened. |  | The List “vehicleselectLV” is filled with all possible Vehicles and functions, as it should. | ++ | - |
| 3 | When a Car gets selected all the stats of said car should be filled into the Labels. | Selection of a Car in the “vehicleselectLV” | All Labels are filled and coloured. | ++ | - |
| 4 | When the "tuneVehiclebtn" button is clicked, the user is redirected to the "tuning.xaml" window. | Button “tuneVehiclebtn” is clicked. | The new Window "tuning.xaml" is opened and is shown without errors. | ++ |  |
| 5 | The selected Type of Tuning Part gets inserted into the “tuningpartLV” and is ready to be interacted with. | Button Click on one of the Types | The “tuningpartLV” is filled with the entries. | ++ |  |
| 6 | When a Tuning Part is selected all the stats of the Part get inserted into the respective Labels. | Selection of a Part in the “tuningpartLV” | All Labels are filled and coloured. | ++ |  |
| 7 | Once a tuning part has been selected, the "purchaseBtn" can be clicked to purchase the part and apply it to the vehicle. | Button Click on "purchaseBtn" | The Parts gets applied to the Car and a MessageBox Pops up saying that it has been successful. | ++ |  |