Alpha-V Alerts

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Site Aspect Login Test ID:1

Test Case ID 1.1: Login

Objective: The user should be able to login with the proper username and password.

Testing Approach: Black-box

Preconditions: A user must exist with systems associated with.

Step Number	Test Case Steps	Test Data	Expected Result
1.	User logs in to their account	String username; String password;	Server fetches all information for that User. Bringing them to the site.

Test Case ID 1.2: Invalid Login

Objective: If the user enters in a username and password that is not associated with a real account, they cant sign in.

Testing Approach: Black-box

Preconditions: A user must exist with systems associated with.

Step Number	Test Case Steps	Test Data	Expected Result
1.	User attempts to login without a proper username and password	String username; String password;	Alert displays informing the user that their account information is invalid.

Test Case ID 1.3: Logout

Objective: The user should be able to logout by clicking the logout button and no longer be able to sign in without using the proper username and password.

Testing Approach: Black-box

Preconditions: A user must exist with systems associated with.

Step Number	Test Case Steps	Test Data	Expected Result
1.	User logs in to their account	String username; String password;	Server fetches all information for that User. Bringing them to the site.
2.	User Clicks Logout Button		User is no longer able to sign in without entering username and password.

Site Aspect View Systems Test ID: 2

Test Case ID 2.1: View Systems

Objective: Demonstrate the ability for the user to be shown their system's based on their

username. Each user will have a set of systems associated with their account.

Testing Approach: Black-box

Preconditions: A user must exist with systems associated with-.

Step Number	Test Case Steps	Test Data	Expected Result
1.	User Logins to their Account	String username; String password;	Server fetches all information for that User. Brings them to the site
2.	User clicks on system drop down box.	[String SystemNames];	From the main User Interface screen the user will be presented with all of the Systems that exist with their username.

Site Aspect View Alerts Test ID: 3

Test Case ID 3.1: View Alerts

Objective: Demonstrate the ability for the user to select a system and successfully be shown

that system's alerts.

Testing Approach: Black-box

Preconditions: A user must exist and is logged in.

Step Number	Test Case Steps	Test Data	Expected Result
1.	User selects a system	String Systemname;	Server fetches all information for that system.
2.	Server displays all triggered and idle alert information in the User Interface.		From the main User Interface screen the user will be presented with all of the Alerts of their system.
3.	We can assure the alerts are listed properly by what is shown in Delete Alert dropdown, as that is the most accurate list of the Alerts for each system.		User sees all the alerts listed in the delete drop-down listed in the Alerts Display.

Test Case ID 3.2: Multiple Alerts Of The Same Type

Objective: Demonstrate the ability for the user to select a system and successfully be shown that system's alerts even if there are multiple alerts with the same field.

Testing Approach: Black-box

Preconditions: A user must exist and is logged in.

Step Number	Test Case Steps	Test Data	Expected Result
1.	User selects a system	String Systemname;	Server fetches all information for that system.
2.	Server displays all triggered and idle alert information in the User Interface.		From the main User Interface screen the user will be presented with all of the Alerts of their system.
3.	The server will display all alerts, even if there are multiple alerts with the same field		All alerts are properly displayed no matter how many measure same thing.

Site Aspect Create Alert Test ID: 4

Test Case ID 4.1:Create Alert

Objective: Demonstrate the ability for the user to create a new alert.

Testing Approach: Black-box

Step Number	Test Case Steps	Test Data	Expected Result
1.	User selects a system	String Systemname;	Server fetches all information for that system.
2.	User clicks on Create Alert button		UI displays a form to be filled out by the user.
3.	User fills in the expect alert fields, and submits.	String alertName; Float threshold; Field field;	The UI retrieves the new list of alerts for that system and displays their alert as either triggered or idle based on the threshold and system status.
4.	User chooses a different system.	String Systemname;	This different system should not display the newly created alert.

Test Case ID 4.2: Create Alert Same Name Forbidden

Objective: If the user tries to create an alert with the name of an already existing alert it will be forbidden.

Testing Approach: Black-box

Step Number	Test Case Steps	Test Data	Expected Result
1.	User selects a system	String Systemname;	Server fetches all information for that system.
2.	User clicks on Create Alert button		UI displays a form to be filled out by the user.
3.	User fills in the expect alert fields, with a name equal to a pre-existing alert.	String alertName; Float threshold; Field field;	The user is informed that they will have to choose a different alert name.
4.	User chooses a different name, and enters it	String newAlertName;	The user successfully creates a new alert.
5.	User chooses a different system.	String Systemname;	This different system should not display the newly created alert.

Test Case ID 4.3: Create Alert "-----"Name Forbidden

Objective: If the user tries to create an alert with the name "-----"it will be forbidden.

Testing Approach: Black-box

Step Number	Test Case Steps	Test Data	Expected Result
1.	User selects a system	String Systemname;	Server fetches all information for that system.
2.	User clicks on Create Alert button		UI displays a form to be filled out by the user.
3.	User fills in the expect alert fields, with for the alert name	String alertName; Float threshold; Field field;	The user is informed that they will have to choose a different alert name.
4.	User chooses a different name, and enters it	String newAlertName;	The user successfully creates a new alert.
5.	User chooses a different system.	String Systemname;	This different system should not display the newly created alert.

Site Aspect Delete Alert Test ID: 5

Test Case ID 5.1: Delete Alert

Objective: Demonstrate the ability for the user to delete an alert from their system.

Testing Approach: Black-box

Step Number	Test Case Steps	Test Data	Expected Result
1.	User selects a system	String Systemname;	Server fetches all information for that system.
2.	User clicks on Delete Alert button		UI displays a drop down box filled with all existing alerts for that system
3.	User selects the desired alert to remove, and clicks submit	String alertName;	The UI retrieves the new list of alerts with the deleted alert removed from it, and displays this new list.

Site Aspect Modify Alert Test ID: 6

Test Case ID 6.1: Modify Alert

Objective: Demonstrate the ability for the user to modify an alert from their system.

Testing Approach: Black-box

Step Number	Test Case Steps	Test Data	Expected Result
1.	User selects a system	String Systemname;	Server fetches all information for that system.
2.	User clicks on Modify Alert button		UI displays a drop down box filled with all existing alerts for that system
3.	User enters information and specifics of the alert that they want to replace.	String alertName, Float threshold, Field field;	User submits new information and saves it.
3.	The alert is modified and shows the new data being monitored.	String alertName;	The UI retrieves the new list of alerts with the deleted alert removed from it, and displays this new list.

Site Aspect View Statuses Test ID: 7

Test Case ID: 7.1

Description: View Statuses

Objective: Demonstrate the ability for the user to select a system and successfully be shown the

statuses.

Testing Approach: Black-box

Preconditions: A user must exist and is logged in.

Step Number	Test Case Steps	Test Data	Expected Result
1.	User selects a system	String Systemname;	Server fetches all information for that system.
2.	Server displays all system information in the User Interface.		From the main User Interface screen the user will be presented with all of the statuses of their system.