

# Graphical Testing:

Note: All goals assume that UML Editor is running

## **Goal: Add Class**

Preconditions: None

Steps:

1. Click on "Add Class" button
2. Click inside UML Editor window

Result: New class appears

## **Goal: Add multiple Classes**

Preconditions: None

Steps:

1. Click on "Add Class" button
2. Press down "Shift" on keyboard
3. Click inside UML Editor window
4. Repeat step 3 n number of times
5. Release Shift key

Result: Created n number of classes

## **Goal: Select class**

Preconditions: At least one class exists

Steps:

1. Single click on a class

Results: Class will highlight to indicate that it is selected

## **Goal: Deselect a class**

Preconditions: A class is selected

Steps:

1. Click outside class box

Results: Class is unselected and no longer highlighted

## **Goal: Delete Class**

Preconditions: At least one class exists

Steps:

1. Select a class
2. Press Delete button on bottom toolbar

Result: Selected class is deleted, as well as any relationships to/from the selected class

## **Goal: New UML Editor**

Preconditions: None or some objects in program

Steps:

1. Click on File Menu
2. Click New

Result: If there are any objects are in the program, they are removed

**Goal: Exit program**

Preconditions: None

Steps:

1. Click on File Menu
2. Click Exit

Result: Select an Option window appears. If user clicks "No" or "Cancel", Select An Option window disappears and program resumes as normal. If user clicks "Yes", program closes

**Goal: Edit Class name, attribute(s), or method(s)**

Preconditions: A class exists

Steps:

1. Double click on a class
2. In Edit Class window, edit any field
3. Click Exit button

Result: Any changes to Class name, attribute(s), or method(s) are implemented

**Goal: Add attribute(s) and/or method(s)**

Preconditions: A class exists

Steps:

1. Double click on a class
2. In Edit Class window, type inside "New" field in either Attributes or Methods section
3. Click "New" button
4. When editing is complete, click "Exit" button

Result: New attribute(s) or method(s) are added to class

**Goal: Delete attribute(s) and/or method(s)**

Preconditions: A class with at least one method or attribute

Steps:

1. Double click on a class
2. Click delete button next to attribute and/or method
3. Click the exit button

Result: The deleted method and/or attribute will no longer be shown in the ClassDiagram

**Goal: Create Relationship**

Preconditions: At least two classes exist

Steps:

1. Mouse press on a class
2. Drag and release the mouse on a different class
3. Choose one of the 5 relationships in the pop up window.

Result: Specific relationship is drawn from first class to second class