Monday Project Activities

A. ABC bank

Due to lack of proper documentation and no Requirement Document, based on knowledge that we have already and experience with other ATM's, we can assume that main functionalities will be the same except for specified modifications.

We cannot start testing new feature right away without knowing what was done prior to this.

Here is the list of major functionalities and steps which need to be done:

A/C and pre-requisites

1. Verify ATM has Card slot
2. Verify user is prompted to enter PIN, proper message is displayed when login is correct/incorrect
3. Verify user can select options, like Withdraw, Deposit, Check Balance, etc

Withdraw feature

Based on requirements we'll have:
 — 2 types of users: those who are 1-3 years customers of the bank, and those who are more than 3 years (years can be easily converted to months or days if needed to be exact about on which specific day user hits 1 or 3 years of being a customer);
 — 2 types of withdraw limits per day: $200 and $500;
— by default currency is US Dollars, if any other feature for checking that is implemented - it has to check it (possibly some sort of Scanner, once it scans and result is 'true' - that bill is a valid currency);
 — 2 options for user before Withdraw selected: user should agree to $3 charge/fee per transaction. If declined (Is charge 'isAccepted' as a boolean? - Yes/No — True/False). If true (agreed) - next screen appears. If No (False) - card is returned, message is displayed "Thank you for using our service";
 — Screen where user needs to enter amount should appear, based on user's years with the bank according to limits, Continue button takes user to next screen;
 — Proper message with entered amount should be displayed in $;
 — User has 2 options: Yes (as a boolean 'isUserApprove' = true) and No ('isUserApprove' = false); If 'isUserApprove' false - return card and exit and throw a message "Thank you for using our service"; If 'isUserApprove' true - continue;
 — since cash is only in 10s, then user should get an error when amount entered is not valid (int amount; amount % 10 != 0) and try again;
 — When 'isUserApprove' - 3 actions to be executed in following order: a) return card b) cash is dispensed c) message is printed "Thank you for using our service"

Negative testing:
 — user should NOT be able to enter decimal from keyboard;
 — user should NOT be able to enter negative number (<0 && <10);
 — user should NOT be able to use ATM if PIN is incorrect, less than required quantity of characters or more (part of boundary testing);
 — user should NOT be able to use ATM if card is non-ABC bank;
 — user should NOT be able to withdraw cash if time since last withdrawal is less than 24 hours OR 1440 minutes OR 86400 seconds;
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B. Create test scenarios for office chair

According to specifications:
- verify color of chair;
- verify material and quantity of types of material (leather and/or fabrics and/or plastic);
- verify quantity of legs;

- verify if wheels are present or not;
- verify if chair is properly leveled on flat surface;
- verify chair can hold maximum of specified weight;
- verify it has arms and back as specified;
- verify arms can be adjusted in height;
- verify chair weighs as specified and it's height is as specified;
- verify back rest can be adjusted according to specified angle (ex, up to 45 degrees);
- verify sitting area size as mentioned;
- verify chair can be adjusted in height;
- verify chair has proper labels and stickers upon delivery (all certificates and prints);
- verify capability of chair to spin (seat, no legs).

C. How to test Pen

- verify size of pen;
- verify color of pen;
- verify weight of pen;
- verify ink color;
- verify width of ink when writing (ballpoint tip);
- verify verify pressing push button (if present) can reveal and hide the ink chamber;
- verify grip size and material (if present);
- verify if pen clipper can clip to pocket;
- verify pen has or doesn't have a logo or engravings;
- verify if pen is writing when temp is too low or too high;

Negative scenarios:
- pen shouldn't write under water, use it after water was spilled on paper;
- drop pen from different height and check if it writes;
- put pen upside down and write - how long it will last;

Performance testing:
- verify how fast pen can write, under which pressure;
- for how long pen can write;
- for how long ink is enough of constant writing.