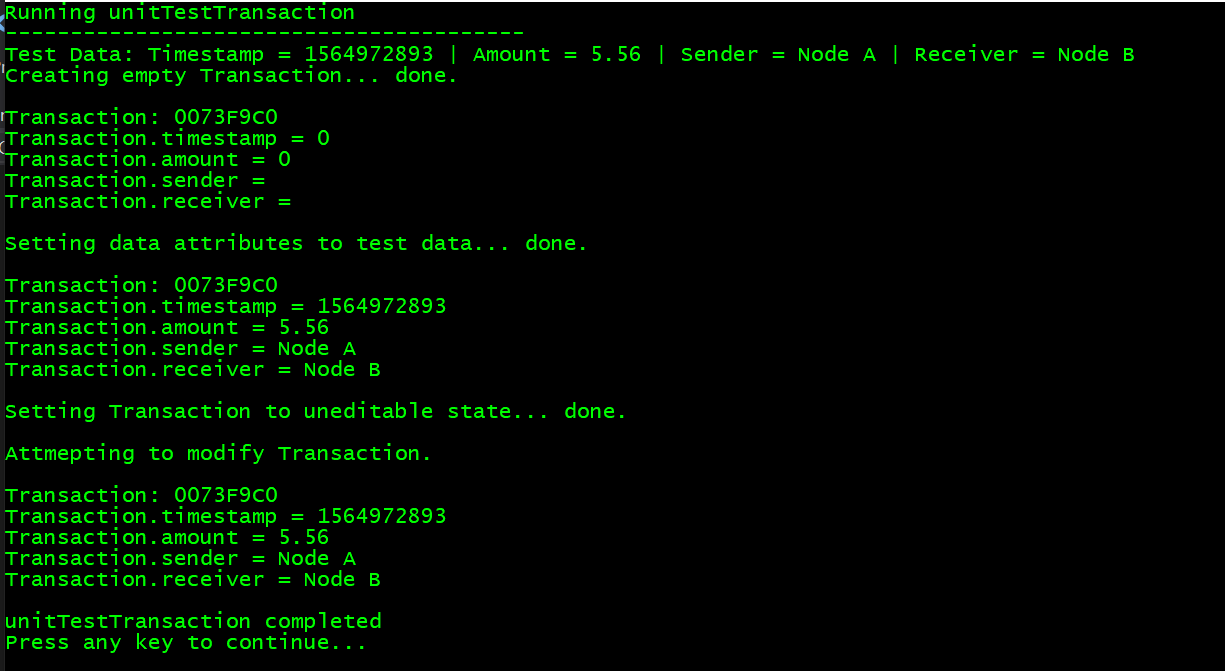
Acceptance Tests

Unit Tests:

Transaction

* confirm that all Transaction attributes are set to the correct passed values in the test
* confirm that Transaction attributes cannot be modified after executing makeConstant() method

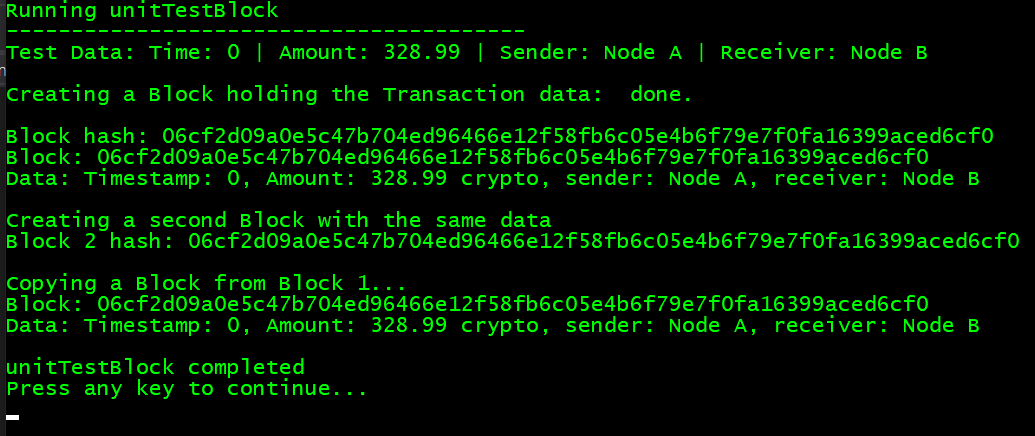
Results:



Block

* confirm that the constructor creates a Block instance with correct attribute values
* confirm that CalculateHash() produces a hash string with the correct Nonce
* confirm that the GetData() method returns a Transaction instance with the correct values
* confirm that copying a Block copies all attribute values (hash can vary for improved encryption)

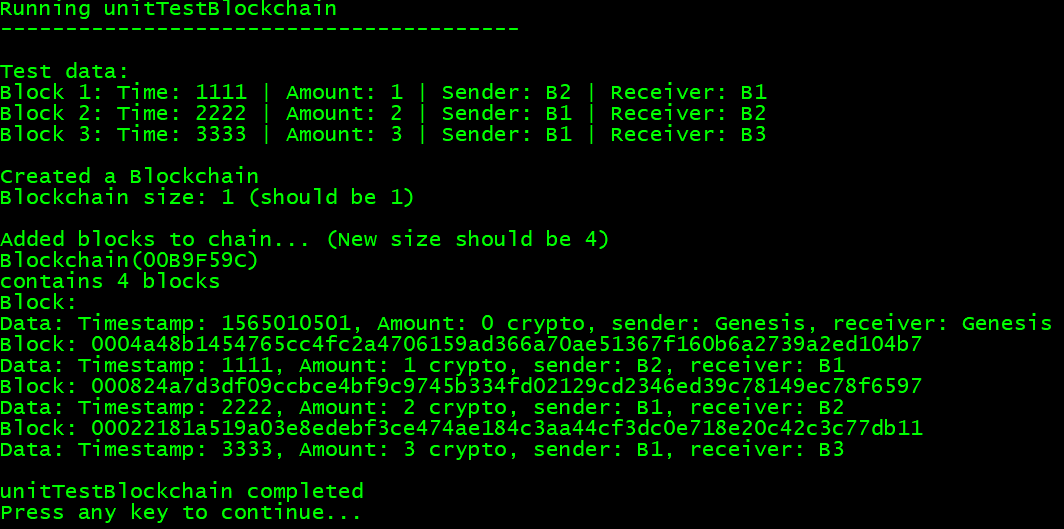
Results:



Blockchain

* confirm that the constructor creates a Blockchain with only an origin block
* confirm that adding a Block to the chain creates a new last Block in the chain with the desired Transaction attributes, and the size of the chain increases

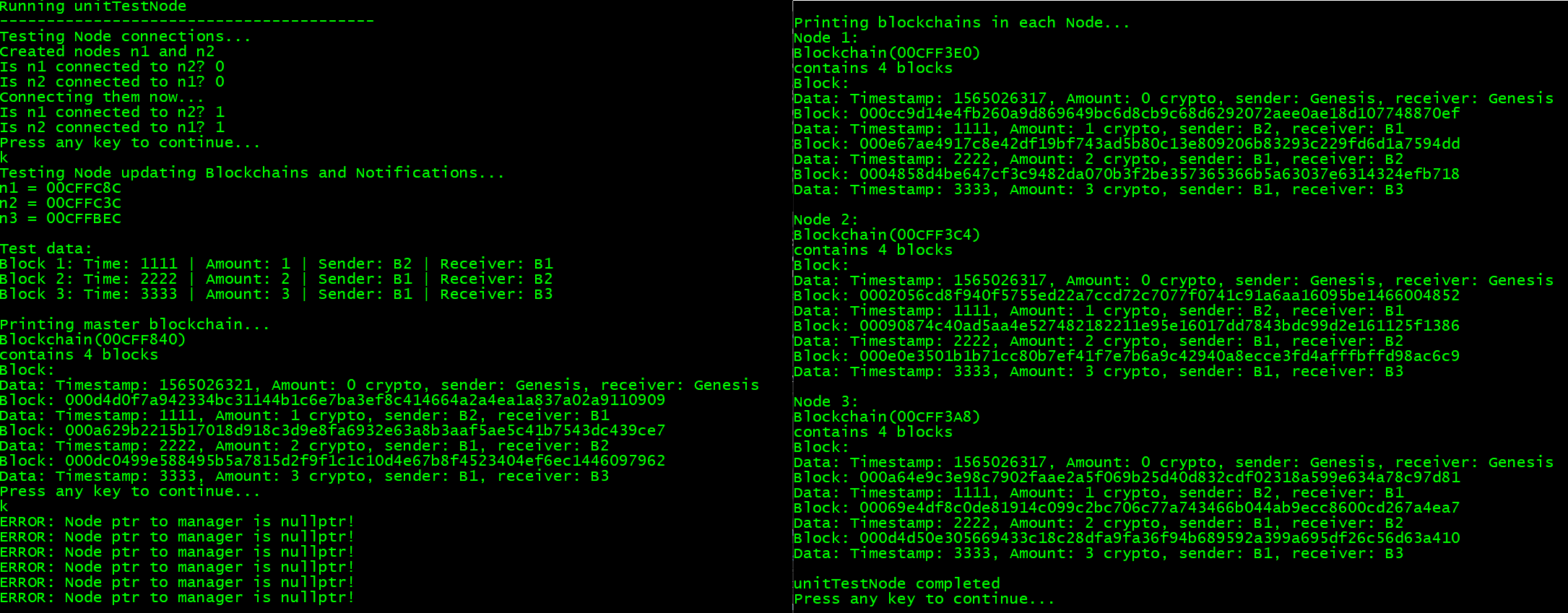
Results:



Node

* confirm that getters and setters work
* confirm that when calling node1.addConnection(node2) then both nodes are connected to one another
* confirm Nodes correctly modify their Blockchains and Blockchains have correct Transaction data
* confirm that a Node does not crash the program when a DataManager is not connected
  + instead an appropriate error message is printed

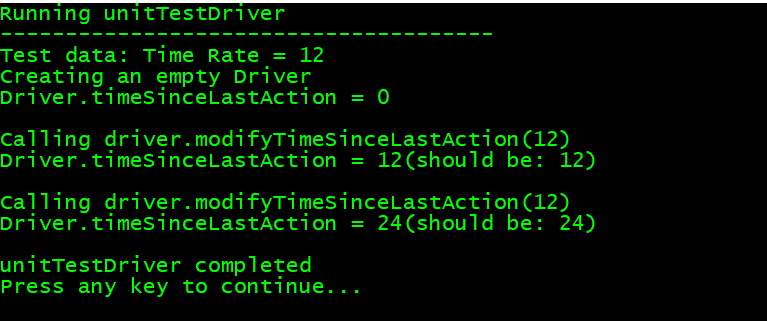
Results:



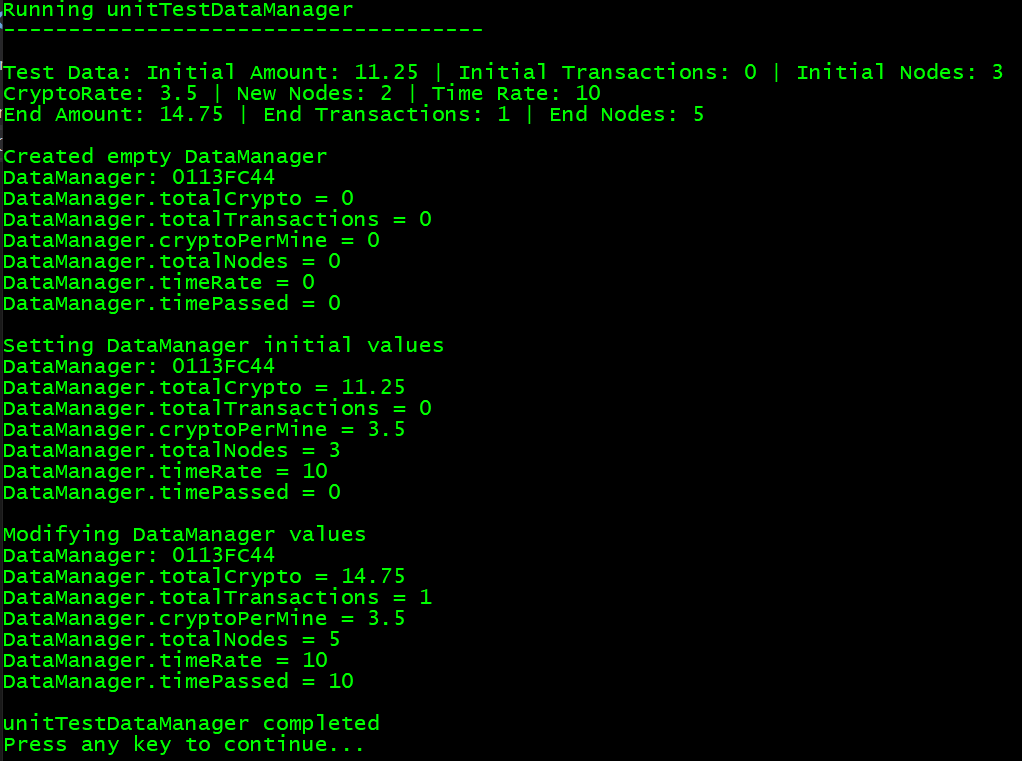
Driver

* confirm that getters and setters work

Results:



DataManager

-confirm that getters and setters work

Model

* confirm that when a given Event type is passed to the Model, that it takes the corresponding action

Viewer

* confirm that when a given Notice type is received, the Viewer takes the corresponding action
* confirm that when a given sf::Event type is processed by the Viewer, then the Viewer creates the corresponding Input

Controller

* confirm that when a given Input type is received by the Controller, then it creates the corresponding Event type

System Testing:

Node – Network system

* confirm both Network constructors work
* confirm that both addNewNode methods work
* confirm that getNode() returns a pointer to a Node containing the appropriate data
* confirm that modifying a connected Node’s blockchain modifies all connected Nodes

Driver – Network – DataManager system

* confirm that all connect methods work
* confirm that Driver actions modify Network Nodes and the DataManager correctly

Model – Viewer – Controller system

* confirm that when MVC is all connected, program behaves as desired