

Trafic Control System Test Plan

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Contents

1	Intro	duction	2
2	Test	Action	2
3	Test	tables	3
	3.1	Positioning a lane	4
	3.2	Rotating the component	5
	3.3	Positioning a crossroad	6
	3.4	Configurating traffic light timing	7
	3.5	Deleting the component	8
	3.6	Setting up the amount of incoming cars	9
	3.7	Running a simulation	10
	3.8	Stopping simulation	11
	3.9	Pausing simulation	12
	3.10	Load file	13
	3.11	Save file	14
	3.12	Save file as a new file	15
	3.13	Resizing the grid	16
	3.14	Closing application	17

1 Introduction

The purpose of this test-plan is to see whether all functionalities described in the usecases are working correctly and whether certain usndesired actions affect the program's workflow. Instead of constant warning pop-up when a certain action is not permitted we focused on preventing the user from creating mistakes as much as possible, meaning certain functions will be disabled when they're not supposed to be accessed.

We will conduct a small test with a handful of testers and conduct a final reconfiguration before the final acceptance test with the client.

2 Test Action

This test action are based on URS document we already made.

Scenarios:

- · Positioning a lane
- Rotating the component
- · Positioning a crossing
- · Configurating traffic ligtht timing
- Deleting the component
- Setting up the amount of incoming cars
- Running simulation
- Stopping the simulation
- · Pausing simulation
- Load file
- Save file
- Save file as a new file
- · Resizing the grid
- Closing application

3 Test tables

Explanation:

- Target on screen
 The actual screen commands the user will interact with.
- Test Data/Simulation
 Test actions under different kinds of conditions and with different kinds of data to check if
 we have captured all the exceptions and if we take necessary preautions to prevent the
 action from crashing.

3.1 Positioning a lane

1. Target on screen

- User clicks on the Lane tab.
- User chooses a lane.
- User drags the lane from the Lane tab.
- User places the lane on the grid.

2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS]/[FAIL]
User checks whether the play but-		[PASS] / [FAIL]
ton is enabled.		
User drags a lane Type A from the	A line with Type a shows in Grid B3.	[PASS] / [FAIL]
sidebar and places it in Grid B3.		
User drags a crossroad Type A from	A crossroad with Type A shows in	[PASS] / [FAIL]
the sidebar and places it in Grid C4.	Grid C4.	
User chooses a lane Type A, by left	A lane with TypeA shows in grid B2.	PASS] [FAIL]
clicking the mouse, and then drags		
it to the grid (grid B2).		
User chooses a lane Type B, by left	System gives an error message	PASS] [FAIL]
clicking the mouse, and then drags	"Grid occupied". Grid B3 does not	
it in the grid (grid B3).	change.	
User chooses a lane Type A, by left	System gives an error message	PASS] ([FAIL]
clicking the mouse, and then drags	"Grid occupied". Grid C4 does not	
it to the grid (grid C4).	change.	
User chooses a lane TypeB, by left	System gives an error message	[PASS] / [FAIL]
clicking the mouse, and then drags	"Please places inside the grid.	
it outside the grid.		

Tester name:	Agnes Wadee	Test date: 16-06-2016
Result:	PASS] [FAIL]	Comment: Components cannot be placed outside
		the grid so no error message was shown

3.2 Rotating the component

1. Target on screen

- User chooses a component in the grid.
- User right clicks on the component.
- User selects "Rotate" from right-click menu.

2. Test Data/Simulation

Expected result	Result
Application opens.	[PASS] / [FAIL]
	[PASS] / [FAIL]
A line with Type a shows in Grid B3.	PASS (FAIL)
A crossroad with Type A shows in	PASS / FAIL
Grid C4.	
Lane on grid B3 has rotated 90 de-	[PASS] / [FAIL]
grees clockwise.	
Crossroad on grid C4 has rotated	[PASS] / [FAIL]
90 degrees clockwise.	
Nothing happens and no option pop	PASS [FAIL]
out.	
	Application opens. A line with Type a shows in Grid B3. A crossroad with Type A shows in Grid C4. Lane on grid B3 has rotated 90 degrees clockwise. Crossroad on grid C4 has rotated 90 degrees clockwise. Nothing happens and no option pop

Tester name:	Wen <u>Li</u>	Test date: 16-06-2016	
Result:	[<mark>PASS]</mark> / [<mark>FAIL</mark>]	Comment:	

3.3 Positioning a crossroad

1. Target on screen

- User click on the Crossroad tab.
- User chooses a crossroad.
- User drags the crossroad from the Crossroad tab.
- User places the crossroad on the grid.
- User sets the initial setting of that crossroad.

2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS] / [FAIL]
User checks whether the play button is enabled.		[PASS]/[FAIL]
User drags a lane Type B from the sidebar and places it in Grid B3.	A line with Type a shows in Grid B3.	[PASS] (FAIL)
User drags a crossroad Type A from the sidebar and places it in Grid C4.	A crossroad with Type A shows in Grid C4.	[PASS] / [FAIL]
User chooses a crossroad Type A, by left clicking the mouse, and then drags it to the grid (grid B2). Setting the initial setting in the pop-up window.	A crossroad with TypeA shows in grid B2. System set attributes to that crossroad.	(FAIL)
User chooses a crossroad Type B, by left clicking the mouse, and then drags it to the grid (grid B3).	System gives an error message "Grid occupied". Grid B3 does not change.	[PASS] / [FAIL]
User choosse a crossroad Type A, by left clicking the mouse, and then drags it to the grid (grid C4).	System gives an error message "Grid occupied". Grid C4 does not change.	PASS] 7 [FAIL]
User chooses a crossroad Type B, by left clicking the mouse, and then drags it to the grid (grid C2).	A crossroad with Type B shows in grid C2. System sets default attributes to that crossroad.	PASS] [FAIL]
User chooses a crossroad Type A, by left clicking the mouse, and then drags it to the grid (grids C3). User clicks on the cancel button in the pop-up window.	A crossroad with Type B shows in grid C3. System closes the setting window and without setting attributes.	[PASS]) [FAIL]
User chooses a crossroad Type B, by left clicking the mouse, and then drags it outside the grid.	System gives an error message "Please places inside the grid.	[PASS] / [FAIL]

Tester name:	Coen Stange	Test date: 16-06-2016
Result:	[<mark>PASS</mark>] / [<mark>FAIL</mark>]	Comment: Last test failed because when a crossroad
		is outside the grid, nothing happends

3.4 Configurating traffic light timing

1. Target on screen

- User choose a crossroad in the grid.
- User right clicks on the crossroad.
- User selects "Traffic light configuration" from right-click menu.
- User selects a light group in the listbox of the light groups.
- User change the green light time on the numericUpDown.
- User clicks the "Complete" button.

2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS]/[FAIL]
User checks whether the play button is enabled.		[PASS]) [FAIL]
User drags a lane Type B from the sidebar and places it in Grid B3.	A line with Type a shows in Grid B3.	PASS] [FAIL]
User drags a crossroad Type A from the sidebar and places it in Grid C4.	A crossroad with Type A shows in Grid C4.	PASS]] [FAIL]
User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on complete.	System sets the green light time of that chosen light group and close the configuration window.	PASS] [FAIL]
User right clicks on grid C4 then choose Traffic light configuration option by left clicking the mouse. After changed the time by the numericUpDown, user click on Change all. User click on complete.	System sets that value to all the light groups and close the configuration window.	(PASS) / [FAIL]
User right clicks on grid C4 then choose Traffic light configuration option by left clicking the mouse. And without changing anything then clicks on close.	System without changing anything and closes the configuration window.	PASSID [FAIL]
User right clicks on grid B3.	System only shows the rotate option.	[PASS] / FAIL]
User right clicks on grid A1.	Nothing happends and no option pop out.	PASS] [FAIL]
Tester name: Yongshi Liang	Test date: 16-06-2016	

Tester name: Yongshi Liang

Result:

Test date: 16-06-2016

Comment: for the fail result, the system showed two options 'rotate' and 'delete'

3.5 Deleting the component

1. Target on screen

- User chooses a component in the grid.
- User right clicks on the component.
- User selects "Delete" from right-click menu.

2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS] / [FAIL]
User checks whether the play but-		[PASS] / [FAIL]
ton is enabled.		
User drags a lane Type B from the sidebar and places it in Grid B3.	A line with Type a shows in Grid B3.	PASS [FAIL]
User drags a crossroad Type A from the sidebar and places it in Grid C4.	A crossroad with Type A shows in Grid C4.	PASS] [FAIL]
User right clicks on grid B3 then chooses rotate option by left clicking the mouse.	Lane on grid B3 has deleted.	(PASS) (FAIL)
User right click on grid C4 then choosea rotate option by left clicking the mouse.	Crossroad on grid C4 has deleted.	PASS]] [FAIL]
User right click on grid D1.	Nothing happens and no option pop out.	PASS]] [FAIL]

Tester name:	Agnes Wadee	Test date:	16-06-2016	
Result:	[PASS] / [FAIL]	Comment:	worked well	

3.6 Setting up the amount of incoming cars

1. Target on screen

- User chooses a textbox on one of the components which already in the grid.
- User defines the amount of the cars coming through the lanes in that textbox.

2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	PASS] [FAIL]
User checks whether the play but-		PASS [FAIL]
ton is enabled.		
User drags a lane Type B from the sidebar and places it in Grid B3.	A line with Type a shows in Grid B3.	PASS] [FAIL]
User drags a crossroad Type A from the sidebar and places it in Grid C4.	A crossroad with Type A shows in Grid C4.	[PASS]) [FAIL]
User clicks on a textbox in grid B3	System sets the amount of incoming car of which user changed in the	[PASS]/ [FAIL]
and input a value.	lane.	
User clicks on a textbox in grid C4	System sets the amount of incom-	PASS] [FAIL]
and input a value.	ing car of which user changed in the crossroad.	
User clicks on a textbox in gird B3	System sets the amount of incom-	[PASS] / [FAIL]
and without input a value.	ing car of which user changed in the	
	lane to defalut value.	
User doesn't click on a textbox.	Nothing happens.	[PASS]) [FAIL]
Tostor name: W. I.	Toot data:	40

lester name:	Wen Li	lest date:	16-06-2016	
Result:	[<mark>PASS</mark>] / [<mark>FAIL</mark>]	Comment:	Worked Well	

3.7 Running a simulation

- 1. Target on screen
 - User clicks on "Start/Stop" button.
- 2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS] / [FAIL]
User checks whether the play button is enabled.		[PASS]/ [FAIL]
User drags a lane Type B from the sidebar and places it in Grid B3.	A line with Type a shows in Grid B3.	PASS] (FAIL)
User right clicks on grid B3 then chooses rotate option by left clicking the mouse.	Lane on grid B3 has rotated 90 degrees clockwise.	[PASS]) [FAIL]
User drags a crossroad Type A from the sidebar and places it in Grid C4.	A crossroad with Type A shows in Grid C4.	[PASS]/ [FAIL]
User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on complete.	System sets the green light time of that chosen light group and close the configuration window.	[PASS] / [FAIL]
User clicks on a textbox in grid B3 and input a value.	System sets the amount of incoming car of which user changed in the lane.	[FAIL]
User clicks on a textbox in grid C4 and input a value.	System sets the amount of incoming car of which user changed in the crossroad.	[PASS]/[FAIL]
User click on start.	After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration.	(PASS) / [FAIL]
The simlation starts.	Cars stop when the light is red and go when the light is green. And the button of pause is availabled.	[PASS]) [FAIL]

Tester name:	Coen Stange	Test date:	16-06-2016	
Result:	[PASS]/[FAIL]	Comment:	Worked Well	

3.8 Stopping simulation

- 1. Target on screen
 - User clicks on "Start/Stop" button.
- 2. Test Data/Simulation

User opens the application. User checks whether the play button is enabled. User drags a lane Type B from the sidebar and places it in Grid B3. User right clicks on grid B3 then chooses rotate option by left clicking the mouse. User drags a crossroad Type A from the sidebar and places it in Grid C4. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on complete. User clicks on a textbox in grid B3 and input a value. User clicks on a textbox in grid C4 and input a value. User click on start. User click on start. Application opens. A line with Type a shows in Grid B3. Lane on grid B3 has rotated 90 degrees clockwise. A crossroad with Type A shows in Grid C4. System sets the green light time of that chosen light group and close the configuration window. PASS FAIL [PASS] FAIL	Actions	Expected result	Result
User drags a lane Type B from the sidebar and places it in Grid B3. User right clicks on grid B3 then chooses rotate option by left clicking the mouse. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. A crossroad with Type A shows in Grid C4. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on complete. User clicks on a textbox in grid B3 and input a value. System sets the green light time of that chosen light group and close the configuration window. FASS FAIL	User opens the application.	Application opens.	[PASS] / [FAIL]
User drags a lane Type B from the sidebar and places it in Grid B3. User right clicks on grid B3 then chooses rotate option by left clicking the mouse. User drags a crossroad Type A from the sidebar and places it in Grid C4. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. A crossroad with Type A shows in Grid C4. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on a textbox in grid B3 and input a value. User clicks on a textbox in grid C4 and input a value. User click on start. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. A line with Type a shows in Grid B3. Lane on grid B3 has rotated 90 degrees clockwise. Lane on grid B3 has rotated 90 degrees clockwise. PASS) [FAIL] PASS) [FAIL] PASS) [FAIL] PASS] [FAIL] PASS] [FAIL]	User checks whether the play but-		[PASS] / [FAIL]
Sidebar and places it in Grid B3. User right clicks on grid B3 then chooses rotate option by left clicking the mouse. User drags a crossroad Type A from the sidebar and places it in Grid C4. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on a textbox in grid B3 and input a value. User clicks on a textbox in grid C4 and input a value. User click on start. User click on start. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. Cars stop when the light is red and go when the light is green. And the button of pause is availabled. Lane on grid B3 has rotated 90 degrees clockwise. PASS] [FAIL] PASS] [FAIL]	ton is enabled.		
User right clicks on grid B3 then chooses rotate option by left clicking the mouse. User drags a crossroad Type A from the sidebar and places it in Grid C4. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. A crossroad with Type A shows in Grid C4. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on complete. User clicks on a textbox in grid B3 and input a value. User clicks on a textbox in grid C4 and input a value. User click on start. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. Lane on grid B3 has rotated 90 degrees clockwise. PASS) [FAIL] PASS) [FAIL] PASS] [FAIL]	7.	A line with Type a shows in Grid B3.	[PASS] (FAIL)
chooses rotate option by left clicking the mouse. User drags a crossroad Type A from the sidebar and places it in Grid C4. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUpDown, user clicks on Change. User clicks on complete. User clicks on a textbox in grid B3 and input a value. User clicks on a textbox in grid C4 and input a value. User click on start. System sets the green light time of that chosen light group and close the configuration window. System sets the amount of incoming car of which user changed in the lane. System sets the amount of incoming car of which user changed in the crossroad. PASS FAIL PASS FAIL PASS FAIL The similation starts. Cars stop when the light is red and go when the light is green. And the button of pause is availabled.		1.001	
User drags a crossroad Type A from the sidebar and places it in Grid C4. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUpDown, user clicks on Change. User clicks on complete. User clicks on a textbox in grid B3 and input a value. User clicks on a textbox in grid C4 and input a value. User click on start. System sets the green light time of that chosen light group and close the configuration window. System sets the amount of incoming car of which user changed in the lane. System sets the amount of incoming car of which user changed in the crossroad. Were clicks on a textbox in grid C4 and input a value. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. A crossroad with Type A shows in Grid C4. System sets the amount of incoming car of which user changed in the lane. PASS FAIL PASS FAIL FAIL FASS FAIL		_	PASSI
User drags a crossroad Type A from the sidebar and places it in Grid C4. User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on a textbox in grid B3 and input a value. User clicks on a textbox in grid C4 and input a value. User click on start. A crossroad with Type A shows in Grid C4. System sets the green light time of that chosen light group and close the configuration window. System sets the amount of incoming car of which user changed in the lane. System sets the amount of incoming car of which user changed in the crossroad. System sets the amount of incoming car of which user changed in the crossroad. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. Cars stop when the light is red and go when the light is green. And the button of pause is availabled.		grees clockwise.	
User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on complete. User clicks on a textbox in grid B3 and input a value. User clicks on a textbox in grid C4 and input a value. User click on start. User click on start. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light ime changing like the setting in the configuration. The similation starts. Cars stop when the light is green. And the button of pause is availabled. FASS [FAIL]	•	A crossroad with Type A shows in	PASSIV (FAIL)
User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on a textbox in grid B3 and input a value. User clicks on a textbox in grid C4 and input a value. User click on start. User click on start. System sets the green light time of that chosen light group and close the configuration window. System sets the amount of incoming car of which user changed in the lane. System sets the amount of incoming car of which user changed in the crossroad. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. Cars stop when the light is green. And the button of pause is availabled. [PASS] [FAIL]		· ·	
and input a value. User clicks on a textbox in grid C4 and input a value. User click on start. System sets the amount of incoming car of which user changed in the crossroad. User click on start. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. Cars stop when the light is red and go when the light is green. And the button of pause is availabled. PASS [FAIL]	User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User	System sets the green light time of that chosen light group and close	[PASS]/[FAIL]
User clicks on a textbox in grid C4 and input a value. User click on start. System sets the amount of incoming car of which user changed in the crossroad. User click on start. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. Cars stop when the light is red and go when the light is green. And the button of pause is availabled.	User clicks on a textbox in grid B3	System sets the amount of incom-	[PASS] / [FAIL]
User clicks on a textbox in grid C4 and input a value. User click on start. System sets the amount of incoming car of which user changed in the crossroad. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. Cars stop when the light is red and go when the light is green. And the button of pause is availabled.	and input a value.	, ,	
and input a value. User click on start. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. Cars stop when the light is red and go when the light is green. And the button of pause is availabled. PASS] [FAIL]	Llear clicks on a toythox in grid C4		DACCIVIEAU
User click on start. After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. Cars stop when the light is red and go when the light is green. And the button of pause is availabled.		, ,	
shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration. The similation starts. Cars stop when the light is red and go when the light is green. And the button of pause is availabled.		_	
go when the light is green. And the button of pause is availabled.		shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration.	PASS] / [FAIL]
button of pause is availabled.	The simlation starts.		PASS FAIL
·		, ,	
LICOR CHOKE ON COOK AND A LICOR CHOKE ON COOK AND COOK AN		•	
tem stops the simulation. All the	User clicks on stop.	After user clicks on stop, sys-	PASS [FAIL]
cars disappear and the lights stop		•	
changing. The pause button is dis-			
abled.		,	
Tester name: Yongshi Liang Test date: 16-06-2106	Tester name: Yongshi Liang	Test date: 16-06-2106	
Result:			

Test Plan Page 11

3.9 Pausing simulation

- 1. Target on screen
 - User clicks on "Pause" button.
- 2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS] (FAIL
User checks whether the play but-		[PASS] Y [FAIL]
ton is enabled.		
User drags a lane Type B from the sidebar and places it in Grid B3.	A line with Type a shows in Grid B3.	[PASS]/ [FAIL]
User right clicks on grid B3 then chooses rotate option by left clicking the mouse.	Lane on grid B3 has rotated 90 degrees clockwise.	[PASS]/[FAIL]
User drags a crossroad Type A from the sidebar and places it in Grid C4.	A crossroad with Type A shows in Grid C4.	PASS) [FAIL]
User right clicks on grid C4 then chooses Traffic light configuration option by left clicking the mouse. After selects a light group and changes the time by the numericUp-Down, user clicks on Change. User clicks on complete.	System sets the green light time of that chosen light group and close the configuration window.	[PASS]/[FAIL]
User clicks on a textbox in grid B3 and input a value.	System sets the amount of incoming car of which user changed in the lane.	[PASS]/[FAIL]
User clicks on a textbox in grid C4 and input a value.	System sets the amount of incoming car of which user changed in the crossroad.	PASS]) [FAIL]
User click on start.	After user clicks on start, system shows the cars flow go through all the lanes in the components which are already placed in the grid. Also the traffic light time changing like the setting in the configuration.	(PASS) (FAIL)
The simlation starts.	Cars stop when the light is red and go when the light is green. And the button of pause is availabled.	[PASS]) [FAIL]
User clicks on pause.	After user clicks on pause, system pauses the simulation. All the cars stop and the lights stop changing. The text of the pause button changes into resume.	(PASS)) [FAIL]
Tester name: Agnes Wadee	Test date: 16-06-2016	

Tester name: Agnes Wadee Test date: 16-06-2016

Result: PASSI [FAIL] Comment: Worked well

3.10 Load file

Result:

- 1. Target on screen
 - User clicks on "Load" button.

[PASS]/[FAIL]

2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS] / [FAIL]
User checks whether the play but-		[PASS] / [FAIL]
ton is enabled.		
User checks that there is at least		[<mark>PASS</mark>]/ [<mark>FAIL</mark>]
one saved file with traffic control		
system on the device.		
User clicks on Load and chooses a	System closes previous project and	[PASS]/[FAIL]
file to open.	loads the chosen file.	
User clicks on Load and chooses a	System informs user that file	[PASS]/[FAIL]
file to open.	canâĂŹt be loaded and given the	
	choice to stop or choose another	
	file.	
User clicks on Load and chooses a	System asks if users wants, to save	[PASS]/[FAIL]
file to open when another project is	project, that is already open, be-	
open.	fore closing it and opening another	
	project.	
Tester name: Wen Li	Test date: 16-06-2016	
	+	

Comment:

3.11 Save file

- 1. Target on screen
 - User clicks on "Save" button.

2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS] / [FAIL]
User checks whether the play but-		[PASS] / [FAIL]
ton is enabled.		
User checks that there is at least		[PASS] / [FAIL]
one saved file with traffic control		
system on the device.		
User clicks on Load and chooses a	System loads the chosen file.	PASS] [FAIL]
file to open.		
User makes a change on the grid by	System displays the new compo-	[PASS] / [FAIL]
dragging a new line Type A to an un-	nent in the grid.	
occupied place in the grid.		
User clicks on Save.	System saves the file.	PASS [FAIL]
User clicks on Save when the	A saving dialogue window pops up.	PASS [FAIL]
project has not been saved on the		
device yet.		
User chooses the directory where	System saves the file.	[PASS] ([FAIL]
the file will be stored, and names		
the file then clicks OK.		
Tester name: Coen Stange	Test date: 16-06-2	016

rester name.	Coen Stange	rest date.	16-06-2016	
Result:	[<mark>PASS</mark>]/[<mark>FAIL</mark>]	Comment:		

3.12 Save file as a new file

- 1. Target on screen
 - User clicks on "Save as" button.
- 2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS] / [FAIL]
User checks whether the play but-		[PASS] / [FAIL]
ton is enabled.		
User clicks on Save as.	A saving dialogue window pops up.	[PASS] / [FAIL]
User chooses the directory where	System saves the file.	FASS [FAIL]
the file will be stored, and names		
the file then clicks OK.		

Tester name:	Yongshi Liang	Test date: 16-	06-2016
Result:	[<mark>PASS]</mark> / [<mark>FAIL</mark>]	Comment:	

3.13 Resizing the grid

- 1. Target on screen
 - User clicks on "Edit" on the top bar.
- 2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS]/[FAIL]
User checks whether the play button is enabled.		[PASS] [FAIL]
User clicks on "Edit" on the top bar.	System displays a menu with several options.	[PASS]/[FAIL]
User clicks on "Document settings.	System shows document settings panel.	PASS / [FAIL]
User defines the size of the grid by typing numbers in the width and height input boxes, then clicks on OK.	System updates and display the new grid.	[PASS]/[FAIL]
User defines a smaller size of the grid	System discards the objects placed outside of the new grid size.	[PASS]/[FAIL]
Tester name: Agnes Wadee	Test date: 16-06-2016	
Result: [PASS] / [FAIL]	Comment:	

3.14 Closing application

- 1. Target on screen
 - User clicks on "Close" button.
- 2. Test Data/Simulation

Actions	Expected result	Result
User opens the application.	Application opens.	[PASS] / [FAIL]
User clicks on Close.	System closes the window.	[PASS] / [FAIL]
User clicks on Close when there is	System asks if user wants to save	PASS / FAIL
unsaved changes.	changes.	

Tester name:	Agnes Wadee	Test date: 16-06-2016
Result:	[<mark>PASS</mark>] ([<mark>FAIL</mark>]	Comment: The application just closes