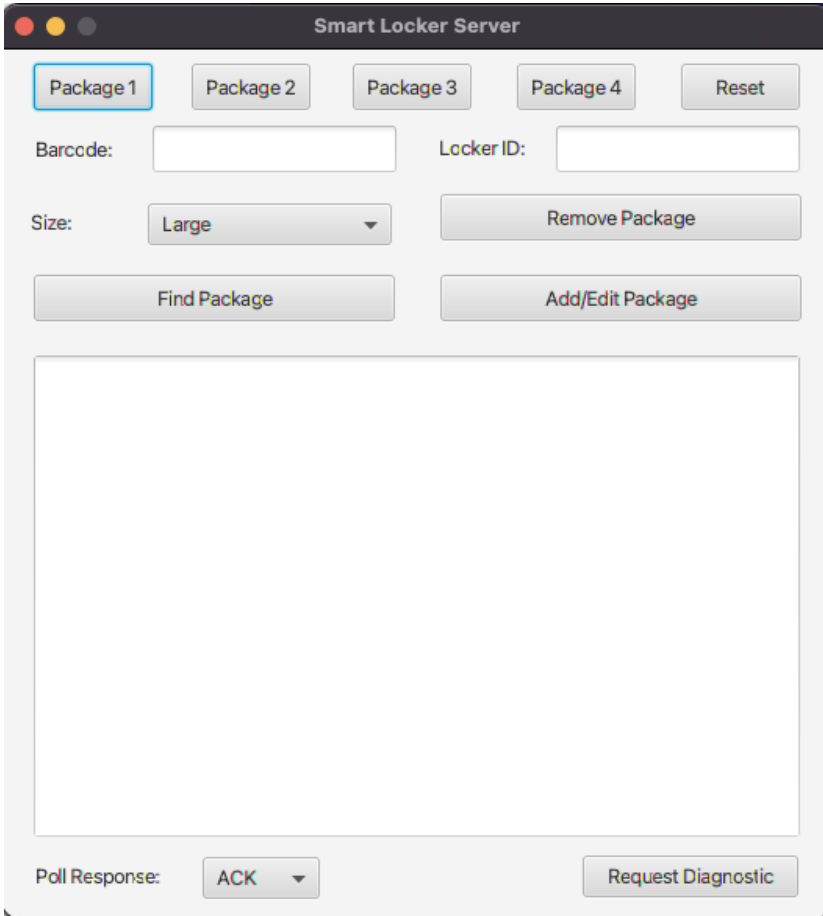


Start System

Test #	Test Procedure	Expected Result	Actual Result
1	<ol style="list-style-type: none">1. Start SLSvrEmulatorStarter.java in the <u>src.SLSvr</u> package.2. Start SLCEmulatorStarter.java in the <u>src.SLC</u> package.	<ol style="list-style-type: none">1. Log Message “[INFO] -- SLSvrStarter: Application Starting...” will be shown at the console of SLSvrEmulatorStarter. Smart Locker Server Emulator GUI will appear. 	

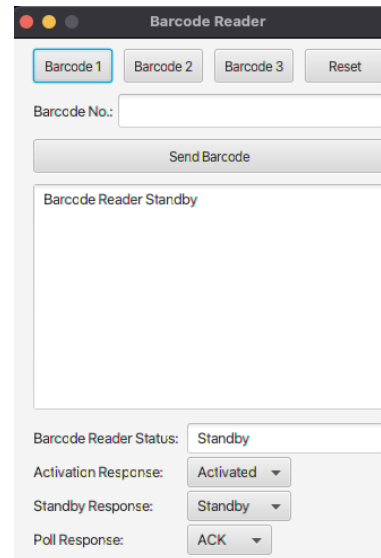
2. Log Message “[INFO] -- SLCStarter: Application Starting...” will be shown at the console of SLCEmulatorStarter.

Barcode Reader Emulator GUI will appear.

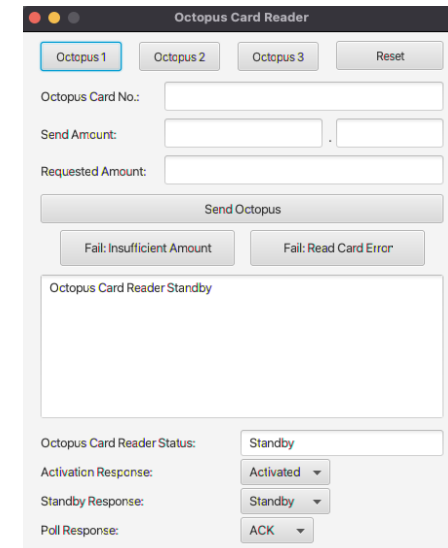
Touch Display Emulator GUI will appear and show the welcome page.

Octopus Card Reader Emulator GUI will appear.

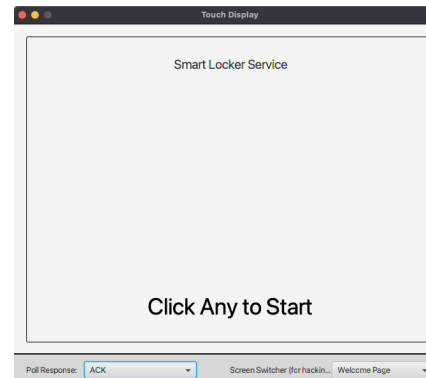
Locker Emulator GUI will appear.



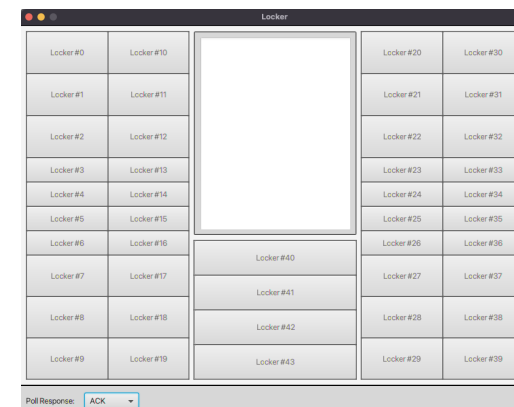
The Barcode Reader Emulator GUI features a title bar with standard window controls. Below the title bar are four buttons: 'Barcode 1' (highlighted with a blue border), 'Barcode 2', 'Barcode 3', and 'Reset'. A text input field labeled 'Barcode No.' is positioned below these buttons. A large 'Send Barcode' button is centered below the input field. A large rectangular area labeled 'Barcode Reader Standby' is below the 'Send Barcode' button. At the bottom, there are four status labels with corresponding dropdown menus: 'Barcode Reader Status: Standby', 'Activation Response: Activated', 'Standby Response: Standby', and 'Poll Response: ACK'.



The Octopus Card Reader Emulator GUI has a title bar with standard window controls. Below the title bar are four buttons: 'Octopus 1' (highlighted with a blue border), 'Octopus 2', 'Octopus 3', and 'Reset'. A text input field labeled 'Octopus Card No.' is positioned below these buttons. Below the input field are two more input fields: 'Send Amount:' and 'Requested Amount:'. A large 'Send Octopus' button is centered below these fields. Below the 'Send Octopus' button are two buttons: 'Fail: Insufficient Amount' and 'Fail: Read Card Error'. A large rectangular area labeled 'Octopus Card Reader Standby' is below these buttons. At the bottom, there are four status labels with corresponding dropdown menus: 'Octopus Card Reader Status: Standby', 'Activation Response: Activated', 'Standby Response: Standby', and 'Poll Response: ACK'.




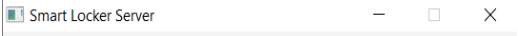


The Touch Display Emulator GUI has a title bar with standard window controls. Below the title bar is a large rectangular area with the text 'Smart Locker Service' at the top and 'Click Any to Start' at the bottom. At the bottom of the window, there are two status labels with corresponding dropdown menus: 'Poll Response: ACK' and 'Screen Switcher (for hackin... Welcome Page)'.

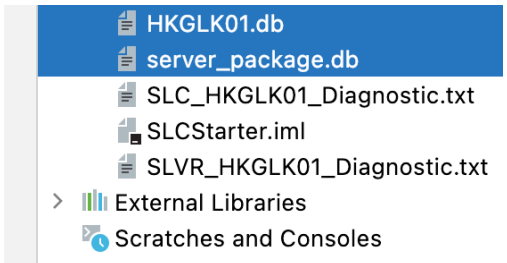


The Locker Emulator GUI has a title bar with standard window controls. Below the title bar is a grid of 40 buttons labeled 'Locker #0' through 'Locker #39'. The grid is arranged in 8 rows and 5 columns. A large rectangular area is positioned in the center of the grid. At the bottom of the window, there are two status labels with corresponding dropdown menus: 'Poll Response: ACK' and 'Screen Switcher (for hackin... Welcome Page)'.

Stop System

Test #	Test Procedure	Expected Result	Actual Result
2	<p>1. Close Touch Display by clicking the cross on the top left corner in macOS or top right corner in Windows of the GUI.</p>  <p>macOS version</p>  <p>Windows version</p> <p>2. Close Smart Locker Server by clicking the cross on the top left corner in macOS or top right corner in Windows of the GUI.</p>  <p>macOS version</p>  <p>Windows version</p>	<p>1. Log Message “[INFO] -- SLC: terminating...” will be shown at the console of SLCEmulatorStarter.</p> <p>Barcode Reader Emulator GUI will be closed.</p> <p>Touch Display Emulator GUI will be closed</p> <p>Octopus Card Reader Emulator GUI will be closed</p> <p>Locker Emulator GUI will will be closed</p> <pre> 220421-05:18:18 [INFO] -- SLC: terminating... 220421-05:18:18 [INFO] -- timer: received terminate! 220421-05:18:18 [INFO] -- SLSvrHandler: terminating... 220421-05:18:18 [INFO] -- TouchDisplayHandler: terminating... 220421-05:18:18 [INFO] -- LockerDriver: terminating... 220421-05:18:18 [INFO] -- timer: terminating... 220421-05:18:18 [INFO] -- OctopusCardReaderDriver: terminating... </pre> <p>2. Log Message “[INFO] -- SLSvr terminated.” will be shown at the console of SLSvrEmulatorStarter.</p> <p>Smart Locker Server Emulator GUI will be closed.</p> <pre> 220421-05:18:20 [INFO] -- ===== 220421-05:18:20 [INFO] -- SLSvrStarter: Application Stopping... 220421-05:18:20 [INFO] -- SLSvr: terminating... 220421-05:18:20 [INFO] -- SLSvr terminated. </pre>	

Reset System

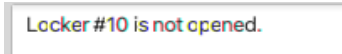
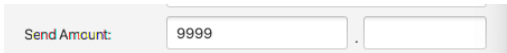
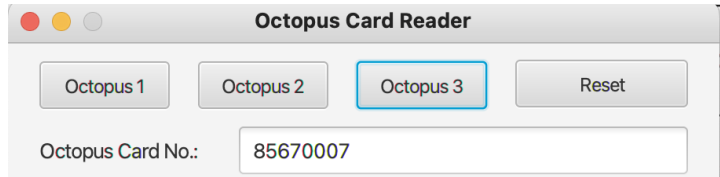
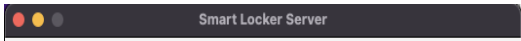
Test #	Test Procedure	Expected Result	Actual Result
3	<ol style="list-style-type: none"> 1. Delete “HKGLK01.db” file in the <u>main directory</u> of the project (if any). 2. Delete “server_package.db” file in the <u>main directory</u> of the project (if any). 3. Start SLSvrEmulatorStarter.java in the <u>src.SLSvr</u> package. 4. Start SLCEmulatorStarter.java in the <u>src.SLC</u> package 	<ol style="list-style-type: none"> 1. File “HKGLK01.db” is deleted. 2. File “server_package.db” is deleted. 3. Log Message “[INFO] -- SLSvrStarter: Application Starting...” and “[WARNING] -- Initialize server without package data.” will be shown at the console of SLSvrEmulatorStarter. Smart Locker Server Emulator GUI will appear. [INFO] -- SLSvrStarter: Application Starting... [INFO] -- Initialize server without package data. 4. Log Message “[INFO] -- SLCStarter: Application Starting...” and “[WARNING] -- Initialize SLC without locker data.” will be shown at the console of SLCEmulatorStarter. Barcode Reader Emulator GUI will appear. Touch Display Emulator GUI will appear. Octopus Card Reader Emulator GUI will appear. Locker Emulator GUI will appear. [INFO] -- SLCStarter: Application Starting... [WARNING] -- Initialize SLC without locker data. 	

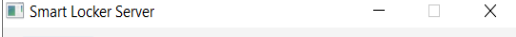
Test Cases

* All test case need to follow Test #1 to start system except specific to follow Test #2 or #3 to stop or reset.

1. General Function

Test #	Test Procedure	Expected Result	Actual Result
4	<ol style="list-style-type: none">1. Follow Test #3 to reset system.2. Follow Test #39 to check in a package.3. Close Smart Locker Server by clicking the cross on the top-right hand side of the GUI.4. Start SLCEmulatorStarter.java in the <u>src.SLC</u> package.	<ol style="list-style-type: none">1. Refer to Test #3.2. Refer to Test #X3. Log Message “[INFO] -- SLSvr terminated.” will be shown at the console of SLSvrEmulatorStarter. Barcode Reader Emulator GUI will be closed. Touch Display Emulator GUI will be closed. Octopus Card Reader Emulator GUI will be closed. Locker Emulator GUI will be closed. File “HKGLK01.db” will be created in the <u>main directory</u> of the project.4. Log Message “[INFO] -- SLCStarter: Application Starting...” and “Initialize SLC complete (44 lockers information is found).” will be shown at the console of SLCEmulatorStarter. Barcode Reader Emulator GUI will appear. Touch Display Emulator GUI will appear. Octopus Card Reader Emulator GUI will appear. Locker Emulator GUI will appear.	
5	<ol style="list-style-type: none">1. Click anywhere on the Touch Screen Display Emulator “Welcome page”2. Idle for 60 seconds	<ol style="list-style-type: none">1. Touch Screen Display Emulator will change from “Welcome Page” to “Main Menu”.2. Touch Screen Display Emulator will change from “Main Menu” to “Welcome Page”.	
6	<ol style="list-style-type: none">1. Click anywhere on the Touch Screen Display Emulator “Welcome page”2. Select “Pick Up Package” in the “Main	<ol style="list-style-type: none">1. Touch Screen Display Emulator will change from “Welcome Page” to “Main Menu”.2. Touch Screen Display Emulator will change from “Main Menu” to “Enter	

	<p>Menu” in the Touch Screen Display Emulator.</p> <p>3. Idle for 60 seconds.</p>	<p>Passcode”.</p> <p>3. Touch Screen Display Emulator will change from “Enter Passcode” to “Welcome Page”.</p>	
7	<p>1. Click anywhere on the Touch Screen Display Emulator “Welcome page”</p> <p>2. Select “Check In Package” in the “Main Menu” in the Touch Screen Display Emulator.</p> <p>3. Idle for 60 seconds.</p>	<p>1. Touch Screen Display Emulator will change from “Welcome Page” to “Main Menu”.</p> <p>2. Touch Screen Display Emulator will change from “Main Menu” to “Scan Barcode”.</p> <p>3. Touch Screen Display Emulator will change from “Scan Barcode” to “Welcome Page”.</p>	
8	<p>1. Click the Loker #10 button (door) on the Locker Emulator.</p>	<p>1. Text area in Locker Emulator will display “Locker #10 is not opened”.</p> 	
9	<p>1. In the Octopus Card Reader, click “Octopus 3”.</p> <p>2. Input “Send Amount” text field with 9999.</p> 	<p>1. Octopus Card No. text field will display XXXXXXXX.</p>  <p>2. Text area in Octopus Card Reader will append a “Send Octopus Card #XXXXXXX, amount: 9999”.</p> <p>The message will be ignored by SLC (nothing will show up).</p> <p>Send Octopus Card #85670007, amount: 9999</p>	
10	<p>1. Close Smart Locker Server by clicking the cross on the top left corner in macOS or top right corner in Windows of the GUI.</p> 	<p>1. The Smart Locker Server GUI will be closed. The Smart Locker Controller will show warning log message of “[WARNING] -- SLSvrHandler is disconnected!”, “[WARNING] -- Fail to send message to server: [Poll]” and “[INFO] -- Reconnecting to server...”</p>	

	<p>macOS version</p>  <p>Windows version</p>	<p>[WARNING] -- SLSvrHandler is disconnected!</p> <p>[WARNING] -- Fail to send message to server: [Poll]</p> <p>[INFO] -- Reconnecting to server...</p>	
11	<ol style="list-style-type: none"> 1. Start SLCEmulatorStarter.java in the <u>src.SLC</u> package. 2. Idle for 10 seconds. 3. Idle for another 10 seconds. 	<ol style="list-style-type: none"> 1. Log Message “[INFO] -- SLCStarter: Application Starting...” will be shown at the console of SLCEmulatorStarter. Barcode Reader Emulator GUI will appear. Touch Display Emulator GUI will appear and show the welcome page. Octopus Card Reader Emulator GUI will appear. Locker Emulator GUI will appear. (Same as Test #1 expected result 2) 2. A log message of “[INFO] -- Reconnecting to server...” and a warning log message of “[WARNING] -- SLSvrHandler is disconnected!” will be displayed in the SLCEmulatorStarter’s console. 3. A new log message of “[INFO] -- Reconnecting to server...” and a new warning log message of “[WARNING] -- SLSvrHandler is disconnected!” will be displayed in the SLCEmulatorStarter’s console. 	
12	<ol style="list-style-type: none"> 1. Start SLCEmulatorStarter.java in the <u>src.SLC</u> package. 2. Idle for 10 seconds. 3. Start SLSvrEmulatorStarter.java in the <u>src.SLSvr</u> package. 4. Idle for 10 seconds. 	<ol style="list-style-type: none"> 1. Log Message “[INFO] -- SLCStarter: Application Starting...” will be shown at the console of SLCEmulatorStarter. Barcode Reader Emulator GUI will appear. Touch Display Emulator GUI will appear and show the welcome page. Octopus Card Reader Emulator GUI will appear. Locker Emulator GUI will appear. (Same as Test #1 expected result 2) 2. A log message of “[INFO] -- Reconnecting to server...” and a warning log message of “[WARNING] -- SLSvrHandler is disconnected!” will display on the SLCEmulatorStarter’s console. 3. Log Message “[INFO] -- SLSvrStarter: Application Starting...” will be shown at the console of SLSvrEmulatorStarter. 	

		<p>Smart Locker Server Emulator GUI will appear. (Same as Test #1 expected result 1)</p> <p>4. A log message of “[INFO] -- Reconnecting to server...” followed by a log message of “[INFO] -- Connected to server.” will display on the SLCEmulatorStarter’s console.</p>	
13	<ol style="list-style-type: none"> 1. Follow Test case #2 to reset system. 2. Follow Test case #39 to check in a package. 3. Follow Test case #3 to stop the system. 4. Follow Test case #1 to start the system. 5. Follow Test case #62 to pick up the package. 	<ol style="list-style-type: none"> 1. Refer to expected result of Test case #2. 2. Refer to expected result of Test case #39. 3. Refer to expected result of Test case #3 and file “HKGLK01.db” will be created in the <u>main directory</u> of the project. 4. Refer to expected result of Test case #1. 5. Refer to expected result of Test case #62. 	
14	<ol style="list-style-type: none"> 1. In the Barcode Reader Emulator, select “ACK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds) 	<ol style="list-style-type: none"> 1. Message “Poll Response set to ACK” will be appended on the Barcode Reader Emulator text area if the original poll response is not “ACK”. 2. Message “PollAck: BarcodeReaderDriver is up!” will be shown on the SLCEmulatorStarter console log. 	
15	<ol style="list-style-type: none"> 1. In the Barcode Reader Emulator, select “NAK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to NAK” will be appended on the Barcode Reader Emulator text area if the original poll response is not “NAK”. 2. Message “PollNck: BarcodeReaderDriver is down!” will be shown on the SLCEmulatorStarter console log. 	
16	<ol style="list-style-type: none"> 1. In the Barcode Reader Emulator, select “Ignore” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds) 	<ol style="list-style-type: none"> 1. Message “Poll Response set to Ignore” will be appended on the Barcode Reader Emulator text area if the original poll response is not “Ignore”. 2. No response. 	

17	<ol style="list-style-type: none"> 1. In the Barcode Reader Emulator, select “ACK” in the “Poll Response” 2. Wait for the next poll response (1 poll per 6 seconds) 3. In the Barcode Reader Emulator, select “NAK” in the “Poll Response” 4. Wait for the next poll response (1 poll per 6 seconds) 	<ol style="list-style-type: none"> 1. Message “Poll Response set to ACK” will be appended on the Barcode Reader Emulator text area if the original poll response is not “ACK”. 2. Message “PollAck: BarcodeReaderDriver is up!” will be shown on the SLCEmulatorStarter console log. 3. Message “Poll Response set to NAK” will be appended on the Barcode Reader Emulator text area. 4. Message “PollNck: BarcodeReaderDriver is down!” will be shown on the SLCEmulatorStarter console log. 	
18	<ol style="list-style-type: none"> 1. In the Barcode Reader Emulator, select “NAK” in the “Poll Response” dropdown box. 2. In the Barcode Reader Emulator, select “Standby” in the “Standby Response” dropdown box. 3. Wait for the next poll response (1 poll per 6 seconds) 4. In the Barcode Reader Emulator, select “ACK” in the “Poll Response” 5. Wait for the next poll response (1 poll per 6 seconds) 	<ol style="list-style-type: none"> 1. Message “Poll Response set to NAK” will be appended on the Barcode Reader Emulator text area if the original poll response is not “NAK”. 2. Message “Standby Response set to Standby” will be appended on the Barcode Reader Emulator text area if the original activation response is not “Standby”. 3. Message “PollNck: BarcodeReaderDriver is down!” will be shown on the SLCEmulatorStarter console log. 4. Message “Poll Response set to ACK” will be appended on the Barcode Reader Emulator text area. 5. Message “PollAck: BarcodeReaderDriver is up!” will be shown on the SLCEmulatorStarter console log. Message “Barcode Reader Standby” will be appended on the Barcode Reader Emulator text area. 	
19	<ol style="list-style-type: none"> 1. In the Octopus Card Reader Emulator, select “ACK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to ACK” will be appended on the Octopus Card Reader Emulator text area if the original poll response is not “ACK”. 2. Message “PollAck: OctopusCardReaderDriver is up!” will be appended on the SLCEmulatorStarter console log. 	
20	<ol style="list-style-type: none"> 1. In the Octopus Card Reader Emulator, select “NAK” in the “Poll Response” dropdown box. 	<ol style="list-style-type: none"> 1. Message “Poll Response set to NAK” will be appended on the Octopus Card Reader Emulator text area if the original poll response is not “NAK”. 2. Message “PollNck: OctopusCardReaderDriver is down!” will be shown on 	

	2. Wait for the next poll response (1 poll per 6 seconds)	the SLCEmulatorStarter console log.	
21	<ol style="list-style-type: none"> 1. In the Octopus Card Reader Emulator, select “Ignore” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds) 	<ol style="list-style-type: none"> 1. Message “Poll Response set to Ignore” will be appended on the Octopus Card Reader Emulator text area if the original poll response is not “Ignore”. 2. No response. 	
22	<ol style="list-style-type: none"> 1. In the Octopus Card Reader Emulator, select “ACK” in the “Poll Response” 2. Wait for the next poll response (1 poll per 6 seconds) 3. In the Octopus Card Reader Emulator, select “NAK” in the “Poll Response” 4. Wait for the next poll response (1 poll per 6 seconds) 	<ol style="list-style-type: none"> 1. Message “Poll Response set to ACK” will be appended on the Octopus Card Reader Emulator text area if the original poll response is not “ACK”. 2. Message “PollAck: OctopusCardReaderDriver is up!” will be shown on the SLCEmulatorStarter console log. 3. Message “Poll Response set to NAK” will be appended on the Octopus Card Reader Emulator text area. 4. Message “PollNck: OctopusCardReaderDriver is down!” will be shown on the SLCEmulatorStarter console log. 	
23	<ol style="list-style-type: none"> 1. In the Octopus Card Reader Emulator, select “NAK” in the “Poll Response” dropdown box. 2. In the Octopus Card Reader Emulator, select “Standby” in the “Standby Response” dropdown box. 3. Wait for the next poll response (1 poll per 6 seconds). 4. In the Octopus Card Reader Emulator, select “ACK” in the “Poll Response” 5. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to NAK” will be appended on the Octopus Card Reader Emulator text area if the original poll response is not “NAK”. 2. Message “Standby Response set to Standby” will be appended on the Octopus Card Reader Emulator text area if the original activation response is not “Standby”. 3. Message “PollNck: OctopusCardReaderDriver is down!” will be shown on the SLCEmulatorStarter console log. 4. Message “Poll Response set to ACK” will be appended on the Octopus Card Reader Emulator text area. 5. Message “PollAck: OctopusCardReaderDriver is up!” will be shown on the SLCEmulatorStarter console log. <p>In the Octopus Card Reader Emulator, the message “Octopus Card Reader Standby” will be appended in the text area.</p>	

24	<ol style="list-style-type: none"> 1. In the Smart Locker Server Emulator, select “ACK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to ACK” will be appended on the Smart Locker Server Emulator text area if the original poll response is not “ACK”. 2. Message “Handle Poll for locker #HKGLK01.” will be shown on the SLSvrEmulatorStarter console log. Message “PollAck: SLSvrHandler is up!” will be shown on the SLCEmulatorStarter console log. 	
25	<ol style="list-style-type: none"> 1. In the Smart Locker Server Emulator, select “NAK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to NAK” will be appended on the Smart Locker Server Emulator text area if the original poll response is not “NAK”. 2. Message “Handle Poll for locker #HKGLK01.” will be shown on the SLSvrEmulatorStarter console log. Message “PollNck: SLSvrHandler is down!” will be shown on the SLCEmulatorStarter console log. 	
26	<ol style="list-style-type: none"> 1. In the Smart Locker Server Emulator, select “Ignore” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds) 	<ol style="list-style-type: none"> 1. Message “Poll Response set to Ignore” will be appended on the Smart Locker Server Emulator text area if the original poll response is not “Ignore”. 2. Message “Handle Poll for locker #HKGLK01.” will be shown on the SLSvrEmulatorStarter console log. 	
27	<ol style="list-style-type: none"> 1. In the Smart Locker Server Emulator, select “ACK” in the “Poll Response”. 2. Wait for the next poll response (1 poll per 6 seconds). 3. In the Smart Locker Server Emulator, select “NAK” in the “Poll Response”. 4. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to ACK” will be appended on the Smart Locker Server Emulator text area if the original poll response is not “ACK”. 2. Message “Handle Poll for locker #HKGLK01.” will be shown on the SLSvrEmulatorStarter console log. Message “PollAck: SLSvrHandler is up!” will be shown on the SLCEmulatorStarter console log. 3. Message “Poll Response set to NAK” will be shown on the Smart Locker Server Emulator text area. 4. Message “Handle Poll for locker #HKGLK01.” will be shown on the SLSvrEmulatorStarter console log. Message “PollNck: SLSvrHandler is down!” will be shown on the SLCEmulatorStarter console log. 	

28	<ol style="list-style-type: none"> 1. In the Smart Locker Server Emulator, select “NAK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 3. In the Smart Locker Server Emulator, select “ACK” in the “Poll Response”. 4. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to NAK” will be appended on the Smart Locker Server Emulator text area if the original poll response is not “NAK”. 2. Message “Handle Poll for locker #HKGLK01.” will be shown on the SLSvrEmulatorStarter console log. Message “PollNck: SLSvrHandler is down!” will be shown on the SLCEmulatorStarter console log. 3. Message “Poll Response set to ACK” will be appended on the Smart Locker Server Emulator text area. 4. Message “Handle Poll for locker #HKGLK01.” will be shown on the SLSvrEmulatorStarter console log. Message “PollAck: SLSvrHandler is up!” will be shown on the SLCEmulatorStarter console log. 	
29	<ol style="list-style-type: none"> 1. In the Locker Emulator, select “ACK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to ACK” will be appended on the Locker Emulator text area if the original poll response is not “ACK”. 2. Message “PollAck: LockerDriver is up!” will be shown on the SLCEmulatorStarter console log. 	
30	<ol style="list-style-type: none"> 1. In the Locker Emulator, select “NAK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to NAK” will be appended on the Locker Emulator text area if the original poll response is not “NAK”. 2. Message “PollNck: LockerDriver is down!” will be shown on the SLCEmulatorStarter console log. 	
31	<ol style="list-style-type: none"> 1. In the Locker Emulator, select “Ignore” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds) 	<ol style="list-style-type: none"> 1. Message “Poll Response set to Ignore” will be shown on the Locker Emulator text area if the original poll response is not “Ignore”. 2. No response. 	
32	<ol style="list-style-type: none"> 1. In the Locker Emulator, select “ACK” in the “Poll Response”. 2. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to ACK” will be appended on the Locker Emulator text area if the original poll response is not “ACK”. 2. Message “PollAck: LockerDriver is up!” will be shown on the SLCEmulatorStarter console log. 	

	<ol style="list-style-type: none"> 3. In the Locker Emulator, select “NAK” in the “Poll Response”. 4. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 3. Message “Poll Response set to NAK” will be appended on the Locker Emulator text area. 4. Message “PollNck: LockerDriver is down!” will be shown on the SLCEmulatorStarter console log. 	
33	<ol style="list-style-type: none"> 1. In the Locker Emulator, select “NAK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 3. In the Locker Emulator, select “ACK” in the “Poll Response”. 4. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Message “Poll Response set to NAK” will be appended on the Locker Emulator text area if the original poll response is not “NAK”. 2. Message “PollNck: LockerDriver is down!” will be shown on the SLCEmulatorStarter console log. 3. Message “Poll Response set to ACK” will be appended on the Locker Emulator text area. 4. Message “PollAck: LockerDriver is up!” will be shown on the SLCEmulatorStarter console log. 	
34	<ol style="list-style-type: none"> 1. In the Touch Screen Display Emulator, select “ACK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Poll Response” dropdown box value to “ACK”. 2. Message “PollAck: TouchDisplayHandler is up!” will be shown on the SLCEmulatorStarter console log. 	
35	<ol style="list-style-type: none"> 1. In the Touch Screen Display Emulator, select “NAK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Poll Response” dropdown box value to “NAK”. 2. Message “PollNck: TouchDisplayHandler is down!” will be shown on the SLCEmulatorStarter console log. 	
36	<ol style="list-style-type: none"> 1. In the Touch Screen Display Emulator, select “Ignore” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds) 	<ol style="list-style-type: none"> 1. Poll Response” dropdown box value to “Ignore”. 2. No response. 	

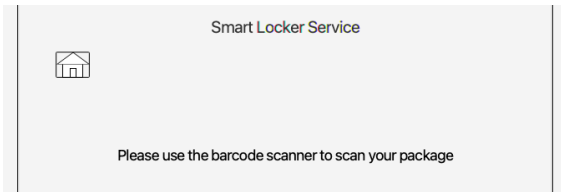
37	<ol style="list-style-type: none"> 1. In the Touch Screen Display Emulator, select “ACK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 3. In the Touch Screen Display Emulator, select “NAK” in the “Poll Response” dropdown box. 4. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Poll Response” dropdown box value to “ACK”. 2. Message “PollAck: TouchDisplayHandler is up!” will be shown on the SLCEmulatorStarter console log. 3. Poll Response” dropdown box value to “NAK”. 4. Message “PollNck: TouchDisplayHandler is down!” will be shown on the SLCEmulatorStarter console log. 	
38	<ol style="list-style-type: none"> 1. In the Touch Screen Display Emulator, select “NAK” in the “Poll Response” dropdown box. 2. Wait for the next poll response (1 poll per 6 seconds). 3. In the Touch Screen Display Emulator, select “ACK” in the “Poll Response” dropdown box. 4. Wait for the next poll response (1 poll per 6 seconds). 	<ol style="list-style-type: none"> 1. Poll Response” dropdown box value to “NAK”. 2. Message “PollNck: TouchDisplayHandler is down!” will be shown on the SLCEmulatorStarter console log. 3. Poll Response” dropdown box value to “ACK”. 4. Message “PollAck: TouchDisplayHandler is up!” will be shown on the SLCEmulatorStarter console log. 	
39	<ol style="list-style-type: none"> 1. In the Smart Locker Server Emulator, select “ACK” in the “Poll Response” dropdown box. 2. In the Locker Emulator, select “ACK” in the “Poll Response” dropdown box. 3. In the Touch Screen Display Emulator, select “ACK” in the “Poll Response” dropdown box. 4. In the Octopus Card Reader Emulator, 	<ol style="list-style-type: none"> 1. Message “Poll Response set to ACK” will be appended on the Smart Locker Server Emulator text area if the original poll response is not “ACK”. 2. Message “Poll Response set to ACK” will be appended on the Locker Emulator text area if the original poll response is not “ACK”. 3. Console will display “PollAck: TouchDisplayHandler is up!” every 6 seconds. 4. Message “Poll Response set to ACK” will be appended on the Octopus Card Reader Emulator text area if the original poll response is not “ACK”. 5. Message “Poll Response set to ACK” will be appended on the Barcode 	

	<p>select “ACK” in the “Poll Response” dropdown box.</p> <ol style="list-style-type: none"> 5. In the Barcode Reader Emulator, select “ACK” in the “Poll Response” dropdown box. 6. In the Barcode Reader Emulator, select “Activated” in the “Activation Response” dropdown box. 7. In the Barcode Reader Emulator, select “Standby” in the “Standby Response” dropdown box. 8. Press the “Package 1” button on the Smart Locker Server Emulator. 9. Press the “Add/Edit Package” button. 10. Click anywhere on the Touch Screen Display Emulator. 11. Click on the “Check in Package” on the Touch Screen Display Emulator. 12. Press the “Barcode 1” button on the Barcode Reader Emulator. 13. Press the “Send Barcode” button on the Barcode Reader Emulator. 14. Click “Locker XX” (e.g. 40) to close the locker in Locker Emulator. 15. Type #4107-7014 in the “Barcode” text field and press the “Find Package” button on the Smart Locker Server Emulator. <hr/> <p>After Test:</p> <ol style="list-style-type: none"> 16. Follow Test #62 procedure 2-8 to collect the package and remove the record. 	<p>Reader Emulator text area if the original poll response is not “ACK”.</p> <ol style="list-style-type: none"> 6. Message “Activation Response set to Activated” will be appended on the Barcode Reader Emulator text area if the original activation response is not “Activated”. 7. Message “Standby Response set to Standby” will be appended on the Barcode Reader Emulator text area if the original activation response is not “Standby”. 8. “Barcode” text field will display “4107-7014”, “Locker ID” text field will display “HKGLK01” and the “Size” drop down box will display “Large” in the Smart Locker Server Emulator. 9. Text area in Smart Locker Server Emulator will append a “Adding package #4107-7014 information...”. A new message of “Added package #4107-7014 to locker #HKGLK01.” will be shown in the text area of Smart Locker Server Emulator when the package is successfully added to the server. 10. Touch Screen display Emulator will change from “Welcome Page” to “Main Menu”. 11. Touch Screen Display Emulator will change from “Main Menu” to “Scan Barcode”. <p>Barcode Reader Emulator will show the message “Barcode Reader Activated” in the Barcode Reader text area and Barcode Reader Status will show the message “Activated”.</p> <ol style="list-style-type: none"> 12. Barcode No. text field display “4107-7014”. 13. Touch Screen Display Emulator will change to “Show Locker” after 1 second and the assigned locker (e.g. Locker #40) will be shown in red. Locker Emulator text area will show message “Opening Locker #XX...” and “Locker #XX opened...” (XX represents locker no., e.g. 40). Barcode Reader will show the message “Sending barcode 4107-7014” and “Barcode Reader Standby” in the text area and Barcode Reader Status will show the message “Standby”. 14. Locker Emulator text area will show message “Closing Locker #XX...” and 	
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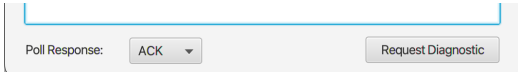
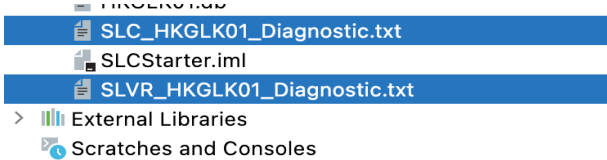
		<p>“Locker #XX is closed.” (XX represents locker no., e.g. 40). Touch Screen Display Emulator will change back to “Scan Barcode”. Barcode Reader Emulator will show the message “Barcode Reader Activated” in the Barcode Reader text area and Barcode Reader Status will show the message “Activated”.</p> <p>15. The information of the package with Barcode #4107-7014 will be shown in the Smart Locker Server Emulator text area as follow:</p> <p>Package information Barcode: 4107-7014 Locker ID: HKGLK01 Locker Size: Large Passcode: [passcode] Arrive Time: [arrive time] Pick Up Time: N/A</p> <p>16. Refer to Test #62 expected result 2-8.</p>	
40	<ol style="list-style-type: none"> 1. Follow Test #39 Procedure 1-3 2. In the Octopus Card Reader Emulator, select “NAK” in the “Poll Response” dropdown box. 3. Follow Test #39 Procedure 5-16 	<ol style="list-style-type: none"> 1. Same results with Test #39 Expected result 1-3 2. Message “Poll Response set to NAK” will be appended on the Octopus Card Reader Emulator text area. 3. Same results with Test #39 Expected result 5-16 	
41	<ol style="list-style-type: none"> 1. Follow Test #39 Procedure 1-11 2. Press the “Barcode 2” button on the Barcode Reader Emulator. 3. Press the “Send Barcode” button on the Barcode Reader Emulator. 	<ol style="list-style-type: none"> 1. Refer to Test #39 Expected result 1-11 2. Barcode No. text field will display “2026-6202”. 3. Barcode Reader will append the message “Sending barcode 2026-6202” to the text area. <p>Touch Screen Display Emulator will stay in “Scan Barcode” and display a message “Invalid Barcode. Please scan again.” in red.</p>	
42	<ol style="list-style-type: none"> 1. Follow Test #39 Procedure 1-14 	<ol style="list-style-type: none"> 1. Refer to Test #1 Expected result 1-14. 	

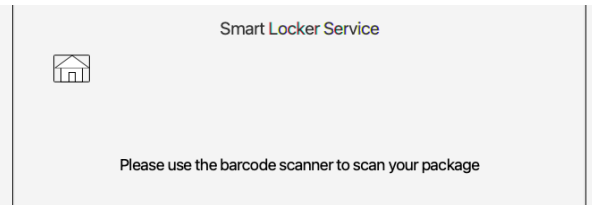
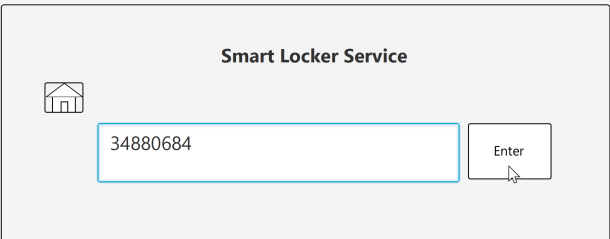
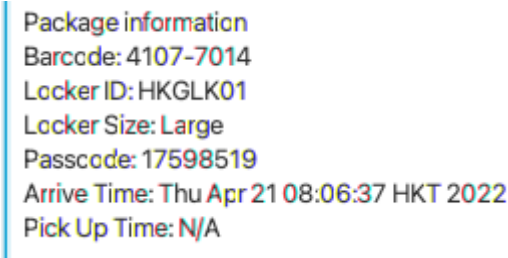
	<ol style="list-style-type: none"> Press the “Barcode 1” button on the Barcode Reader Emulator. Press the “Send Barcode” button on the Barcode Reader Emulator. <hr/> <p>After Test:</p> <ol style="list-style-type: none"> Follow Test #62 procedure 2-8 to collect the package and remove the record. 	<ol style="list-style-type: none"> Barcode No. text field will display “4107-7014”. Barcode Reader will append the message “Sending barcode 4107-7014” to the text area. Touch Screen Display Emulator will stay in “Scan Barcode” and display a message “Invalid Barcode. Please scan again.” in red. Refer to Test #62 expected result 2-8. 	
43	<ol style="list-style-type: none"> Follow Test #39 Procedure 10-11 Idle for 60 seconds 	<ol style="list-style-type: none"> Refer to Test #39 Expected result 10-11 Touch Screen Display Emulator will change from “Scan Barcode” to “Welcome Page”. Barcode Reader will append the message “Barcode Reader Standby” in the text area and Barcode Reader Status will show the message “Standby”. 	
44	<ol style="list-style-type: none"> Follow Test #39 Procedure 1-4. Set the “Poll Response” on the Barcode Reader to NAK. Follow Test #39 Procedure 6-9. Click on the “Check in Package” on the Touch Screen Display Emulator. Idle for 5 seconds. <hr/> <p>After Test:</p> <ol style="list-style-type: none"> Type #4107-7014 in the “Barcode” text field and press the “Find Package” button on the Smart Locker Server Emulator and press the “Remove Package” button in the Smart Locker Server Emulator. 	<ol style="list-style-type: none"> Refer to Test #39 Expected result 1-4. Message “Poll Response set to NAK” will be shown on the Barcode Reader Emulator text area. Refer to Test #39 Expected result 6-9. Touch Screen display Emulator will change from “Main Menu” to “Server Down”. Touch Screen display Emulator will change from “Server Down” to “Welcome Page”. Message “Package #4107-7014 is removed.” will append to the text area of Smart Locker Server Emulator text area. 	
45	<ol style="list-style-type: none"> Follow Test #39 Procedure 1-11. Set the “Poll Response” on the Barcode 	<ol style="list-style-type: none"> Refer to Test #39 Expected result 1-11. Message “Poll Response set to NAK” will be shown on the Barcode Reader 	

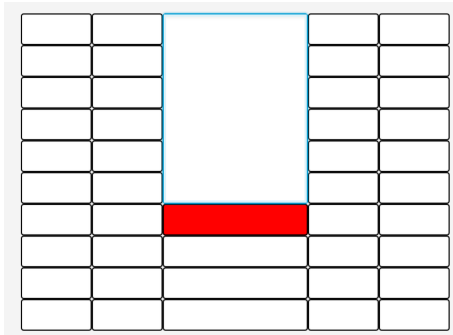
	<p>Reader to NAK and idle 6 seconds.</p> <ol style="list-style-type: none"> Press the “Barcode 1” button on the Barcode Reader Emulator. Press the “Send Barcode” button on the Barcode Reader Emulator. Idle for 5 seconds. <p>-----</p> <p>After Test:</p> <ol style="list-style-type: none"> Type #4107-7014 in the “Barcode” text field and press the “Find Package” button on the Smart Locker Server Emulator and press the “Remove Package” button in the Smart Locker Server Emulator. 	<p>Emulator text area.</p> <ol style="list-style-type: none"> Barcode No. text field display “4107-7014”. Barcode Reader will append the message “Sending barcode 4107-7014” in the text area. Touch Screen display Emulator will change from “Scan Barcode” to “Server Down”. Touch Screen display Emulator will change from “Server Down” to “Welcome Page”. Barcode Reader Emulator will show the message “Barcode Reader Standby” in the Barcode Reader text area and Barcode Reader Status will show the message “Standby”. Message “Package #4107-7014 is removed.” will append to the text area of Smart Locker Server Emulator text area. 	
46	<ol style="list-style-type: none"> Follow Test #39 Procedure 1-5. Select the Activation response “Standby” from the dropdown on the Barcode and idle for 5 seconds. Follow Test #39 Procedure 7-10. Click on the “Check in Package” on the Touch Screen Display Emulator. Follow Test #39 Procedure 12-16. 	<ol style="list-style-type: none"> Refer to Test #39 Expected result 1-5. Message “Activation Response set to Standby” will be appended on the Barcode Reader Emulator text area if the original activation response is not “Standby”. Refer to Test #39 Expected result 7-10. Touch Screen Display Emulator will change from “Main Menu” to “Scan Barcode”. Barcode Reader Emulator will show the message “Barcode Reader Standby” in the Barcode Reader text area for every 2 seconds and Barcode Reader Status will show the message “Standby”. Refer to Test #39 Expected result 12-16. 	
47	<ol style="list-style-type: none"> Follow Test #39 Procedure 1-11. Select the Activation response “Standby” from the dropdown on the Barcode. Follow Test #39 Procedure 12-16. 	<ol style="list-style-type: none"> Refer to Test #39 Expected result 1-11. Message “Activation Response set to Standby” will be appended on the Barcode Reader Emulator text area. Refer to Test #39 Expected result 12-16. 	
48	<ol style="list-style-type: none"> Follow Test #39 Procedure 1-5. 	<ol style="list-style-type: none"> Refer to Test #39 Expected result 1-5. 	

	<ol style="list-style-type: none"> 2. Select the Activation response “Ignore” from the dropdown on the Barcode and idle for 5 seconds. 3. Follow Test #39 Procedure 7-10. 4. Click on the “Check in Package” on the Touch Screen Display Emulator. 5. Follow Test #39 Procedure 12-16. 	<ol style="list-style-type: none"> 2. Message “Activation Response set to Ignore” will be appended on the Barcode Reader Emulator text area. 3. Refer to Test #39 Expected result 7-10. 4. Touch Screen Display Emulator will change from “Main Menu” to “Scan Barcode”. Console log will show the message “BarcodeReaderDriver: Go Active” in the SLCEmulatorStarter will be appended for every 2 seconds. 5. Refer to Test #39 Expected result 12-16. 	
49	<ol style="list-style-type: none"> 1. Follow Test #39 Procedure 1-11. 2. Select the Activation response “Ignore” from the dropdown on the Barcode. 3. Follow Test #39 Procedure 12-16. 	<ol style="list-style-type: none"> 1. Refer to Test #39 Expected result 1-11. 2. Message “Activation Response set to Ignore” will be appended on the Barcode Reader Emulator text area. 3. Refer to Test #39 Expected result 12-16. 	
50	<ol style="list-style-type: none"> 1. Select the Standby response “Activated” from the dropdown on the Barcode Reader Emulator 2. Click anywhere on the Touch Display Emulator 3. Click on the “Check in Package” on the Touch Screen Display Emulator. 4. Click the Home button in the “Scan Barcode” page 	<ol style="list-style-type: none"> 1. Message “Standby Response set to Standby” will be appended on the Barcode Reader Emulator text area. 2. The Touch Screen Display Emulator changes from “Welcome page” to “Main Menu”. 3. Touch Screen Display Emulator will change from “Main Menu” to “Scan Barcode”. 4. Touch Screen Display Emulator will change from “Scan Barcode” to “Main Menu”. Message “BarcodeReaderDriver: Go Standby” will append as SLCEmulatorStarter console log for every 2 seconds. 	
51	<ol style="list-style-type: none"> 1. Click anywhere on the Touch Display Emulator 2. Click on the “Barcode 1” button on 	<ol style="list-style-type: none"> 1. The Touch Screen Display Emulator changes from “Welcome page” to “Main Menu”. 2. Barcode Reader Emulator barcode no. text field displays “4107-7014”. 	

	Barcode Reader Emulator		
52	<ol style="list-style-type: none"> 1. Close Smart Locker Server by clicking the cross on the top left corner in macOS or top right corner in Windows of the GUI. 2. Click anywhere on the Touch Display Emulator 3. Click on the “Check in Package” on the Touch Screen Display Emulator. 4. Idle for 5 seconds. 	<ol style="list-style-type: none"> 1. The Smart Locker Server GUI will be closed. The Smart Locker Controller will show warning log message of “[WARNING] -- SLSvrHandler is disconnected!”, “[WARNING] -- Fail to send message to server: [Poll]” and “[INFO] -- Reconnecting to server...” 2. The Touch Screen Display Emulator changes from “Welcome page” to “Main Menu”. 3. Touch Screen Display Emulator will change from “Main Menu” to “Server Down” page. 4. Touch Screen Display Emulator will change to the “Welcome Page” page. 	
53	<ol style="list-style-type: none"> 1. Follow Test #39 Procedure 1-12. 2. Close Smart Locker Server by clicking the cross on the top left corner in macOS or top right corner in Windows of the GUI. and idle for 5 seconds. 3. Press the “Send Barcode” button on the Barcode Reader Emulator. 4. Idle for 5 seconds. 	<ol style="list-style-type: none"> 1. Refer to Test #39 Expected result 1-12. 2. The Smart Locker Server GUI will be closed. The Smart Locker Controller will show warning log message of “[WARNING] -- SLSvrHandler is disconnected!”, “[WARNING] -- Fail to send message to server: [Poll]” and “[INFO] -- Reconnecting to server...” 3. Touch Screen Display Emulator will change to the “Server Down” page. 4. Touch Screen Display Emulator will change to the “Welcome Page” page. 	
54	<ol style="list-style-type: none"> 1. Change Poll Response of Locker Emulator to NAK. 2. Follow the same procedure as Test case #39 1, 3-15 for package checking in. 	<ol style="list-style-type: none"> 1. Smart Locker Server will record a log message of “[INFO] -- Receive fail from locker #HKGLK01: Received NAK: Touch Display.”. 2. Expected result from test case #39 1, 3-15 for package checking in. 	
55	<ol style="list-style-type: none"> 1. Follow the same procedure as Test case #39 1-11 for package checking in. 2. Change Poll Response of Locker Emulator to NAK. 3. Follow the same procedure as Test case #39 12-16 for package checking in. 	<ol style="list-style-type: none"> 1. Expected result from test case #39 1-11 for package checking in. 2. Smart Locker Server will record a log message of “[INFO] -- Receive fail from locker #HKGLK01: Received NAK: Touch Display.”. 3. Expected result from test case #39 12-16 for package checking in. 	

56	<ol style="list-style-type: none"> 1. In the Octopus Card Reader, click Octopus card 1, 2 or 3 2. Click send Octopus 	<ol style="list-style-type: none"> 1. Nothing should happen 	
57	<ol style="list-style-type: none"> 1. Follow Test case #39 procedure step 1-13. 2. Do not click the button and idle for 1 minute. 	<ol style="list-style-type: none"> 1. Expected test result from test case #39 1-13. 2. The Locker Emulator will change the display from “Show Locker” to “Locker Not Close” and display “The following locker has not been closed...”. 	
58	<ol style="list-style-type: none"> 1. Click the button “Request Diagnostic” in Smart Locker Server Emulator. 	<ol style="list-style-type: none"> 1. Smart Locker Controller will display a log message of “[INFO] -- Handle System Diagnostic.” in the console. 2 files will be shown in the Project directory, namely “SLC_HKGLK01_Diagnostic.txt” and “SLVR_HKGLK01_Diagnostic.txt”. 	
59	<ol style="list-style-type: none"> 1. Click the button “Request Diagnostic” in Smart Locker Server Emulator. 	<ol style="list-style-type: none"> 1. Smart Locker Server will display a warning log message “Request system diagnostic fail. Locker #HKGLK01 is disconnected.”. 	
60	<ol style="list-style-type: none"> 1. Click the button “Request Diagnostic” in Smart Locker Server Emulator. 	<ol style="list-style-type: none"> 1. Both “SLC_HKGLK01_Diagnostic.txt” and “SLVR_HKGLK01_Diagnostic.txt” will record all the closed lockers and all the opened lockers. E.g., Close Locker: XX XX Opened Locker: XX Where XX is the locker number. 	

61	<ol style="list-style-type: none"> 1. Follow Test case #3 to reset the system. 2. Start the system and wait for 10 minutes. 	<ol style="list-style-type: none"> 1. Same result as the Test #3 expected result. 2. Smart Locker Server will display a log message of “Request system diagnostic for locker #HKGLK01” in the console. 2 new files named “SLC_HKGLK01_Diagnostic.txt” and “SLVR_HKGLK01_Diagnostic.txt” will be created. 	
62	<ol style="list-style-type: none"> 1. Check in a package by following the Test#39’s Test Procedure 2. Click the Home button in the “Scan Barcode” page  <ol style="list-style-type: none"> 3. Click “Pick Up Package” in the “Main Menu” of Touch Screen Display. 4. Enter the passcode in the “Enter Passcode” text area of the Smart Locker Controller and then click enter.  <ol style="list-style-type: none"> 5. Click on the selected locker in Locker Emulator shown on the Touch Screen Display as below. 	<ol style="list-style-type: none"> 1. Same as Test #39 expected Result. 2. Touch Screen Display Emulator will change from “Scan Barcode” to “Main Menu”. Barcode Reader will show the message “Barcode Reader Standby” in the text area and Barcode Reader Status will show the message “Standby”. 3. Touch Display will change from “Main Menu” to “Enter Passcode”. 4. Touch Display will change from “Enter Passcode” to “Show Locker”. Locker Emulator text area will show message “Opening Locker #XX...” and “Locker #XX opened...” (XX represents locker no., e.g. 40). 5. Locker Emulator text area will show message “Closing Locker #XX...” and “Locker #XX is closed.” (XX represents locker no., e.g. 40) Touch Display will change from Show Locker to Welcome Page 6. The information of the package with Barcode #4107-7014 will be shown in the Smart Locker Server Emulator text area as follow: 	



6. Type #4107-7014 in the “Barcode” text field and press the “Find Package” button on the Smart Locker Server Emulator.

After Test:

7. Enter 4107-7014 at the “Barcode” text field in Smart Locker Server Emulator.
8. Press the “Remove Package” button in the Smart Locker Server Emulator.

Package information
 Barcode: 4107-7014
 Locker ID: HKGLK01
 Locker Size: Large
 Passcode: 17598519
 Arrive Time: Thu Apr 21 08:06:37 HKT 2022
 Pick Up Time: Thu Apr 21 08:07:01 HKT 2022
 Payment
 octopusID: 15234001
 Amount: 15.0

63

1. Follow Test case #39 to check in a package.
2. Wait for 24 hours.
3. Follow Test case #62 procedure 1-4.
4. Select Octopus 1 in Octopus Card Reader.
5. Enter 15 in the “Send Amount” text field and click “Send Octopus”.

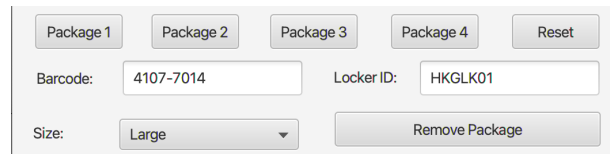
6. Click on the selected locker in Locker Emulator shown on the Touch Screen

1. Same as Test case #39 expected result
2. Nothing will be displayed here.
3. Same as Test case #62 expected result 1-4.
Touch Display’s Payment page will show \$15

Display.

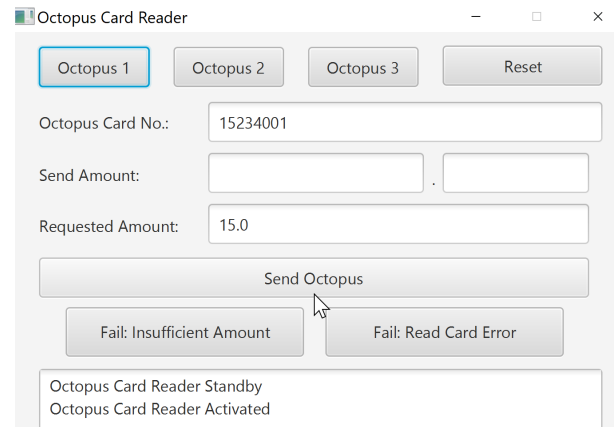
After Test:

7. Enter “4107-7014” at the “Barcode” text field in Smart Locker Server Emulator.
8. Press the “Remove Package” button in the Smart Locker Server Emulator



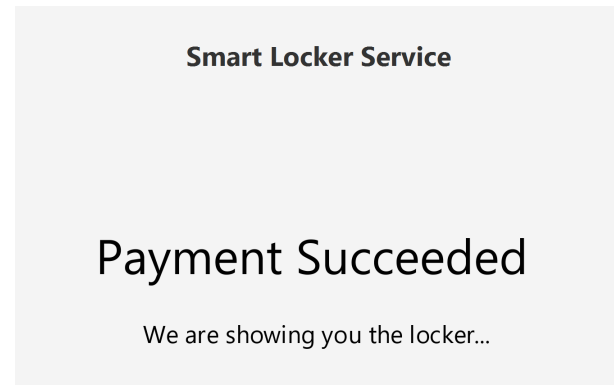
The image shows the Smart Locker Server Emulator interface. At the top, there are four buttons labeled 'Package 1', 'Package 2', 'Package 3', and 'Package 4', followed by a 'Reset' button. Below these, there are two input fields: 'Barcode:' with the value '4107-7014' and 'Locker ID:' with the value 'HKGLK01'. At the bottom, there is a 'Size:' dropdown menu set to 'Large' and a 'Remove Package' button.

4. Octopus Card Reader’s Octopus Card No. field will show 15234001



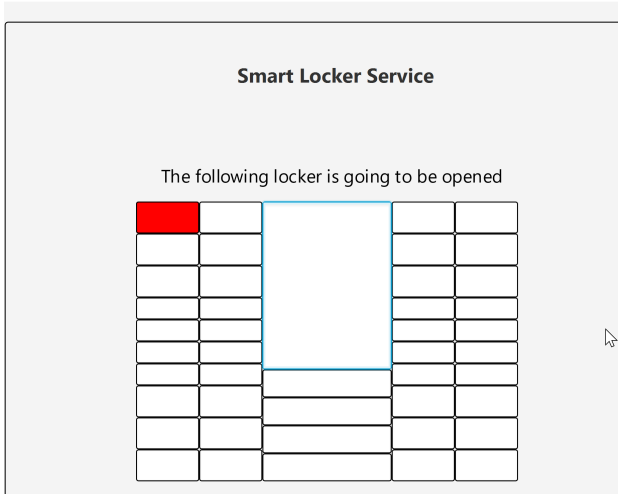
The image shows the Octopus Card Reader interface. At the top, there are four buttons labeled 'Octopus 1', 'Octopus 2', 'Octopus 3', and a 'Reset' button. Below these, there are three input fields: 'Octopus Card No.:' with the value '15234001', 'Send Amount:' with a decimal point, and 'Requested Amount:' with the value '15.0'. Below these fields is a 'Send Octopus' button. At the bottom, there are two buttons labeled 'Fail: Insufficient Amount' and 'Fail: Read Card Error'. At the very bottom, there is a status bar that says 'Octopus Card Reader Standby' and 'Octopus Card Reader Activated'.

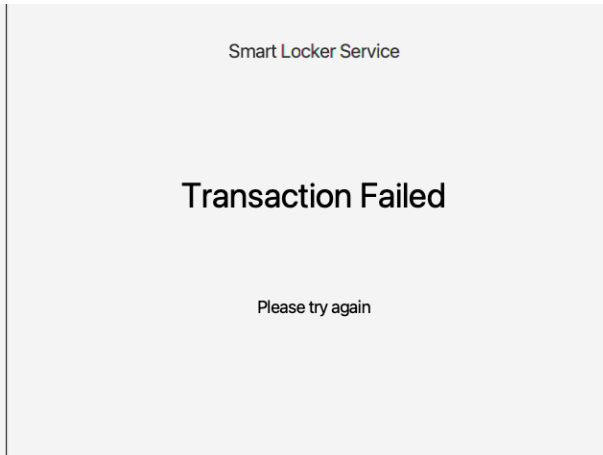
5. Touch Display will change from “Payment” to “Payment Succeeded” page.

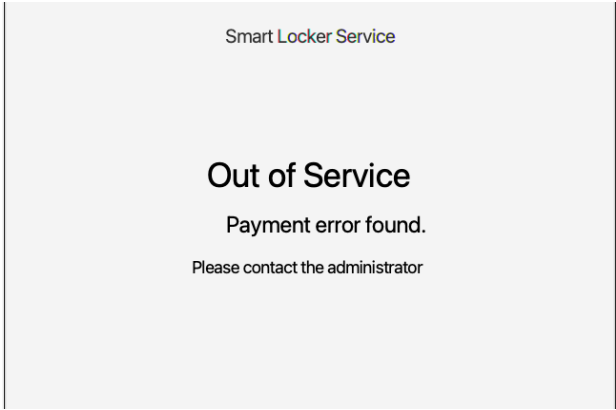


The image shows the Smart Locker Service Payment Succeeded screen. At the top, there is a header 'Smart Locker Service'. Below it, there is a large text 'Payment Succeeded'. At the bottom, there is a smaller text 'We are showing you the locker...'.

Touch Display will then change from “Payment Succeeded: to “Show

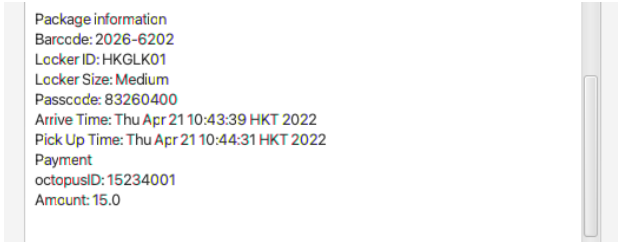
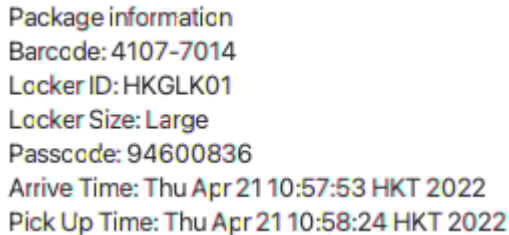
		 <p>Locker” after 1 second.</p> <p>6. Touch Display will change from Show Locker to Welcome Page</p>	
64	<ol style="list-style-type: none"> 1. Follow Test case #39 to check in a package. 2. In the Barcode Reader, set the Poll Response to NAK 3. Pick up the package by following the Test #62 Test Procedure Step 3 - 6 	<ol style="list-style-type: none"> 1. Same result as Test #39 expected result 2. A message of “Poll Response set to NAK” will be appended to the text area of “Barcode Reader”. 3. Same result as Test #62 expected result 3-6. 	
65	<ol style="list-style-type: none"> 1. Check in a package by following the Test #39’s Test Procedure 2. In the Barcode Reader, set the Poll Response to NAK 3. Pick up the package by following the Test #63 Test Procedure Step 2 - 8 	<ol style="list-style-type: none"> 1. Same as Test #39’s Expected Result 2. A message of “Poll Response set to NAK” will be appended to the text area of “Barcode Reader”. 3. Same as Test #63’s Expected Result 2-8 	
66	<ol style="list-style-type: none"> 1. Follow Test #63 Test Procedure 1 - 5 2. In the Octopus Card Reader, select Fail: Insufficient Amount 	<ol style="list-style-type: none"> 1. Same as Test #39’s Expected Result 2. Same as Test #63’s Expected Result step 1 - 5 3. Touch Display will change from Payment to Payment Failed 	

		4. Touch Display will change from Payment Failed to Payment	
67	<ol style="list-style-type: none"> 1. Follow Test #63 Test Procedure 1 - 4 2. In the Octopus Card Reader, select Fail: Read Card Error. 	<ol style="list-style-type: none"> 1. Same result as Test #63 expected result 2. A message of “Send card fail: Insufficient Amount” will be appended to the text area of the “Octopus Card Reader”. The Touch Screen Display will display the “Transaction Failed” page.  <p>After 5 seconds, the Touch Screen Display will change from “Transaction Failed” page to “Payment Page” again.</p>	
68	<ol style="list-style-type: none"> 1. Follow Test #63 Test Procedure 1 - 4 2. In the Octopus Card Reader, select an Octopus card, enter amount 30 and click Send Octopus. 	<ol style="list-style-type: none"> 1. Same as Test #63’s Expected Result step 1 - 4 2. Touch Display will change from “Payment” to “Server Down” page with “Payment error found.” as shown below. 	

		 <p>Smart Locker Service</p> <p>Out of Service</p> <p>Payment error found.</p> <p>Please contact the administrator</p>	
		<p>Touch Display will change from Server Down to “Welcome Page” after 5 seconds.</p>	
69	<ol style="list-style-type: none"> 1. Follow Test #63 Test Procedure 1 - 4 2. In the Octopus Card Reader, change the Poll Response to NAK 3. In the amount field of Octopus Card Reader, enter 15 and click Send Octopus. 	<ol style="list-style-type: none"> 1. Same as Test #63 Expected Result step 1 - 4 2. A message “Poll Response set to NAK” will be appended to the text area of “Octopus Card Reader”. A log message of “[INFO] -- Receive fail from locker #HKGLK01: Received NAK: Octopus Card reader.” will be shown in the SLSvrEmulator Starter console log. 3. A message “Send Octopus Card #15234001, amount: 15” will be appended to the text area of “Octopus Card Reader”. Touch Screen Display will stay on the “Payment” page for 5 seconds when the “Octopus Card Reader” sends an amount when its poll response is “NAK”. 	
70	<ol style="list-style-type: none"> 1. Follow Test #63 Test Procedure 1 - 3 2. In the Octopus Card Reader, change the Poll Response to NAK 3. In the amount field of Octopus Card Reader, enter 15 and click Send Octopus. 	<ol style="list-style-type: none"> 1. Same as Test #63 Expected Result step 1 - 3 2. A message “Poll Response set to NAK” will be appended to the text area of “Octopus Card Reader”. A log message of “[INFO] -- Receive fail from locker #HKGLK01: Received NAK: Octopus Card reader.” will be shown in the SLSvrEmulator Starter console log. 	

		<p>3. A message “Send Octopus Card #15234001, amount: 15” will be appended to the text area of “Octopus Card Reader”.</p> <p>Touch Screen Display will stay on the “Payment” page for 5 seconds when the “Octopus Card Reader” sends an amount when its poll response is “NAK”.</p>	
71	<ol style="list-style-type: none"> 1. In the Octopus Card Reader, change the “Activation Response” to “Standby” 2. Follow Test case #63 to collect the package with payment. 	<ol style="list-style-type: none"> 1. A message of “Activation Response set to Standby” will be appended to the text area of “Octopus Card Reader”. 2. Same result as Test case #63 expected result. (The payment will go through even if activation response of “Octopus Card Reader” set to “Standby”) 	
72	<ol style="list-style-type: none"> 1. In the Octopus Card Reader, change the “Activation Response” to “Standby” 2. Follow Test case #63 to collect the package with payment. 	<ol style="list-style-type: none"> 1. A message of “Activation Response set to Ignore” will be appended to the text area of “Octopus Card Reader”. 2. Same result as Test case #63 expected result. (The payment will go through even if activation response of “Octopus Card Reader” set to “Ignore”) 	
73	<ol style="list-style-type: none"> 1. In the Octopus Card Reader, change the “Standby Response” to “Activated” 2. Follow Test case #63 to collect the package with payment. 	<ol style="list-style-type: none"> 1. A message of “Standby Response set to Activated” will be appended to the text area of “Octopus Card Reader”. 2. Follow Test case #63 to collect the package with payment. After successful payment, the Octopus card will remain activated even if Smart Locker Controller sending “go standby” message to the “Octopus Card Reader” and it will keep sending message to the “Octopus Card Reader” until “Octopus Card Reader” standby response is set back to standby. <pre> 220421-10:33:10 [INFO] -- OctopusCardReaderDriver: Go Standby 220421-10:33:12 [INFO] -- Sending OCR_GoStandby to octopus card reader. 220421-10:33:12 [INFO] -- OctopusCardReaderDriver: Go Standby 220421-10:33:14 [INFO] -- Sending OCR_GoStandby to octopus card reader. 220421-10:33:14 [INFO] -- Poll: TimesUp 46369 0 220421-10:33:14 [INFO] -- OctopusCardReaderDriver: Go Standby 220421-10:33:16 [INFO] -- Sending OCR_GoStandby to octopus card reader. 220421-10:33:16 [INFO] -- OctopusCardReaderDriver: Go Standby 220421-10:33:18 [INFO] -- Sending OCR_GoStandby to octopus card reader. 220421-10:33:18 [INFO] -- OctopusCardReaderDriver: Go Standby 220421-10:33:20 [INFO] -- Sending OCR_GoStandby to octopus card reader. </pre>	

74	<ol style="list-style-type: none"> 1. In the Octopus Card Reader, change the “Standby Response” to “Ignore” 2. Follow Test case #63 to collect the package with payment. 	<ol style="list-style-type: none"> 1. A message of “Standby Response set to Ignore” will be appended to the text area of “Octopus Card Reader”. 2. Follow Test case #63 to collect the package with payment. After successful payment, the Octopus card reader will remain ignore even if the Smart Locker Controller sends a “go standby” message. 	
75	<ol style="list-style-type: none"> 1. Follow Test case #39 to check in the package. 2. Follow Test case #2 procedure 2 to close Smart Locker Server GUI. (disconnecting Smart Locker Server) 3. Follow Test case #62 to collect the package without payment. 4. Restart the Smart Locker Server. 5. Click “Package 1” and “Find Package” button 	<ol style="list-style-type: none"> 1. Same result as Test case #39 expected results. 2. Same result as Test case #2 procedure 2. 3. Same result as Test case #62 to collect the package without payment. 4. Smart Locker Server GUI will appear. 5. The “Pick Up Time” will be updated after Smart Locker Server is back online again. <p> Package information Barcode: 2026-6202 Locker ID: HKGLK01 Locker Size: Medium Passcode: 83260400 Arrive Time: Thu Apr 21 10:43:39 HKT 2022 Pick Up Time: Thu Apr 21 10:44:31 HKT 2022 Payment octopusID: 15234001 </p>	
76	<ol style="list-style-type: none"> 1. Follow Test case #39 to check in the package. 2. Follow Test case #2 procedure 2 to close Smart Locker Server GUI (disconnect Smart Locker Server). 3. Follow Test case #63 to collect the package with payment. 4. Restart the Smart Locker Server. 5. Click “Package 1” and “Find Package” button 	<ol style="list-style-type: none"> 1. Same result as Test case #39 expected results. 2. Same result as Test case #2 procedure 2. 3. Same result as Test case #63 to collect the package with payment. 4. Smart Locker Server GUI will appear. 5. The “Pick Up Time” and the “Amount” will be updated after Smart Locker Server is back online again. 	

		 <p>Package information Barcode: 2026-6202 Locker ID: HKGLK01 Locker Size: Medium Passcode: 83260400 Arrive Time: Thu Apr 21 10:43:39 HKT 2022 Pick Up Time: Thu Apr 21 10:44:31 HKT 2022 Payment octopusID: 15234001 Amount: 15.0</p>	
77	<ol style="list-style-type: none"> 1. Follow Test case #39 to check in the package. 2. Follow Test case #2 procedure 2 to close Smart Locker Server GUI. (disconnect Smart Locker Server) 3. Follow Test case #62 procedure 1-4 to collect the package without payment and without closing the locker. 4. Restart the Smart Locker Server. 5. Follow Test case #62 procedure 5-6 to close the locker and check the package information in the Smart Locker Server. 	<ol style="list-style-type: none"> 1. Same result as Test case #39 expected results. 2. Same result as Test case #2 procedure 2. 3. Same result as Test case #63 procedure 1-4 to collect the package without payment and without closing the locker. 4. Smart Locker Server GUI will appear. 5. Same result as Test case #2 procedure 5-6. The “Pick Up Time” will be updated after Smart Locker Server is back online again.  <p>Package information Barcode: 4107-7014 Locker ID: HKGLK01 Locker Size: Large Passcode: 94600836 Arrive Time: Thu Apr 21 10:57:53 HKT 2022 Pick Up Time: Thu Apr 21 10:58:24 HKT 2022</p>	
78	<ol style="list-style-type: none"> 1. Follow Test case #39 to check in the package. 2. Follow Test case #2 procedure 2 to close Smart Locker Server GUI. (disconnect Smart Locker Server) 3. Follow Test case #62 procedure 1-5 to collect the package without payment and close the locker. 4. Restart the Smart Locker Server. 	<ol style="list-style-type: none"> 1. Same result as Test case #39 expected results. 2. Same result as Test case #2 procedure 2. 3. Same result as Test case #62 procedure 1-5 to collect the package without payment and close the locker. 4. Smart Locker Server GUI will appear. 5. Same result as Test case #2 procedure 6. The “Pick Up Time” will be updated after Smart Locker Server is back online again. 	

	5. Follow Test case #62 procedure 6 to close the locker and check the package information in the Smart Locker Server.	Package information Barcode: 4107-7014 Locker ID: HKGLK01 Locker Size: Large Passcode: 94600836 Arrive Time: Thu Apr 21 10:57:53 HKT 2022 Pick Up Time: Thu Apr 21 10:58:24 HKT 2022	
79	1. Follow Test case #39 to check in the package. 2. Change Poll Response of Smart Locker Server to “NAK” 3. Follow Test case #63 to collect the package with payment.	1. Same result as Test case #39 expected results. 2. A message of “Poll Response set to NAK” will be appended to the text area of “Smart Locker Controller”. 3. Same result as Test case #63 to collect the package without payment. The Smart Locker Controller should be able to let the user collect the package with or without payment even if Smart Locker Server Poll Response is set to “NAK”.	
80	1. Follow Test case #62 procedure 1-2 to collect the package. 2. Change Poll Response of Smart Locker Server to “NAK”. 3. Follow Test case #62 procedure 3-4 to collect the package. 4. Follow Test case #63 procedure 4 5. Change Poll Response of Smart Locker Server to “ACK”. 6. Follow Test case #63 procedure 5-6. 7. Enter the barcode number of the collected package in the previous steps and click “Find Package” in the Smart Locker Server.	1. Same result as the Test #62 expected results procedure 1-2 2. A log message of “[INFO] -- Reconnecting to server...” and a warning log message of “[WARNING] -- SLSvrHandler is disconnected!” will display on the SLCEmulatorStarter’s console. 3. Same result as the Test #62 expected results procedure 3-4 4. Same result as the Test #63 expected results procedure 4 5. Log Message “[INFO] -- SLSvrStarter: Application Starting...” will be shown at the console of SLSvrEmulatorStarter. Smart Locker Server Emulator GUI will appear. (Same as Test #1 expected result 1) A log message of “[INFO] -- Reconnecting to server...” followed by a log message of “[INFO] -- Connected to server.” will display on the SLCEmulatorStarter’s console. 6. Same result as the Test #63 expected results procedure 5-6. 7. The package information will be shown in the text area of Smart Locker Server Emulator with pickup Time of the package updated in the server.	

81	<ol style="list-style-type: none"> 1. Follow Test case #39 to check in the package. 2. Change Poll Response of Server to NAK and enter the password of the package on the Touch Display and click “Enter”. 3. Follow Test case #62 procedure 1-4 to collect the package. 4. Set Poll Response of Smart Locker Server to ACK. 5. Follow Test case #62 procedure 5-6 to collect the package. 	<ol style="list-style-type: none"> 1. Same result as the Test #39 expected results. 2. Touch Screen Display will display the opened locker in red and the Locker Emulator will append “Opening Locker #XX...” and “Locker #XX opened”, where XX is the locker number. The console in Smart Locker Controller will display a log message of “[INFO] -- PollNck: SLSvrHandler is down!”. 3. Same result as the Test #62 expected results 1-5. 4. The console in Smart Locker Controller will display a log message of “[INFO] -- PollAck: SLSvrHandler is up!”. 5. Same result as the Test #62 expected results 5-6 to close the locker on Locker Emulator and display pickup time of the package in the Smart Locker Server text area. 	
82	<ol style="list-style-type: none"> 1. Follow Test case #39 to check in the package. 2. Change Poll Response of Server to NAK and enter the password of the package on the Touch Display and click “Enter”. 3. Follow Test case #62 procedure 1-5 to collect the package. 4. Set Poll Response of Smart Locker Server to ACK. 5. Follow Test case #62 procedure 6 to collect the package. 	<ol style="list-style-type: none"> 1. Same result as the Test #39 expected results. 2. Touch Screen Display will display the opened locker in red and the Locker Emulator will append “Opening Locker #XX...” and “Locker #XX opened”, where XX is the locker number. The console in Smart Locker Controller will display a log message of “[INFO] -- PollNck: SLSvrHandler is down!”. 3. Same result as the Test #62 expected results 1-5. 4. The console in Smart Locker Controller will display a log message of “[INFO] -- PollAck: SLSvrHandler is up!”. 5. Same result as the Test #62 expected results 6 to display pickup time of the package. 	
83	<ol style="list-style-type: none"> 1. Follow Test case #62 procedure 1-4 2. Left the door unlocked after collecting the package and idle for 1 minute. 	<ol style="list-style-type: none"> 1. Same result as the Test #3 expected results 1-4. 2. The Locker Emulator will change the display from “Show Locker” to “Locker Not Close” and display “The following locker has not been closed...”. 	
84	<ol style="list-style-type: none"> 1. Follow Test case #3 to reset the system. 2. Start the system and wait for 10 minutes. 	<ol style="list-style-type: none"> 1. Same result as the Test #3 expected result. 2. Smart Locker Server will display a warning log message of “Request 	

		system diagnostic fail. Locker #HKGLK01 is disconnected.” in the console.	
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