Test Name	Description	Test Environment	How to test/steps	Acceptance criteria
Login test	Ensure that the user is able to login successfully after creating a new account or login into a previous account.	The test will take place in the '/login environment.	Positive: Check that the user inputs for username/pass word match with data from the users table from the database. If the inputs for username/pass word match with the database username/pass word, redirect the user to the user's budget page, and return the 200 status. Negative: Correctly handle	IF the user goes to '/login page without previously creating an account, show an error stating 'User does not exist'. IF user goes to '/login page, and incorrectly types in the user's password, give an error stating: "Incorrect password" IF user enters in their username and password, check the
			invalid login attempts (example: Attempting to log in with an invalid combination of username and password that is not stored in database) by rejecting unauthorized access and providing appropriate feedback to the	passed in username and password with the data in and the database and if they match, successfully log the user into their account and reroute to the /budget page. IF user enters in a username,but no password on

			user.("Invalid input message")	login page, give error stating: "Enter a password/ Password is incorrect"
Register test	Ensure the user is able to register a new account using a unique string username with a valid password.	The test environment will take place in the '/register' environment.	Positive: Check that the username inserted does not exist in the users database, If the user does not exist, register the user into the database and give status 200. Negative: Check that the username inserted already exists in the users database, And if the above does occur, print "User already exists"	IF a user enters a username that already exists in the users database, show an error stating" User already exists'. IF user does not enter a username show an error stating 'Invalid input'. IF user inputs a unique username, and a valid password, show success stating 'successfully registered' and reroute user to '/login page. IF the user does not enter a password, show an error stating "Invalid input".
Unregister Test:	Unregistering/de leting the user for the register test case, so	This test will take place in the '/register' environment	Positive test case: So that there is no need for the	IF_the user is trying to register an already existing user,

Background Information for Unregister test: If one were to have run the test cases once already with the example of username: newuser, and the positive register test case passed, then the next time one runs the test case with the same username: newuser, the positive test case will fail, because in the previous test case run, the newuser gets added to the database because they did NOT exist at that moment in time. In the rerun, the newuser exists in the database. thus the username has to be a different username for EACH rerun of the test cases.

that the positive user registration test case can pass any time one runs it.

positive register test case to be updated with a new user EVERY TIME one returns the test cases, we have implemented an unregister endpoint that allows for the registered user from the positive register test case to be unregistered after it passes the positive register test case. In other words, we are first registering a new user, and the positive register test case should pass however we are also unregistering the newly registered user right after the positive register test case so that there is no need to register a new user each time, and so that the positive register test case can pass each time as we have registered the new user then deleted/unregister ed it from the database.

delete the user being added in the positive register test case, before rerunning the positive register test case. Please note this Unregister test case is more of a continuation of the register test case so we do not have many use cases for this.