## **3.4 User Interface Testing**

To test the User Interface, each functionality described in the design document will be verified to see if it has been implemented correctly.

**3.4.1 Main Panel**

|  |  |
| --- | --- |
| Interface |  |
| What is tested? | Display function |
| Operation | Users can switch purchase and bill list by clicking drop down button. |
| Expected result | If a user clicks ‘purchase’, it will show all purchase expense.  If a user clicks ‘bill’, it will show all bill expense. |
| Effective result | After clicking ‘purchase’, it shows purchase list.  After clicking ‘bill’, it shows bill list. |

**3.4.2 Add Expense**

|  |  |
| --- | --- |
| Interface |  |
| What is tested? | Add expense |
| Operation | Users can add different types of expenses by clicking ‘Add Expense’ button on the main panel. |
| Expected result | When a user clicks ‘Add Expense’ button on the main panel, a new interface will pop up. Here they can input description of their expenses.  If a user clicks ‘purchase’, they can input information such as date, name, amount, status, method, vendor name, location and category.  If a user clicks ‘bill’, they can input above information and due date and interval.  If a user clicks ‘Composite\_Purchase’ or ‘Composite\_Bill’, the color of expense type will be changed to prompt error.  After completing all the information, click the button ‘add expense’ then the data will be stored in database and added on the list. |
| Effective result | As expected. |

**3.4.3 Remove Expense**

|  |  |
| --- | --- |
| Interface |  |
| What is tested? | Remove expense |
| Operation | Users can remove all kinds of expenses by clicking ‘Remove Expense’ button on the main panel. |
| Expected result | If a user chose a purchase or bill expense, click the button ‘Remove expense’, then the data will be deleted from the list and database.  If a user chose a composite expense, click the button ‘Remove expense’, then all the sub-columns will be deleted from the list and database. |
| Effective result | As expected. |

**3.4.3 Mark Expense Paid/Unpaid**

|  |  |
| --- | --- |
| Interface |  |
| What is tested? | Mark expense paid/unpaid |
| Operation | Users can mark expenses paid or unpaid by clicking ‘Mark expense paid/unpaid’ button on the main panel. |
| Expected result | If a user chooses a line, click the button ‘Mark expense paid/unpaid’, the expense status will be changed and stored in the database. |
| Effective result | As expected. |

**3.4.4 Hide/Show Paid Expenses**

|  |  |
| --- | --- |
| Interface |  |
| What is tested? | Hide/show paid expense |
| Operation | Users can hide paid expenses by clicking ‘Hide/show paid expense’ button on the main panel. |
| Expected result | If a user click the button ‘hide/show paid expense’, the list will only show the unpaid expenses. Click the button again, the list will back to original look. |
| Effective result | As expected. |

**3.4.5 Create Composite Expense**

|  |  |
| --- | --- |
| Interface |  |
| What is tested? | Create composite expense |
| Operation | Users can create composite expenses by clicking ‘Add Expense’ button on the main panel. |
| Expected result | If a user chooses lines, click the button “Create Composite Expense”, another interface will pop up. Here they can input description of the composite expense.  Click the button “Add Expense”, a composite expense can be created.  Double click “+” it will show details. |
| Effective result | As expected. |

**3.4.6 Moving the Window**

|  |  |
| --- | --- |
| Interface | Main panel |
| What is tested? | Moving the window |
| Operation | User clicks on the title bar of the window to move it elsewhere on the screen. |
| Expected result | The window should be moved and placed where the user wants. |
| Effective result | As expected. |

**3.4.7 Exit the Application**

|  |  |
| --- | --- |
| Interface | Main panel |
| What is tested? | Exit the application |
| Operation | User clicks ‘×’ to Exit the application. |
| Expected result | The window should be closed. |
| Effective result | As expected. |