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SE 320 Assignment 1

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Test Cases

TEST CASE 1: Creating a test with expected input

This test case uses expected input from the user when creating a test. The user enters '1' at the main menu to create a test, enters 'SETest' as the name of the test, '2' as the number of questions on the test, 'Is this working?' and 'Are you sure?' as the questions and 'Yes.' and 'Maybe.' as the answers. After the test is created, the user is taken back to the main menu. Below is the output of the program.

1. Create a test
2. View a test
3. Quit

Please enter a command number:

1

Enter the name of the test you wish to create:

SETest

Enter the number of questions you wish to create:

2

Enter question:

Is this working?

Enter answer:

Yes.

Enter question:

Are you sure?

Enter answer:

Maybe.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye

TEST CASE 2: Viewing a test with expected input

This test case uses expected input from the user when viewing a test. The user enters '2' at the main menu to view a test and 'SETest' as the test that the user wishes to load. The program then prints the test in the console and returns the user to the main menu. Below is the output of the program.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

2

Enter the name of the test you wish to load:

SETest

Question: Is this working?

Answer: Yes.

Question: Are you sure?

Answer: Maybe.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye

TEST CASE 3: Quitting the program

This test case uses expected input from the user quitting the program. The user enters '3' at the main menu to quit the program. Below is the output of the program.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye

TEST CASE 4: Creating a test and viewing the test in the same session

This test case uses expected input from the user to create and view a test in the same session. The user enters '1' at the main menu to create a test, enters 'SETest' as the name of the test, '2' as the number of questions on the test, 'Is this working?' and 'Are you sure?' as the questions and 'Yes.' and 'Maybe.' as the answers. After the test is created, the user is taken back to the main menu. Then, the user enters '2' at the main menu to view a test and 'SETest' as the test that the user wishes to load. The program then prints the test in the console and returns the user to the main menu. Below is the output of the program.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

1

Enter the name of the test you wish to create:

SETest

Enter the number of questions you wish to create:

2

Enter question:

Is this working?

Enter answer:

Yes.

Enter question:

Are you sure?

Enter answer:

Maybe.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

2

Enter the name of the test you wish to load:

SETest

Question: Is this working?

Answer: Yes.

Question: Are you sure?

Answer: Maybe.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye

TEST CASE 5: Non-menu option input in the main menu

This test case tests the program for when the user enters an integer that isn't one of the options of the main menu. The user enters '194' at the main menu, and is told that it is an invalid command and is returned to the main menu. Below is the output of the program.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

194

Invalid command number...

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye

TEST CASE 6: Non-integer menu option input in the main menu

This test case tests the program for when the user enters a non-integer as a main menu option. The user enters 'Quit' at the main menu, and is told that they did not enter a number. The user is then asked to input a command number. Below is the output of the program.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

Quit

Not a number...

Enter a command number:

3

Goodbye

TEST CASE 7: Non-integer as number of question on test

This test case tests the program for when the user enters a non-integer for the number of questions on the test. The user enters '1' at the main menu to create a test, enters 'SETest' as the name of the test, and 'i' as the number of questions on the test. The program tells the user that they did not enter a number, and asks them to enter the number of questions on the test. Below is the output of the program.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

1

Enter the name of the test you wish to create:

SETest

Enter the number of questions you wish to create:

i

Not a number...

Enter the number of questions you wish to create:

2

Enter question:

Is this working?

Enter answer:

Yes.

Enter question:

Are you sure?

Enter answer:

Maybe.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye

TEST CASE 8: Entering the name of a file that does not exist to view

This test case tests the program for thwne the user enters a file name of a file that does not exist to view. The user enters '2' at the main menu to view a test and 'SoftwareTest' as the test that the user wishes to load. The program tells the user that the file they entered does not exist, and then returns them to the main menu. Below is the output of the program.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

2

Enter the name of the test you wish to load:

SoftwareTest

That file does not exist...

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye

TEST CASE 9: Entering nothing when asked to enter a menu command

This test case tests when the user enters nothing as a menu command. The user enters "" at the main menu. The program moves to a new line in the console and waits for the user to supply input. Below is the output of the program.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye

TEST CASE 10: Entering nothing when asked for test name when creating test.

This test case tests when the user enters nothing as the file name when creating a file.

The user enters '1' at the main menu to create a test, and then enters "" as the name of the test. The program moves to a new line in the console and waits for the user to supply input. The user enters 'SETest' as the name of the test, '2' as the number of questions on the test, 'Is this working?' and 'Are you sure?' as the questions and 'Yes.'

and 'Maybe.' as the answers. After the test is created, the user is taken back to the main menu. Below is the output of the program.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

1

Enter the name of the test you wish to create:

Enter the name of the test you wish to create:

SETest

Enter the number of questions you wish to create:

2

Enter question:

Is this working?

Enter answer:

Yes.

Enter question:

Are you sure?

Enter answer:

Maybe.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye

TEST CASE 11: Entering nothing when asked for number of questions when creating test.

This test case tests when the user enters nothing for the number of questions on the test. The user enters '1' at the main menu to create a test, enters 'SETest' as the name of the test, " as the number of questions on the test. The program moves to the next line of the console and waits for the user to enter the number of questions on the test. The user then enters 'Is this working?' and 'Are you sure?' as the questions and 'Yes.' and 'Maybe.' as the answers. After the test is created, the user is taken back to the main menu. Below is the output of the program.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

1

Enter the name of the test you wish to create:

SETest

Enter the number of questions you wish to create:

2

Enter question:

Is this working?

Enter answer:

Yes.

Enter question:

Are you sure?

Enter answer:

Maybe.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye

TEST CASE 12: Entering nothing when asked for test name when viewing test

This test case tests when the user enters nothing when asked for a test name for viewing tests. The user enters '2' at the main menu to view a test and " as the test that the user wishes to load. The program continues to ask what the name of the file that they wish to load is until they provide the program with a test name. The program then prints the test in the console and returns the user to the main menu. Below is the output of the program.

1. Create a test
2. View a test
3. Quit

Please enter a command number:

2

Enter the name of the test you wish to load:

Enter the name of the test you wish to create:

SETest

Question: Is this working?

Answer: Yes.

Question: Are you sure?

Answer: Maybe.

1. Create a test

2. View a test

3. Quit

Please enter a command number:

3

Goodbye