Test case: Draw (Display function)

Method of testing: Manual

|  |  |  |
| --- | --- | --- |
| S.N | **EXCUTION STEPS** | **EXPECTED RESULTS** |
| 1 | Point the mouse to the function text field at the top of the application | The area should be typeable field |
| 2 | Enter the function that as needed to be drown | Function should stay in the text field |
| 3 | Click the tap “Do” and click on the first menu called “Draw” | “Do” tap should be opened and “Draw” option be seen |
| 4 | Function is being drown | Function should be drown on the X, Y axis |

Test case: Draw (Button)

Method of testing: Manual

|  |  |  |
| --- | --- | --- |
| S.N | **EXCUTION STEPS** | **EXPECTED RESULTS** |
| 1 | Point the mouse to the function text field at the top of the application and enter a function | The area should allow user to type |
| 2 | Click on the “Draw” button in the bottom left of the application | Function should be drown on the X, Y axis |

Test case: Save

Method of testing: Manual

|  |  |  |
| --- | --- | --- |
| S.N | **EXCUTION STEPS** | **EXPECTED RESULTS** |
| 1 | Draw any function | Function should be drown on the X, Y axis |
| 2 | Click on the “save” tap | Save menu should open |
| 3 | Click on the “save image” menu | “open” window should open |
| 4 | Click on the “Look in” and select a destination | “Look in” should slide down and computer drives should appear |
| 5 | Choose a name for the image and add .jpg to the end of the name and finally click “open” button | Image should be found in the destination and be visible if it is opened |