TEST PROJECT IT SOFTWARE SOLUTIONS FOR BUSINESS

WSC2015_TP09_S6_actual

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CONTENTS

Session 6 of this Test Project consists of the following documentation/files:

1. WSC2015_TP09_S6_EN.pdf   (Session 6 instructions)
2. marathon-skills-2015-testing-data-s6.pdf   (Testing data for session 6)
3. marathon-skills-2015-testing-template.docx   (Test case template to use for testing the system)

INTRODUCTION

In this session, you will be continuing the development of the Marathon Skills 2015 application, building on what you have already developed. If you did not complete all the deliverables from the previous session, do not finish them now, you have new deliverables to work on.

In this session, you will be allowing an administrator to view/add/edit users and view/add/edit charities. You will also be putting together some simple test cases that can be used to test parts of the system.

Testing data has been provided to help you test the system: marathon-skills-2015-testing-data-s6.pdf

INSTRUCTIONS TO THE COMPETITOR

By the end of this session, you will need to have the following deliverables ready to submit so that the Marathon Skills system will be finished on time.

Make sure that you follow the provided style guide throughout all parts of the system.

Make sure that you provide appropriate validation and error messages throughout all parts of the system.

Make sure that all relevant buttons/links are working at the end of the session.

Make sure that you use appropriate naming conventions for all parts of the system as needed.

DELIVERABLES

6.1 CREATE "30. USER MANAGEMENT"

Create the window as outlined in "30. User management" in the wireframe.

This window shows an administrator (who is currently logged into the system) all of the users in the system. The administrator can filter the users by role, and they can sort by all of the fields of the result table. They can also search for a user – the search will be matched against their first name, last name and email.

If the searching and filtering does not return any results, an appropriate message should be displayed.

When a search term is entered the result should return partial matches across the user's first name, last name and email address. E.g. if "John" is searched for, users with a first name of "Johnny", last name of "Johnson" or email address of "test@johnmail.com" would all be included.

Show a total for the number of users that are displayed in the list. This total should be displayed above the list.

List the first name, last name, email and role for each user.

When the "Edit" button next to a user is clicked, load the "31. Edit a user" form to allow the user's information to be changed.

When the "+ Add a new user" button is clicked, load the "32. Add a new user" form.

6.2 CREATE "31. EDIT A USER"

Create the window as outlined in "31. Edit a user" in the wireframe.

This form allows an administrator to edit a user's profile. They can change a user's personal details, change their role and change their password. They cannot change the email address because it is used as a username for the system.

- All fields are required.
- The list of roles is generated from the database.
- The password must meet the following requirements:

  - At least 6 characters
  - At least 1 uppercase letter
  - At least 1 number/digit
  - At least 1 of the following symbols: !@#$%^

- The value of "Password Again" must match the value of "Password".

6.3 CREATE "32. ADD A NEW USER"

Create the window as outlined in "32. Add a new user" in the wireframe.

This form allows an administrator to add a new user into the system.

- All fields are required.
- The list of roles is generated from the database.
- The password must meet the following requirements:

  - At least 6 characters
  - At least 1 uppercase letter
  - At least 1 number/digit
  - At least 1 of the following symbols: !@#$%^

- The value of "Password Again" must match the value of "Password".

6.4 CREATE "26. MANAGE CHARITIES"

Create the window as outlined in "26. Manage charities" in the wireframe.

This window shows a list of all of the charities to an administrator (who will be currently logged into the system).

List the logo, name and description for each charity.

When the "Edit" button next to a charity is clicked, load the "27. Add/edit charity" form so that the charity's information can be changed.

When the "+ Add a new charity" button is clicked, load the "27. Add/edit charity" form so that a new charity can be added. This is the same form that will be used to edit a charity's information, but do not populate it with a charity's data (it will be empty).

6.5 CREATE "27. ADD/EDIT CHARITY"

Create the window as outlined in "27. Add/edit charity" in the wireframe.

This form allows an administrator to add a new charity or edit an existing charity. They can add/change a charity's name, description and logo.

If the administrator is using the form to add a new charity, it will be blank. If they are using the form to edit an existing charity, then populate it with the charity's current information.

- Charity name is required.
- Logo file can be left blank when editing an existing charity – this will leave the existing logo unchanged.
- If logo is specified, it must be valid image file (e.g. JPG, JPEG, PNG, GIF, BMP) and must be readable by the system.

If the user is editing an existing charity, then display the current logo.

6.6 TESTING

You have been asked to complete some testing on the parts of the application that have been developed at this point.

Use the provided testing template to define 10 test cases that test any of the forms within your application, e.g. login, sponsorship, runner registration, add/edit users and add/edit charities. Make sure that you fill in all relevant parts of the testing template for each test case. Your documentation must make it obvious which part of the application you are testing.

It is acceptable if your tests fail, as that is still a valid test case. You do not need to fix up any issues that are found using the test cases.

Refer to the testing template: marathon-skills-2015-testing-template.docx