```
[T10.2]
```

```
Testing of Add Function in Planner, that works in conjunction with Task
TEST_METHOD(testAdd_oneTask)
              {
                     Planner testPlanner;
                     Task testTask;
                     bool doesFunctionWork=false;
                     testTask.addDetails("Test task 1; date 010203; time 1100");
                     testPlanner.addTask(testTask);
                     if (testPlanner.AllToString() == "1. Test task 1 1/2/3
1100\r\n"){
                            doesFunctionWork = true;
                     }
                     else{
                            doesFunctionWork = false;
                     }
                     Assert::IsTrue(doesFunctionWork);
The above test enters what Logic would have received from GUI and simulates the action of GUI
creating a Task and then subsequently entering that into Planner
<CodedUITest()>
Public Class CodedUITest1
    <TestMethod()>
    Public Sub systemAddTest_twoDate_twoTime()
        ' To generate code for this test, select "Generate Code for Coded UI Test"
from the shortcut menu and select one of the menu items.
        Me.UIMap.userAdd time date()
        Me.UIMap.assert userAdd time date()
    End Sub
Test method for Coded UI Test of user input of <add> actions. The test simulates the
user input of four events: one with date and time, one with time and no date, one with
date and no time and the last one with no date and no time. The test uses one UI map
for the input and another UI map for the assertion.
UI maps for systemAddTest_twoDate_twoTime() and assert_userAdd_time_date() are below.
systemAddTest_twoDate_twoTime() is the UI map for input and assert_userAdd_time_date()
is the UI map for assertion.
Public Sub userAdd time date()
            Dim uIUserInputEdit As WinEdit =
Me.UIItemWindow.UIUserInputWindow.UIUserInputEdit
            'Type 'clear' in 'userInput' text box
            uIUserInputEdit.Text = Me.userAdd_time_dateParams.UIUserInputEditText
            'Type '{Enter}' in 'userInput' text box
            Keyboard.SendKeys(uIUserInputEdit,
Me.userAdd_time_dateParams.UIUserInputEditSendKeys, ModifierKeys.None)
```

'Type 'Y' in 'userInput' text box

```
uIUserInputEdit.Text = Me.userAdd_time_dateParams.UIUserInputEditText1
            'Type '{Enter}' in 'userInput' text box
            Keyboard.SendKeys(uIUserInputEdit,
Me.userAdd_time_dateParams.UIUserInputEditSendKeys1, ModifierKeys.None)
            'Type 'add event a; date 030415 to 040415' in 'userInput' text box
            uIUserInputEdit.Text = Me.userAdd_time_dateParams.UIUserInputEditText2
            'Type '{Enter}' in 'userInput' text box
            Keyboard.SendKeys(uIUserInputEdit,
Me.userAdd_time_dateParams.UIUserInputEditSendKeys2, ModifierKeys.None)
            'Type 'add event b; time 1000 to 1100' in 'userInput' text box
            uIUserInputEdit.Text = Me.userAdd time dateParams.UIUserInputEditText3
            'Type '{Enter}' in 'userInput' text box
            Keyboard.SendKeys(uIUserInputEdit,
Me.userAdd time dateParams.UIUserInputEditSendKeys3, ModifierKeys.None)
            'Type 'add event c; date 040515 to 060415; time 1000 to 1100' in
'userInput' text box
            uIUserInputEdit.Text = Me.userAdd_time_dateParams.UIUserInputEditText4
            'Type '{Enter}' in 'userInput' text box
            Keyboard.SendKeys(uIUserInputEdit,
Me.userAdd time dateParams.UIUserInputEditSendKeys4, ModifierKeys.None)
            'Type 'add event d' in 'userInput' text box
            uIUserInputEdit.Text = Me.userAdd time dateParams.UIUserInputEditText5
            'Type '{Enter}' in 'userInput' text box
            Keyboard.SendKeys(uIUserInputEdit,
Me.userAdd time dateParams.UIUserInputEditSendKeys5, ModifierKeys.None)
       End Sub
        '''<summarv>
        '''assert_userAdd_time_date - Use 'assert_userAdd_time_dateExpectedValues' to
pass parameters into this method.
        '''</summary>
        Public Sub assert userAdd time date()
            Dim uIDisplayWindowEdit As WinEdit =
Me.UIItemWindow.UIDisplayWindowWindow.UIDisplayWindowEdit
            'Verify that the 'Text' property of 'displayWindow' text box equals '1.
event d
            '2. event a 3/4/15 to 4/4/15
            '3. event b 1000 to 1100
            '4. event c 4/5/15 to 6/4/151000 to 1100
Assert.AreEqual(Me.assert userAdd time dateExpectedValues.UIDisplayWindowEditText,
uIDisplayWindowEdit.Text, "assert userAdd_time_date failed!")
        End Sub
```

[T10.3]

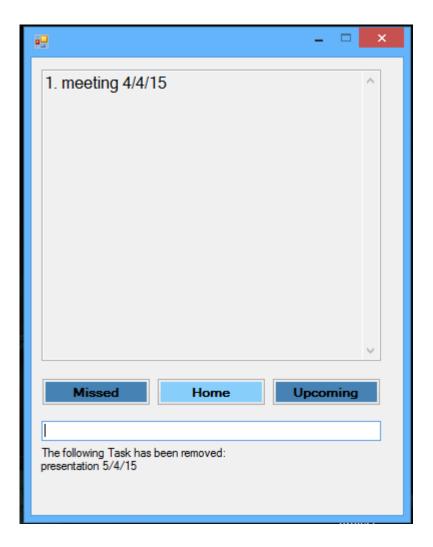
The following are the commands that our product supports at the moment. The command are divided into 2 major categories: Function and Control. The Function commands highlight the main features of the product. The Control commands help the user to manoeuvre through the product.

The Function commands are: Add, Delete, Edit, Undo, Search, Clear, Done, Recur, Save, Load

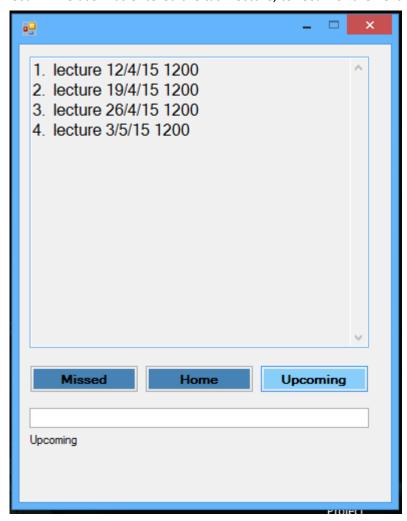
The Control commands are: Home, Upcoming, Missed, All, Show Done, Help, Exit

Screenshot of some functions:

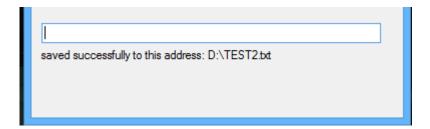
Undo Add – The image below shows that the user receives confirmation after using the undo function immediately after an add function.



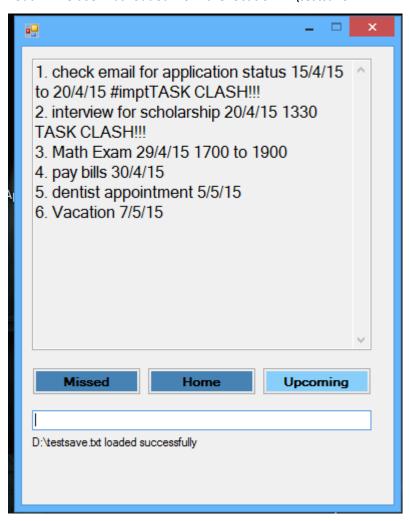
Recur – The user has entered the task lecture, to recur for the next 4 weeks.



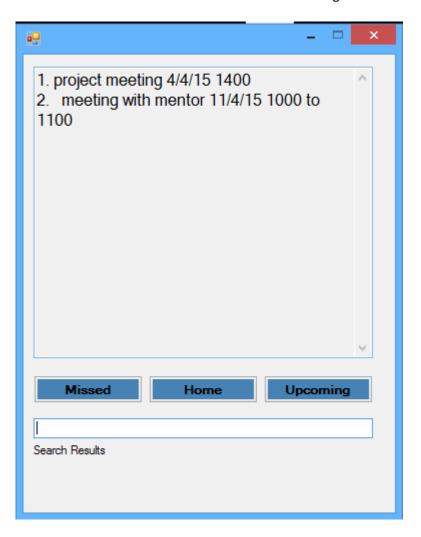
Save – The user has entered save, the planner has been saved and the user receives feedback on the successful operation



Load – The user has loaded from the location D:\testsave.



Search – The user has searched for the term "meeting"



[T10.4]

