

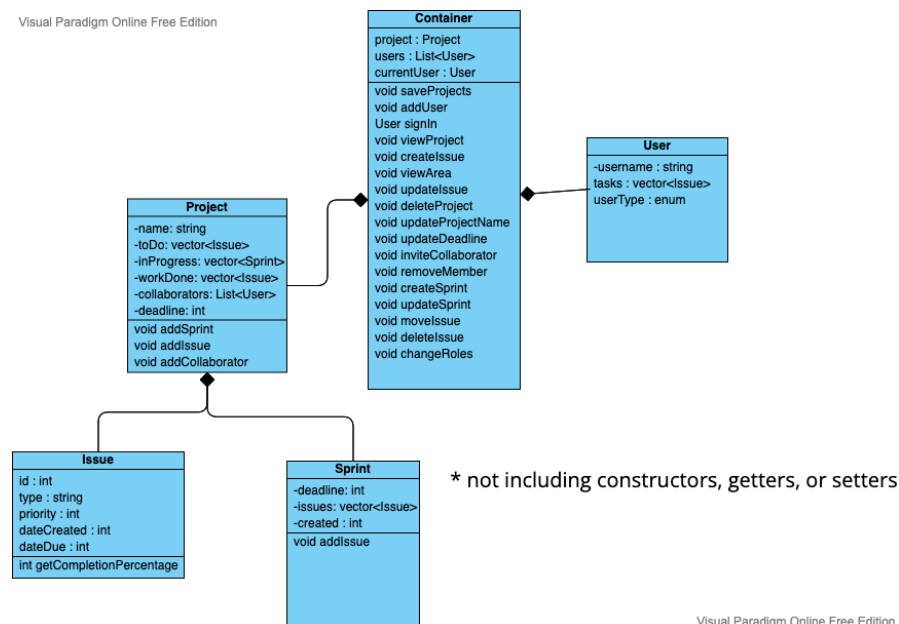
Final Report

Testing :

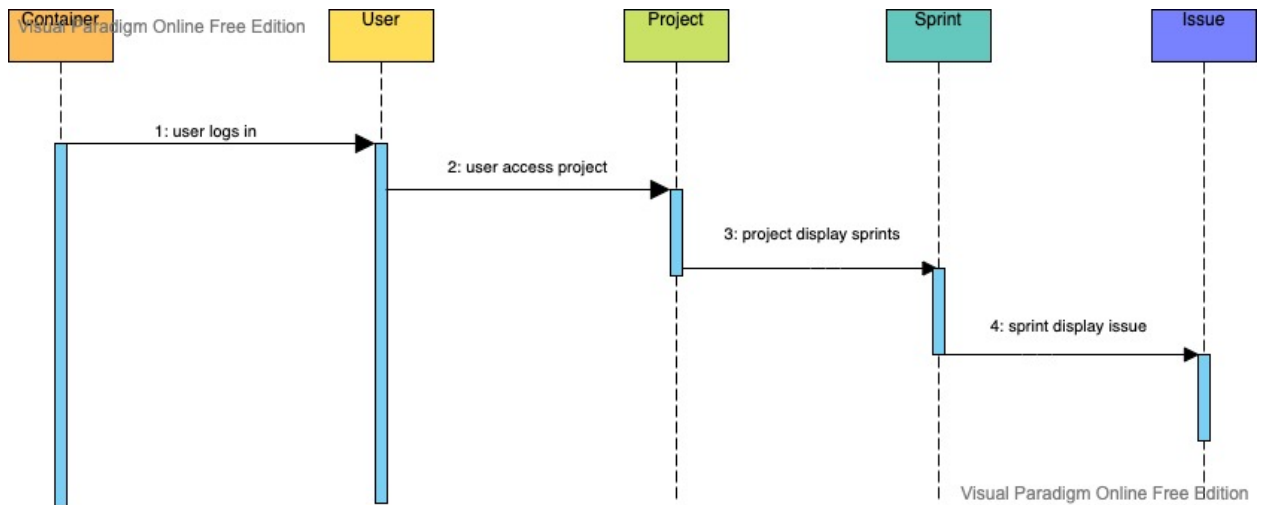
For testing purposes, we first tested each operation and each component of the system as a project member, lead, and owner. To make the testing more efficient, we created an overloaded constructor of the container class which would take in a Project pointer, a vector of User pointers, and a User pointer to represent the current User. This allows us to recreate a stage of a project when a user is interacting with our issue tracking app. When we passed in a project member as the current user, we tested to make sure the user didn't have the same responsibilities as a lead or owner (ex: deleting a project). In the code itself, we checked to make sure the current user was logged in and wasn't a member whenever a responsibility of a lead or owner was called. For testing when the current user was a lead, we made sure they could create and update sprints, invite other users, and change properties of the project. For testing when the current user was the project owner, we made sure they had all the same responsibilities of a member and lead with the extra ability to delete the project. After creating the main menu options, we also tested that the menu options only work when the correct input is provided by the user by running the program with invalid inputs as well.

Diagrams :

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CRC Card

User	
Get Name	Project User

Container	
Save Project Add Users Get Project Get User Create Issue View Project View Area Update Issue Update Name Update DL Invite User Remove User Create Sprint Update Sprint Move Issue Delete Issue Delete Project	Project User

Project	
Add Issue Add User Add Sprint	User Issue Sprint

Issue	
Get Description	

Sprint	
Add Issue	Issue

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