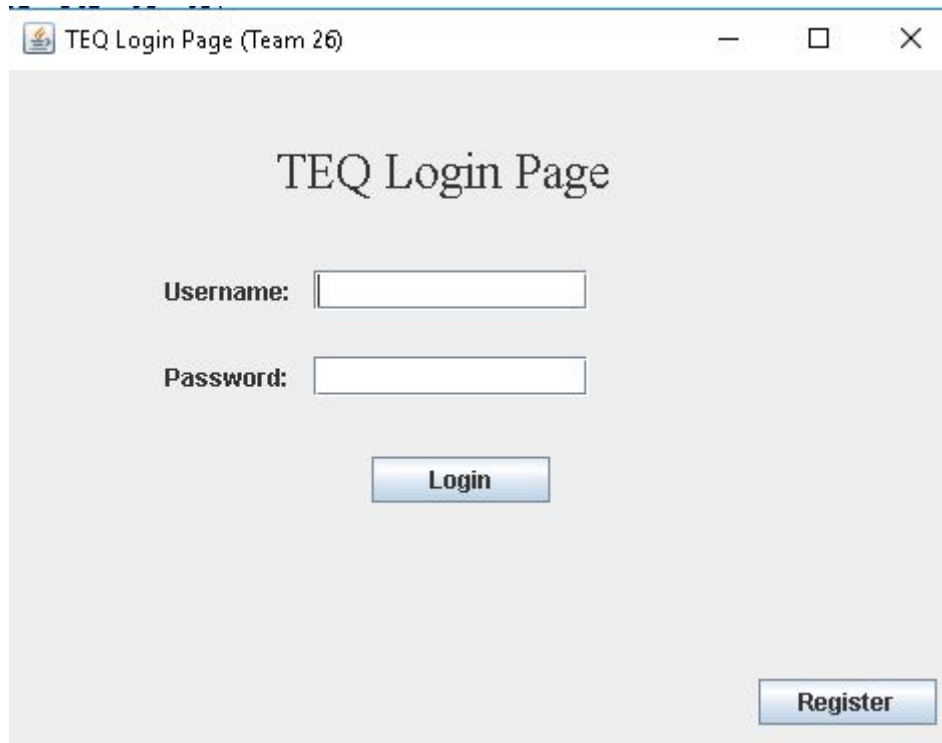


### Strategy:

Testing the GUI will involve this document with pictures of the various GUIs and what their suppose to do.

### LoginGUI:

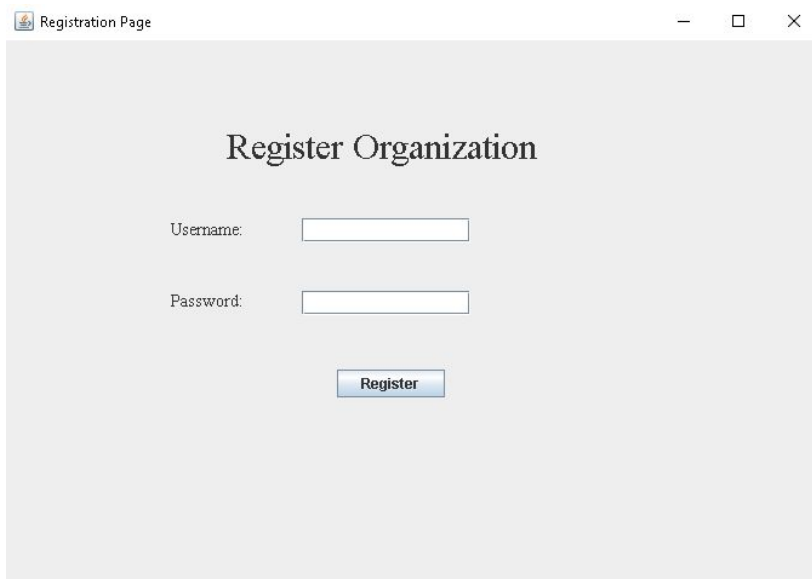


Appears: The above GUI is the first one that appears when the project is run.

### Functionality:

- If user enters strings into the username and password field and click the "Login" button then the GUI will call the backend to verify that such a user exists. If such a user exists then the program will redirect the user to either the **OrganizationGUI** or the **TEQGUI** depending on the type of user the account is associated with. The program may also redirect the user to the **ConflictGUI** if the user is a TEQ user and there is currently a conflict in the database.
- If user clicks the "Register" button then the user will be redirected to the **RegistrationGUI** page.

## RegistrationGUI:



Registration Page

### Register Organization

Username:

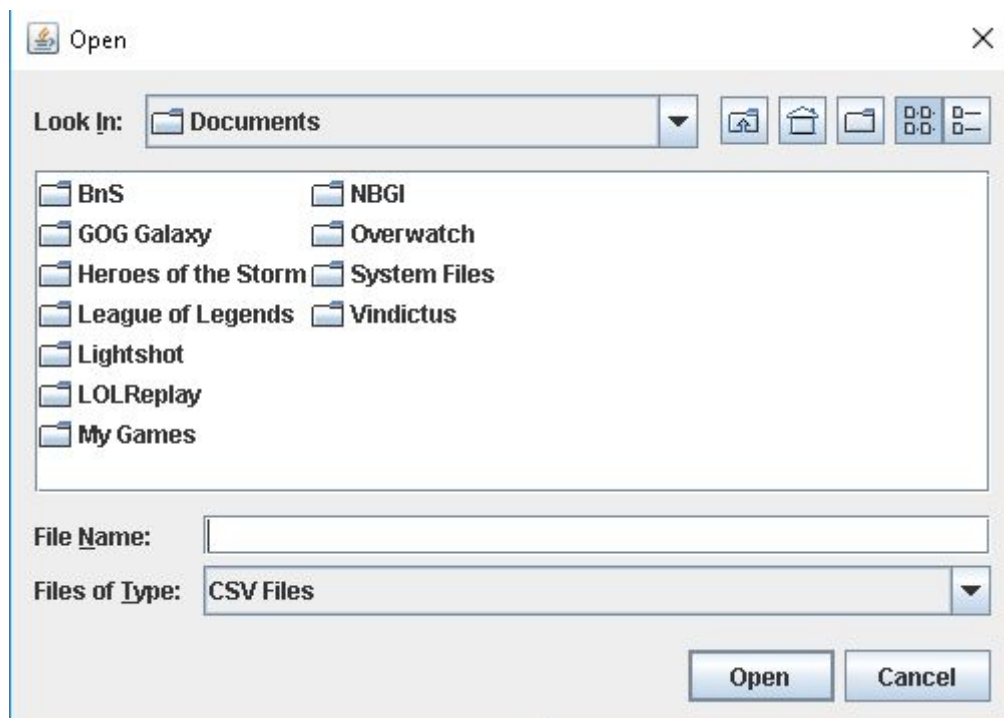
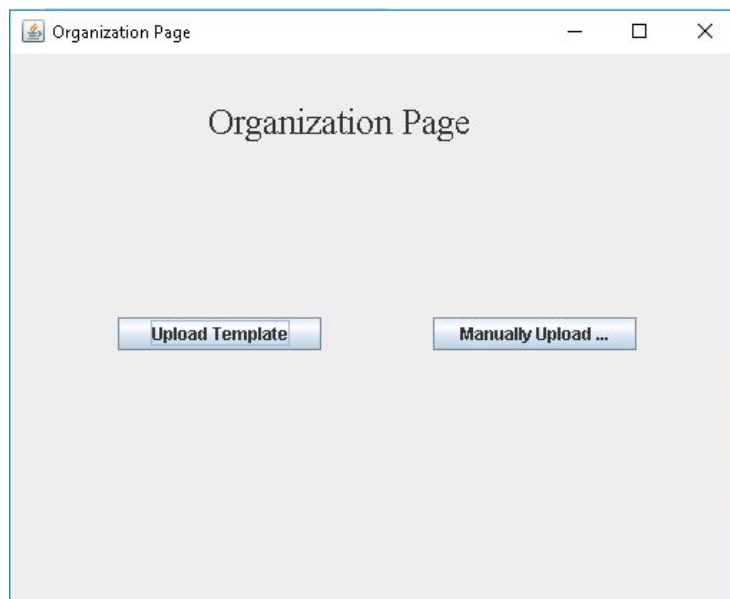
Password:

Appears: The above GUI appears when the user clicks the “Register” button from the LoginGUI.

Functionality:

- If user enters strings into the username and password field and click the “Register” button then the GUI will create a new organization user with the supplied strings in the Username and Password fields then redirect the user to the **LoginGUI**.

### OrganizationGUI:



Appears: The above GUI appears when the user clicks the "Login" button from the LoginGUI with a username and password that matches that of a Organization account.

### Functionality:

- If user clicked "Upload Template" then the user will be prompt with picking the CSV file which they wish to upload that contains their data.
- If user clicks "Upload Manually" then nothing will happen as the functionality is incomplete. However, given more time the feature will redirect them to a new GUI that asks the user for their information.

## ConflictGUI:

The screenshot shows a window titled "Conflicts" with a standard Windows-style title bar (minimize, maximize, close buttons). Inside the window, there are two radio buttons: "Old data" (which is selected) and "New data". Below each radio button is a table with 7 columns and 2 rows. The "Old data" table has headers: "New column", "New column", "col 3", "New column", "New column", "New column", "New". The "New data" table has headers: "col 1", "col 2", "col 3", "New column", "New column", "New column", "New". Both tables have the first row filled with the values "1", "2", "3", and then three empty cells. Below each table is a horizontal scrollbar. At the bottom right of the window is a button labeled "Select".

New column	New column	col 3	New column	New column	New column	New
1	2	3				

col 1	col 2	col 3	New column	New column	New column	New
1	2	3				

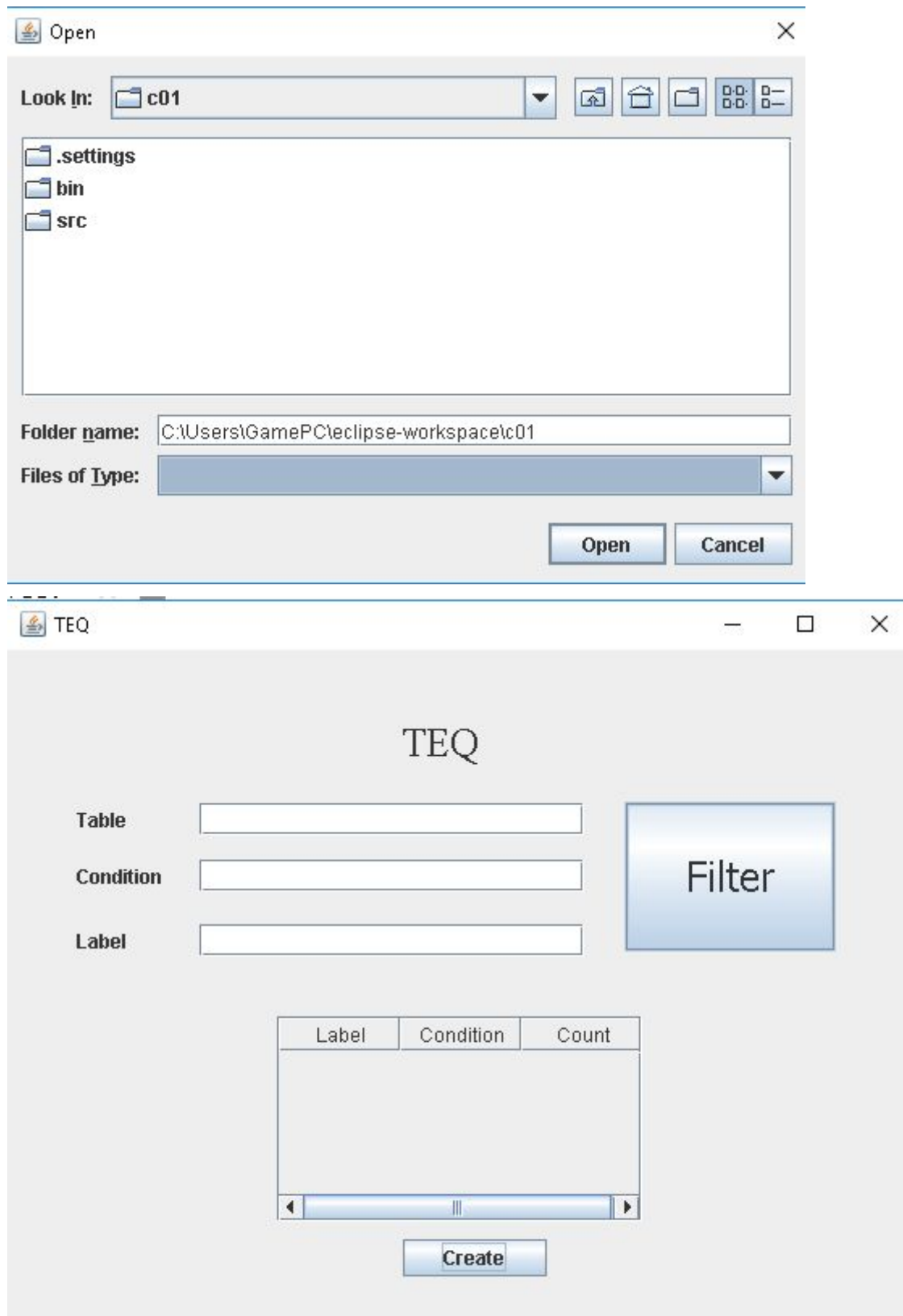
Select

Appears: When there is a conflict in the database and a user logs in as a "TEQ" account.

Functionality:

- User selects whether to take the old data or the new data that conflicts with each other. They can click either "Old data" and "New data" and click "Select" which will let the backend the data the user has selected then proceed either onto the next conflict with another **ConflictGUI** or proceed to the **TEQGUI**.

## TEQGUI:



Appears: The above GUIs appear when the user logs in as a TEQ user from **LoginGUI**.

Functionality:

- Upon login, the user picks where reports, if generated will be outputted

- The fields Table, Condition, Label are where query options are entered. The table below the query option fields is where the data will be displayed (there is nothing to display in the above picture). For example Table = "ClientProfile", Condition = "English", and Label = "language\_of\_preference = 'English'" should give the number of users that prefer English.