

Testing document

Table of Contents

- **Authoring class** **pg1**
- **ScenarioCreator class** **pg2**

Methods and testing

Main constructor – Authoring()

- Testing that the other methods work

UI()

- Testing that all the styles and content panes are created

Buttons()

- Testing for title of JFrame to be set
- Design of buttons to conform with what was desired
- Making sure the action listener is being set

Menu()

- Test that the pictures for all the elements appear
- Test that the key strokes/hot keys work
- Make sure action listener has been set

fileChooser()

- Test that when called the file chooser opens the menu
- Test that the directory is set to the saved scenarios folder

submenuEDIT()

- Check that the GUI loads with all the options and styles correct
- Test that the action listeners have been set

AddList(String event)

- Check all the if else statements with the different events
- Test that it returns the correct item

actionPerformed(ActionEvent e)

- Test that for every different event it works with the corresponding action
- Test the if else statements within the events to make sure they work
- Check that button presses for the correct buttons initialize the proper if or else if

public static void main(String[] args)

- Test main method works

Methods and testing

Main constructor - ScenarioCreator(String SENNAME)

- Test that name is set
- Test that the methods work after

createEmptyDoc()

- Test that an empty doc has been made
- Test that if the file name exists it wont create

save()

- Test that the buffer reader flushes correctly

questionForString()

- Test that all GUI elements are working
- Test that the writer write the information to the file

test()

- Check that scenario parser runs

addPause()

- Check that the information has been written to the file

addCellAndButton()

- Test that the Cell and Button numbers have been entered and are numbers
- Make sure the GUI pop outs work as intended

addTTS ()

- Test that the information was received from the user input and that it is text
- Check that it has been printed to the file