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| **Testing Table for Program** | |
| Universal | |
| Does the enter key work instead of Ok button? | Yes it does. On every window that has only one button which is Ok button, the user can just press enter key and the program will do the same action as what Ok button would do. |
| Skill Selection Window | |
| Does pressing on math skill buttons actually direct to corresponding math skill page? | Yes. The buttons are related to corresponding modules so if like an “Addition” button is pressed by the user, the program would open a Learn Addition window to educate the users how to add numbers which will lead to addition problems. |
| Does quit button on Skill selection window quit the program? | Yes. The quit button on the skill selection window closes windows and quits the program. |
| Learn Math Skill | |
| Does every math skill module show correct information? | Yes it does. For example, if Addition button is pressed, **learnAddition** module will open with an explanation of what addition is and how it works. |
| Does every math skill modules provide a button to go back to the main menu? | Yes it does. There is a button on the bottom called “Back to Main Menu” where if the user presses on it, the program redirects the user to skill selection window. This is crucial as users often click on something that is not what they want. |
| Questions | |
| Does the entry box in questions only accept integers? | Yes it does. When the user types a value that is not an integer, the program will show a window that says “Please type a valid NUMBER” which will make the users understand the fact that they are suppose to enter integer. If the user inputs an integer, the program will function as expected. |
| Does the questions know whether the user has got a right answer? | Yes. There is a line of code which calculates the answer using the values given to the users. If the user input value is not that, then the question will give the user right answer and if the user input value is correct, the program will say “That is correct, keep up the good work”. |
| Does the program move onto next module after 10 questions? | Yes. After 10 correct questions, the program will say “Good job! Now you know how to do addition!” and direct the users to main menu which the user can then decide to quit the program or choose another skill to learn. |