

Testing Documentation

All members tested all parts of the app.

Sign in/Sign up:

- Manually inputted information for the users
 - Edge cases included:
 - Using no @ in the email
 - Having passwords less than 6 characters
 - Tested manually to see if information in the signup was saved by signing in using the same information
 - Also tested to see if Pantry Name was listed in the Pantry Screen for users whenever we signed up

Different view for pantry and for consumer:

- Checked this by signing up as a pantry and as a consumer and verifying that we were shown different things

Adding Item To Cart:

- Manually inputted different quantities and item ids
 - Checked if an error was thrown when we
 - Inputted a negative or 0 quantity
 - Inputted a invalid item id (negative or non existing)
 - Inputting a quantity that is larger than the pantry inventory
 - Check the normal path of adding items with a proper quantity
 - Added items to the cart
 - Put item id and quantity that is lower than the inventory of the pantry
 - Checked to see if the item would be added to the cart
 - Checked this by clicking view cart and verifying that the item was added with the correct quantity

Editing Inventory if Pantry:

- Manually inputted different quantities and item ids
 - Checked if an error was thrown when we
 - Inputted a negative quantity
 - Inputted a negative item ID
 - Checked if stock was properly updated
 - Case 1: Add new item to inventory
 - Case 2: Edit quantity of item in inventory

Ordering Items

- As a consumer:
 - Check if an error message is displayed when the cart is empty and the user tries to order
 - Add items to the cart and then press order and make sure that the cart is emptied and the inventory of the pantry is correctly changed
- As a pantry:
 - Click the view order and make sure that all orders are seen with the items and the name of the consumer that made the order