## Test Cases for the Zoo.AnimalMaker.Core functionalities

|  |  |
| --- | --- |
| Fixture Class | MakerTest (in ‘Zoo.AnimalMaker.Test’) |
| Environment | **Operating System :** Microsoft Windows 7 – Professional  **System Type :** x64-based PC  **Testing framework :** NUnit (version="2.6.2")  **CI Tool :** Rake (version 0.9.2.2) / Ruby (version 2.0.0p247 (64bit) |
| Author/Tester | Dinesh Wickramaratne |
| Revisions | [2013-07-16 DineshW ] : Created  [2013-07-18 DineshW ] : Added more test cases |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| # | Test Case | Description | Tested Entity | Test(s) | Expected result |
| 1 | Maker\_AnimalMaker\_Injected\_Success | Checks whether the ‘AnimalMaker’ gets is injected into the solution with Ninject (DI) | \_animalMaker | Is not null | True |
| 2 | Maker\_AnimalRepository\_Injected\_Success | Checks whether the ‘AnimalRepository’ is correctly injected into the solution with Ninject (DI) | \_repository | is not null | True |
| 3 | Maker\_MakeADog\_Success | Checks whether the Animal type of ‘Dog’ is correctly created with correct properties | 1. Created ‘Dog’ instance (dog) 2. ‘dog’ s Object type 3. ‘dog’ s Number Of Legs | 1. is not null 2. Type is ‘Dog’ 3. ‘NumberOfLegs’ property value | 1. True 2. True 3. 4 |
| 4 | Maker\_MakeACat\_Success | Checks whether the Animal type of ‘Cat’ is correctly created with correct properties. | 1. Created ‘Cat’ instance (cat) 2. ‘cat’ s Object type 3. ‘cat’ s Daily Feed Cost | 1. is not null 2. Type is ‘Cat’ 3. ‘DailyFeedCost’ property value | 1. True 2. True 3. 10 |
| 5 | Maker\_MakeALion\_Success | Checks whether the Animal type of ‘Lion’ is correctly created with correct properties. | 1. Created ‘Lion’ instance (lion) 2. ‘lion’ s Object type 3. ‘lion’ s Daily Feed Cost | 1. is not null 2. Type is ‘Lion’ 3. ‘DailyFeedCost’ property value | 1. True 2. True 3. 40 |
| 6 | Maker\_MakeADog\_CaseInsensitive\_Success | Checks whether an Animal type can be created with lowercase, uppercase or mixed case (i.e Case insensitive). | 1. ‘Dog’ instance 1 (dog1) created by providing name as ‘dog’ 2. ‘Dog’ instance 1 (dog1) created by providing name as ‘DOG’ 3. ‘Dog’ instance 1 (dog1) created by providing name as ‘dOg’ | 1. is not null 2. is not null 3. is not null | 1. True 2. True 3. True |
| 7 | Maker\_MakeADragon\_NotSuccess | If attempted to create an animal that doesn’t exist will return null. | Instance created by providing name as ‘Dragon’ | is null | True |
| 8 | Maker\_MakeAnAnimal\_EmptyName\_NotSuccess | if attempted to create an animal by giving the name as empty will return null. | Instance created by providing a name as ‘’ (empty string) | is null | True |
|  |  |  |  |  |  |