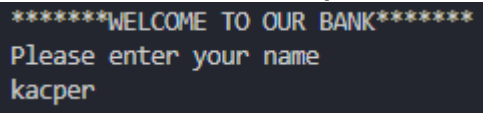
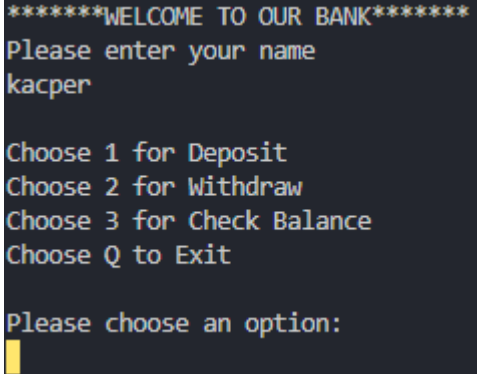
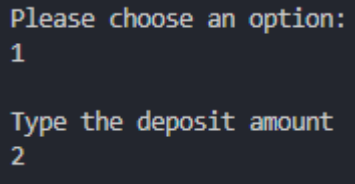
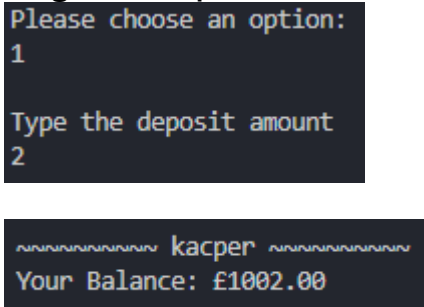
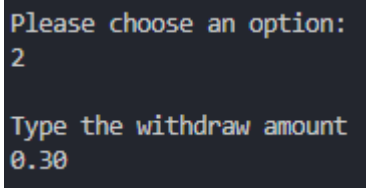


Test Case ID	Software Feature	Steps	Expected Outcome	Actual Outcome	Fail / Pass
TC1	User typing in their data	<ol style="list-style-type: none"> <li>1. User to run program</li> <li>2. User is able to input a name</li> </ol> 	Program accepts input and proceeds to display menu with options	<p>Menu is displayed</p> 	Pass
TC2	User is able to deposit money into account	<ol style="list-style-type: none"> <li>1. User types 1 once menu appears</li> <li>2. User types amount to deposit</li> <li>3. User's balance changes</li> </ol> 	Program accepts input "1", program accepts integer input for deposit amount and changes user balance	<p>Program accepts values</p> 	Pass
TC3	User is able to withdraw money from account	<ol style="list-style-type: none"> <li>1. User types 2 once menu appears</li> <li>2. User types amount to withdraw</li> <li>3. User's balance changes</li> </ol>	Program accepts input "2", Program accepts number input for withdraw amount, user balance changes	<p>Program accepts values</p> 	Pass

				<pre> xxxxxxxxxxxxx adi xxxxxxxxxxxxxxxx Your Balance: £999.70 </pre>	
TC4	User is able to check account balance	<ol style="list-style-type: none"><li>1. User types 3 once menu appears</li><li>2. Program displays balance</li></ol>	Program accepts input "3" and displays current user balance	<p>Program displays user balance</p> <pre> Please choose an option: 3  xxxxxxxxxxxxx adi xxxxxxxxxxxxxxxx Your Balance: £1000.00 </pre>	Pass
TC5	User is able to quit application	<ol style="list-style-type: none"><li>1. User types Q once menu appears</li><li>2. Program displays leave message</li><li>3. Program quits</li></ol>	Program accepts input "Q" and displays leave message and then quits	<p>Program quits</p> <pre> Please choose an option: q  -----   Thanks for choosing us as your bank     Visit us again!                       ----- </pre>	Pass
TC6	User types invalid choice in menu	<ol style="list-style-type: none"><li>1. User gives program an invalid input ("haha")</li><li>2. Program prints to user that input is invalid</li><li>3. Program displays menu</li></ol>	User types something that isn't an option on the menu and program displays a message	<p>Program handles invalid input</p> <pre> Please choose an option: haha Invalid Input, Try again.  Choose 1 for Deposit Choose 2 for Withdraw Choose 3 for Check Balance Choose Q to Exit  Please choose an option: █ </pre>	Pass