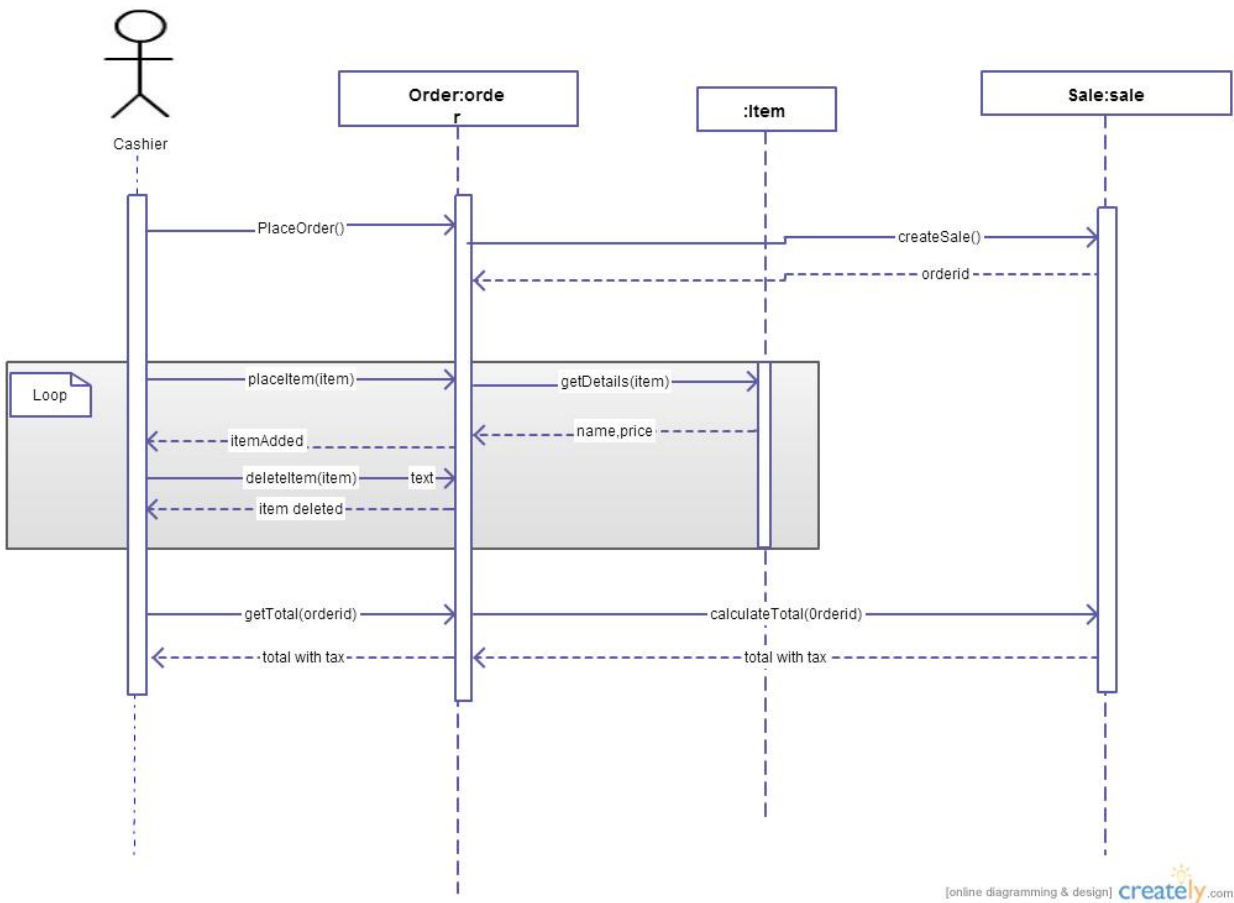


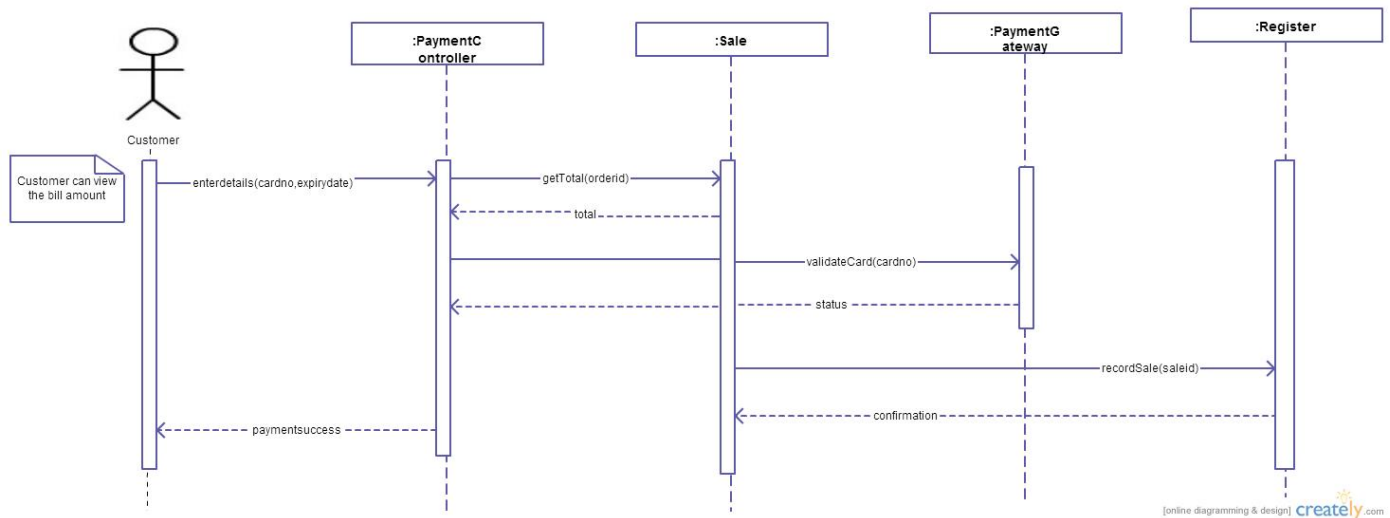
CS414 Assignment 4 – cs414c

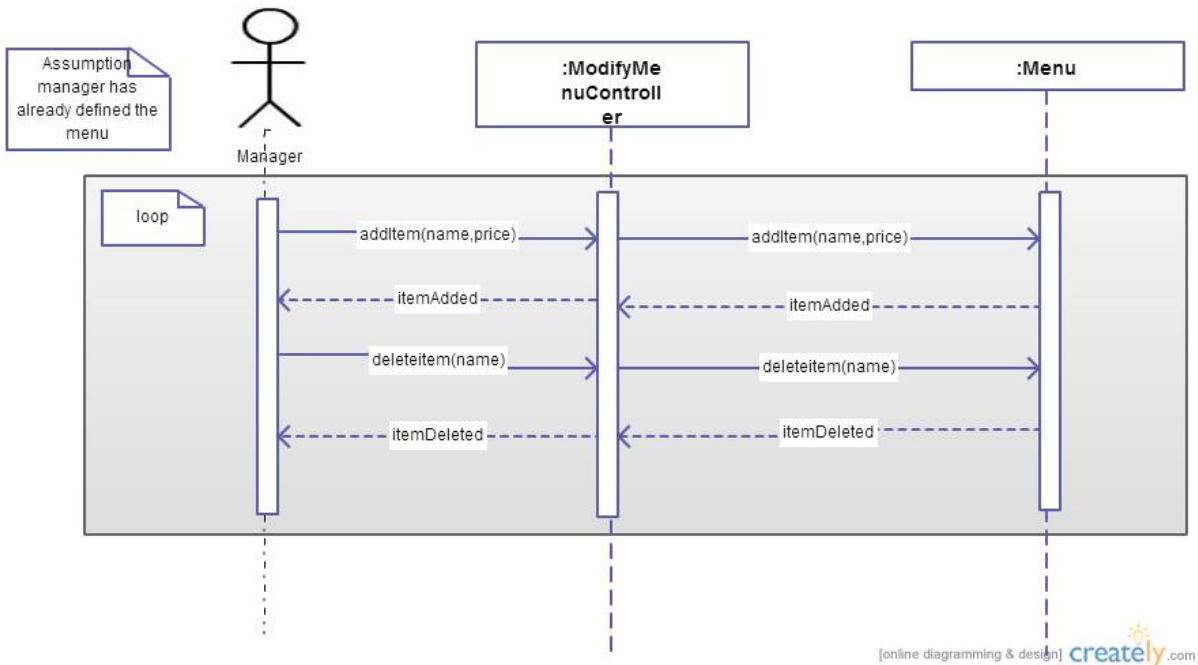
SEQUENCE DIAGRAM

1. Place Order



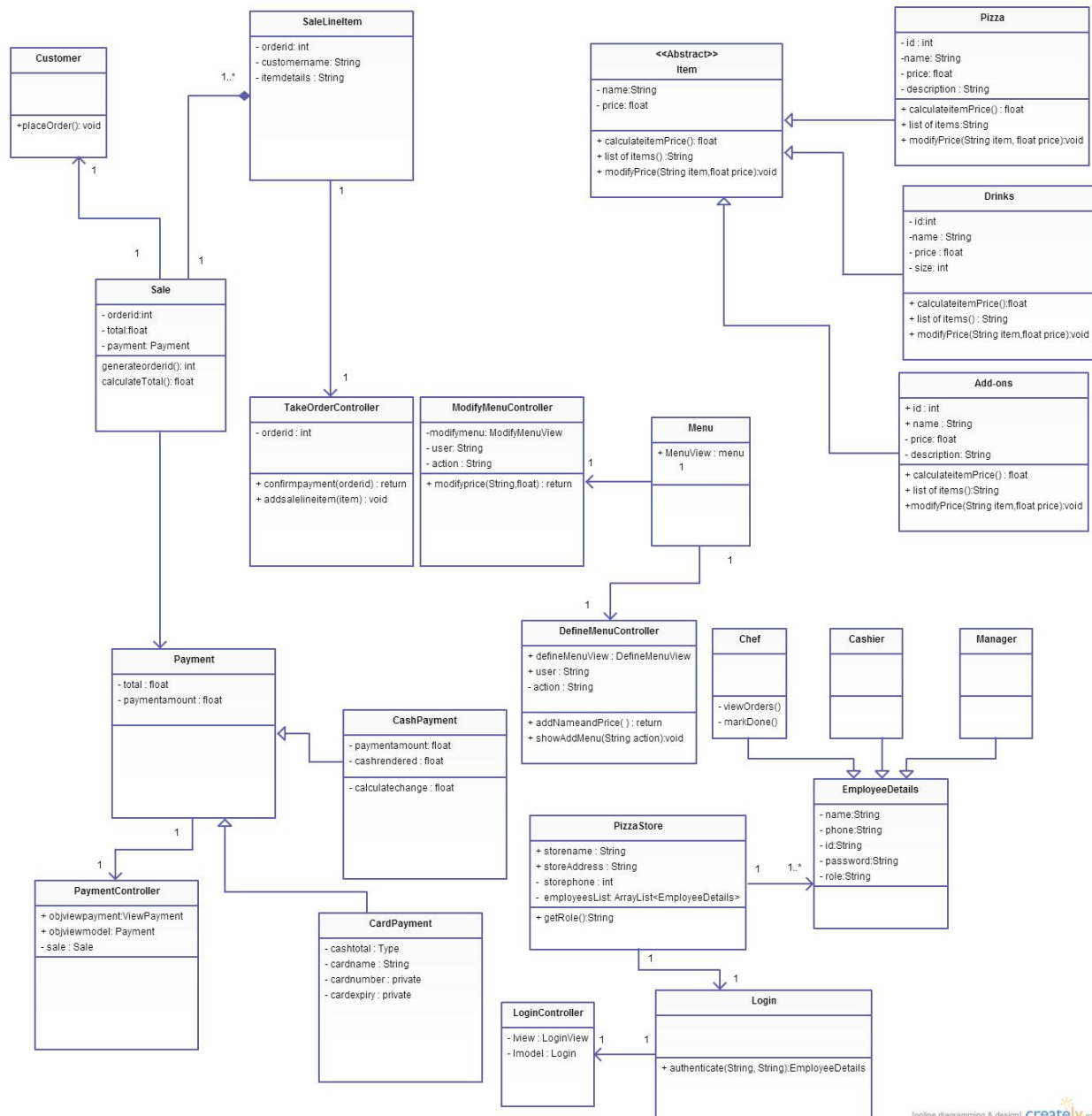
Pay By Card





MODIFY ORDER

CLASS DIAGRAM



SYSTEM TEST PLAN

Test case number: 1

Test case title: Add Pizza

Modules Tested: Define Menu

Importance: required for other functionality in system

Instruction:

1. Log in as manager
2. Select Define Menu option
3. Select Add Pizza
4. Enter Pizza name, price, and description
5. Select Add option to add another item to the menu.
6. Select Finish when all item are added with their prices

Expected Result: Pizza is added to the pizza list in backend.

Cleanup:

1. To modify the menu.
2. To clean up the data, terminate the program and delete from database.

Test case number: 2

Test case title: Add Drinks

Modules Tested: Define Menu

Importance: required for other functionality in system

Instruction:

1. Log in as manager
2. Select Define Menu option
3. Select Add Drinks
4. Enter Drink name, price,.
5. Select Add option to add another item to the menu.
6. Select Finish when all item are added with their prices

Expected Result: Drink is added to the drink list in backend.

Cleanup:

1. To modify the menu.
2. To clean up the data, terminate the program .

Test case number: 3

Test case title: Add Addons

Modules Tested: Define Menu

Importance: required for other functionality in system

Instruction:

1. Log in as manager
2. Select Define Menu option
3. Select Add Addons
4. Enter Addons name,price.
5. Select Add option to add another item to the menu.
6. Select Finish when all item are added with their prices

Expected Result: Addons is added to the addons list in backend.

Cleanup:

1. To modify the menu.
2. To clean up the data, terminate the program and delete from database.

Test case number: 4

Test case title: Place Order

Module being tested: Place Order

Importance: required in system

Instruction:

1. Log in as Cashier
2. Select Place Order option
3. Enter customer name and order number is generated.
4. Add items given by customer
6. Confirm the order

Expected result: Cashier is able to add the items in the order

Cleanup:

1. To clean up the data, terminate the program.

Test case number: 5

Test case title: Delete Selected item from Place Order

Module being tested: Place Order

Importance: required in system

Instruction:

1. Log in as Cashier
2. Select Place Order option
3. Enter customer name and order number is generated
4. Add items given by customer
5. Select the item checkbox from the order
7. Select Delete option

Expected result: Cashier is able to delete the selected items from order

Cleanup:

1. To clean up the data, terminate the program

Test case number: 5

Test case title: Delete Selected item from Place Order

Module being tested: Place Order

Importance: required in system

Instruction:

1. Log in as Cashier
2. Select Place Order option
3. Enter customer name and order number is generated
4. Add items given by customer
5. Select the item checkbox from the order
7. Select Delete option

Expected result: Cashier is able to delete the selected items from order

Cleanup:

1. To clean up the data, terminate the program

Test case number: 6

Test case title: Set Deal of the day

Module being tested: Deal of the Day

Importance: required for other functionality in system

Instruction:

1. Log in as manager
2. Select Deal of the day option
3. Select Pizza ,drink, addon.
4. Select deal name and price
5. Select Confirm option to add item and price to Menu
6. Select finish when items are added

Expected result: Deal of the day is visible to the customers.

Cleanup:

1. To clean up the data, terminate the program.

Test case number: 7

Test case title: Mark Order complete

Module being tested: Complete Order

Importance: not required for other functionality in system

Instruction:

1. Log in as chef
2. Select View orders option
3. Mark order as complete
4. click on submit

Expected result: Order is removed from list of orders and not visible to chef.

Cleanup:

1. To clean up the data, terminate the program.

Test case number: 8

Test case title: Add User

Module being tested: User Management

Importance: high, required for other functionality in the system

Instruction:

1. Log in as manager
2. Select User Management button.
3. Enter name, id, phone, username, password of new user.
4. Click on ok, user is added.

Expected result: dialog box with message employee added appears.

Cleanup:

1. To delete the user, enter the username and click on delete.
1. To clean up the data, terminate the program.

Test case number: 9

Test case title: Delete user

Module being tested: User Management

Importance: required for other functionality in the system

Instruction:

1. Log in as manager
2. Select User Management button.
3. Enter userid of the user who is to be deleted.
4. select delete.

Expected result: user is deleted from employees list and cannot login to the system

Cleanup :

1. To clean up the data, terminate the program.

Test case number: 10

Test case title: View deal of the day

Module being tested: Deal of the day

Importance: Not required for other functionality in system

Instruction:

1. Log in as cashier
2. Select View Special option

Expected Result: Cashier is able to see the deal of the day.

Cleanup:

1. To clean up the data, terminate the program

Test case number : 11

Test case title : Make Payment

Module being tested : Payment

Importance : high, required by other functionalities of the system

Instruction :

1. Log in as cashier
2. Select place order
3. enter the items ordered by the customer.
4. select submit to view the sale page.
5. confirm payment by selecting make payment button.
6. view opens with two buttons, cash payment and card payment.
7. select the appropriate option to proceed with payment.

Expected Result : Cashier is able to view the payment tab after sale is made.

Cleanup :

1. select the cancel button, to cancel the payment.
1. To clean up the data, terminate the program.

Test case number : 12

Test case title : Payment using card

Module being tested : Payment

Importance : high, required by other functionalities of the system

Instruction :

1. Log in as cashier
2. Select place order
3. enter the items ordered by the customer.
4. select submit to view the sale page.
5. confirm payment by selecting make payment button.
6. view opens with two buttons, cash payment and card payment.
7. select the pay by card option.
8. enter card details provided by customer.
9. select ok button .

Expected Result : System validates the card and confirms payment success.

Cleanup :

1. select the cancel button, to cancel the payment.
1. To clean up the data, terminate the program.

Test case number : 13

Test case title : Payment using cash

Module being tested : Payment

Importance : high, required by other functionalities of the system

Instruction :

1. Log in as cashier
2. Select place order
3. enter the items ordered by the customer.
4. select submit to view the sale page.
5. confirm payment by selecting make payment button.
6. view opens with two buttons, cash payment and card payment.
7. select the pay by cash option.
8. Enter the amount given by the customer
9. View the balance amount to return.

Expected Result : System displays the correct balance to be returned to the customer.

Cleanup :

1. Select the cancel button, to cancel the payment.
2. To clean up the data, terminate the program.

Test case number : 14

Test case title : Add Sale Line Item

Module being tested : Add sale line item

Importance : high, required by other functionalities of the system

Instruction :

1. Log in as cashier/customer
2. Select place order
3. choose the pizza or drink or add-on tab.
4. select the pizza from drop down box, the check box are populated.
5. modify the toppings based on user request.
6. select ok button
7. the new total of the item is calculated.

Expected Result : The item is added to the order.

Cleanup :

1. Select the cancel button, to cancel the item selection.
2. To clean up the data, terminate the program.

Test case number : 15

Test case title : Modify menu

Module being tested : Modify Menu

Importance : high, required by other functionalities of the system

Instruction :

1. Log in as manager
2. Select modify menu
3. select the item to be modified.
4. enter the modified price.
5. select submit to commit the changes in database.

Expected Result : The item details has been updated.

Cleanup :

1. To clean up the data, terminate the program or remove from database.