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Test Case Design

I will use memory leak measurement tools. My system will be used in a very fast pace manner, which may cause memory leaks to continuously build up.

Unit testing will be straightforward. I will start with the UI, and then the Concept screen, which can be thought as the root. Its unit test will be comprised of simply seeing if it loads. Its integration test will be run during the unit testing of each following component. For each component implemented after the UI and root screen, I will test to see if it is functioning by itself in the root screen. Then I will perform integration testing to see whether all components work alongside, inside, containing each other. Then I will implement user tools that interact and modify the components, and perform regression testing on all components in regards to whether they were not broken with the new component, and whether they work as expected.

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| **Functionality Tested** | **Inputs** | **Expected Output** |
| Root screen | Navigate to URL | UI visible and ready |
| Item unit test | Place items on screen | Items on screen |
| Container unit test | Place containers on screen | Containers on screen |
| Screen unit test | Place screen on screen | Screens on screen and fully functional |
| Items in Container | Place items in container | Various items in containers |
| Container in screen | Place containers in different levels of views | Various containers in various views |
| Items in containers in screens | Place items and containers and items in containers in various levels of screens | All non-interactive functionality working correctly |
| Rotate, move, change color, reshape unit testing | Apply actions to each object alone | Every object complies with action attempted |
| Actions on multi-nested objects | Apply actions to objects with objects inside it | All functionality except for customization complete |
| Custom objects | Create, save, and use custom objects | All functionality complete |