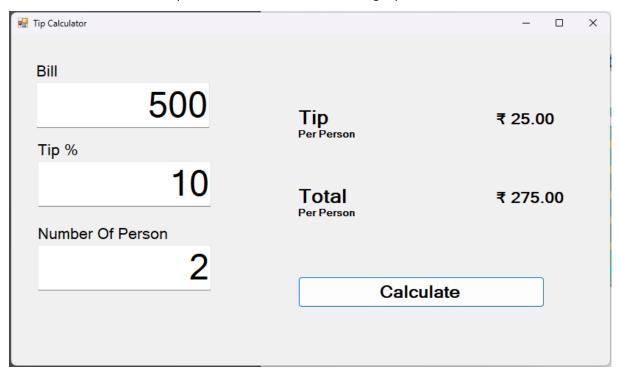
Tip Calculator Testing

Test Cases I will use to test tip calculator that has the following Inputs:



- Bill Amount
- Tip Percentage
- Number Of People

And gives Output as:

- Tip Amount per Person = (Bill Amount/100)*Tip Percentage/Total Person.
- Total Bill per Person = Bill Amount/Total Person + Tip Amount per Person.

Test Cases will be represented in the following form:

(Bill Amount, Tip Percentage, Number of People)

- 1. (0,10,1): If bill amount is zero, it should now show zero tip to be paid and zero bill per amount.
- 2. (-100,10,1):If bill amount is negative it should alert the user that amount is invalid and it cannot be negative.
- 3. (500,-10,1):If tip Percentage is negative it should alert the user that tip percentage is invalid and cannot be negative.
- 4. (500,10,-1): If Number of person is negative, it should alert the user that Number of Person cannot be negative.
- 5. (106.56,10,1): If Bill amount is in decimals it should produce correct output.
- 6. (100,10.5,1): If Tip Percentage is in decimal than it should produce correct output.

- 7. (100,10,1.5): If Number of Person is in decimals it should alert user that Number of Person should be in non-decimal form.
- 8. (500,10,2):It should produce correct output with correct
- 9. (a,10,2):Bill Amount should be a number not a character or other special character.
- 10. (500,a,2):Tip Percentage should not be a character or other special character.
- 11. (500,10,a): Number of person should not be in special characters.
- 12. Checking if "Calculate" button is working or not.
- 13. Checking if user get "alert" if incorrect information is entered.
- 14. Check if limits on different input fields are set correctly, like number of person cannot be less than one, tip percentage and bill amount cannot be less than 0.
- 15. Check If text is visible correctly and spellings are correct.
- 16. Check if Calculation Formula is computing output correctly.
- 17. Check if UI is easy to use and read.
- 18. Check whether text on button is visible.
- 19. Checking the colour scheme of the tool.
- 20. Checking whether upon hovering the cursor over button shows any change or not.