Client UI Unit Test

Since this is a test for UI, and most things can only be visually tested, so tester has to run the UI and click to open each window.

1. describe: Main Window

context: When a user opens the app.

expect: Users should see a window of the app and see menu bar on the top.

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context: When a user sees the menu bar.

expect: Users should be able to click the content on the menu bar.

1. describe: Open file window

context: When a user clicks the New – open file on the menu bar.

expect: A file choose window should popup and user can use it to choose a data file.

1. describe: Open file window

context: When user clicks cancel on the open file window.

expect: the open file window should be closed and a message dialog window should pop up to tell the user no file is selected.

1. describe: New calculation window.

context: When a user clicks New- New calculation.

expect: A window with input textfields and a start button should popup.

1. describe: New calculation window.

context: After a user enter inputs in the textfield and clicks “start”.

expect: For now, a window should popup and shows all the inputs the user has entered correctly.

1. describe: HeatGraph Window

context: When a user clicks Add – Heat Graph on the menu bar.

expect: A window with ColorMap graph should show up. The graph should show the “JET” colormap pattern.