Unit Test Case Procedure for CardBoardButton

Purpose:

1. Verify that all the button types are displayed correctly on the screen

Procedure:

Follow the steps indicated in the Test Data section below.

Test Data:

Action	Expected Output
1. Open a terminal window and navigate into the test directory for CardBoardButton	

2. In the terminal type:
 	
    bash runCardBoardButtonUnitTest.sh
	A vertically tall window will appear.
	
	Inside the window 5 buttons will stacked from the top of the window to the bottim in the following order:
	
	    1. Explain
	    2. Welcome
	    3. Hint
	    4. Pause
	    5. Unpause

3. Click the 'X' in the upper right corner of the window to close it.	The window will close, terminating the unit test.