

CSE 110 Ready Team One Manual Testing document

1. Test recipeCard.js

- a. Search a keyword from Home.html, take “cauliflower” for example, the page navigates to explore.html with three Cauliflower related recipe cards in the page.
- b. All three recipe cards are clickable. If click on them anywhere besides the heart button, the page navigates to the detailed recipe page.
- c. Refreshes on the explore.html do not affect the number of recipe cards.
- d. After searching “cauliflower” and navigating to explore.html, click “go back button” in the chrome web frame, the page navigates back to home.html.
- e. After clicking the recipe card and entering the detailed recipe page, click “go back button” in the chrome web frame, the page navigates back to explore.html.
- f. At the beginning all hearts are grey. If you click on one heart, the heart turns purple. If click the same heart button again, the heart turns back to grey. Refreshes on the page don’t affect the status of the heart button.
- g. Looking at the local storage from the console, the pinned recipes’ IDs are stored inside the “pinned” array. The three json objects of the three cauliflower recipe cards are stored in the “searchedRecipes” array.

2. Test recipeDisplay.js

- a. Clicking on any existing recipe card in the explore.html, the page navigates to the detailed recipe page. Click “go back button” in the chrome web frame, the page navigates back to explore.html.
- b. The name, description, ingredient list, cooking time, serving size, instructions are shown independently in different sections.
- c. Clicking on the texts does not affect the page.
- d. Refreshing the page does not affect the content of the page.