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# Test Cases for EasyChoice

## Main Features

- **User Story #1:** User chooses (by touch screen) a randomizer type within the app interface.

    - **Test Case #1:**
        - **Inputs:**
            - randomizerType: the randomizerType that the user selected
        - **Expected Output:** App navigates to the page that displays the randomizer that the user selected.
        - **Actual Output:** ?
        - **Pass/Fail Criterion:** Actual Output == Expected Output

- **User Story #2:** User presses a button to flip a coin.

    - **Test Case #2:**
        - **Inputs:**
            - randomizerType: coin
            - buttonIsPressed: true
        - **Expected Output:** Heads or tails.
        - **Actual Output:** ?
        - **Pass/Fail Criterion:** Actual Output == Expected Output

- **User Story #3:** User inputs choices to be randomized.

    - **Test Case #3:**
        - **Inputs:**
            - userChoiceInput: userChoiceInput
            - addButton: true
        - **Expected Output:** Choice that user has given is added to elementSet

- ■ **Actual Output:** ?
- ■ **Pass/Fail Criterion:** Actual Output == Expected Output

- ● **User Story #4:** User removes choices to be randomized.

  - ○ **Test Case #4:**
    - ■ **Inputs:**
      - ● userRemoveInput: removes choice
    - ■ **Expected Output:** randomized choice
    - ■ **Actual Output:** ?
    - ■ **Pass/Fail Criterion:** Actual Output == Expected Output

- ● **User Story #5:** User presses a button to spin a wheel of varying inputs.

  - ○ **Test Case #5:**
    - ■ **Inputs:**
      - ● randomizerType: wheel
      - ● buttonIsPressed: true
    - ■ **Expected Output:** The wheel is spun and lands on one of the inputs/choices displayed on the wheel.
    - ■ **Actual Output:** ?
    - ■ **Pass/Fail Criterion:** Actual Output == Expected Output

- ● **User Story #6:** User chooses a pre-made element-set (i.e. a list of things) to be randomized from a menu/list of element-sets.

  - ○ **Test Case #6:**
    - ■ **Inputs:**
      - ● elementSet: the elementSet that the user has selected
    - ■ **Expected Output:** The elementSet that the user has selected is applied to the randomizerType that the user has selected (the elementSet that the user can choose from is restricted by the randomizerType; i.e. you cannot choose an elementSet of size 4 for a coin flip)
    - ■ **Actual Output:** ?
    - ■ **Pass/Fail Criterion:** Actual Output == Expected Output