3D Model Viewer – Test Documents

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# Testing Documentation

## Black-box Testing

### Test Case # 101 – Load and Render 3D model

**Requirements Tested**

3.1.a, 3.1.b, 3.2.a through 3.2.d, 3.3.a

**Rationale**

After Selecting a .OBJ file a 3D model of the object should be loaded onto the screen

**Steps**

1. Select File->Open
2. A file browser window opens, select .OBJ file
3. After selecting the file the object is rendered in the content window.

**Expected Output**

Clicking open will bring up the file browser, after selecting a .OBJ file the model is rendered on the screen

**Outcome** **PASS or FAIL**

**Notes**

### Test Case #102 – Close Application

**Requirements Tested**

3.1.a

**Rationale**

Selecting close will close all 3 forms and application

**Steps**

1. Select File->Close

**Expected Output**

The application will close.

**Outcome** **PASS or FAIL**

**Notes**

### Test Case #103 - Rotate

**Requirements Tested**

3.1.a, 3.3.b

**Rationale**

Clicking rotate button should rotate 3D model

**Steps**

1. Click the rotate right button.
2. Click the rotate left button

**Expected Output**

The 3D model will rotate right and rotate left in accordance to the button pressed.

**Outcome** **PASS or FAIL**

**Notes**

### Test Case #104 – Lighting

**Requirements Tested**

3.1.a, 3.3.b

**Rationale**

Clicking lighting should adjust the lighting on the 3D Model

**Steps**

1. Click the increase lighting button.
2. Click the decrease lighting button.

**Expected Output**

The lighting on the 3D model will increase or decrease based on the button pressed

**Outcome** **PASS or FAIL**

**Notes**

### Test Case #105 -

## White-box Testing