Test description

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| **Test ID** | MIP4SLT3SF\_3137 |
| **Test Title** | Exchange BSO Names between English and Turkish language C2ISs. |
| **Execution Priority** | 1 |
| **Objective** | Cover exchanges and mapping between English and Turkish charsets, especially 'extreme' examples, to see if unexpected behaviour is observed. |
| **Scenario** | Nation A C2IS native working language is Turkish and creates some BSOs (GeographicFeatures and Persons are suggested) on it. Nation B C2IS native working language is English and receives the objects. Rotate roles. Both C2IS should cope well with the objects in both cases. |
| **Environment** | Internet or co-located. Exchange Pattern: P/S, R/R |
| **Participation** | 2 |
| **MTRS** |  |
| **Pre-test Conditions** | Nation A has published a topic, containing GeographicFeatures and Persons. Nation B has subscribed to Nation A’s topic. |
| **Test Inputs** | N/A |
| **Conclusion** | The test is passed if both Nations can cope well with each other’s (special) charset. |
| **Test Outputs** | N/A |
| **Traceability** | REQ\_SYS\_0022 |

Test Procedure

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| Step | Action | Expected Result | Src | Dst |
|  | Nation A (Turkish native speaking) creates BSOs in its C2IS such as GeographicFeatures and Persons, which Name Elements include characters not existing in Nation B’s native language.  Make sure all possible Nation A’s language characters not existing in Nation B’s are included in the Name Elements.  **Comments**  The desired behaviour of a receiving system encountering an Unicode charset not included in its own native language, should be a convenient mapping of the special stranger characters (for instance Turkish ‘Tekirdağ’ to ‘Tekirdag’) in case they cannot be represented, or just a representation with the original charset if possible. ~~ | Nation B C2IS native working language is English and receives the BSOs.  The receiving C2IS should cope well with the objects. ~~ | 1 | 2 |
|  | Rotate roles, even if all Nation B’s charset is included in Nation A’s. ~~ | The receiving C2IS should cope well with the objects. ~~ | 2 | 1 |

**Configuration**

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| Item | Value | Comment |
| EventGeneration | 1 | 0 🡪 Combine steps to one event in the MTMT, generate new MTMT events on every source - destination change. 1 🡪 Every step will be added to the MTMT as a separate event. |