# Data Set -Testing for Star Points

## Data Sets/Test Cases:

#### Bonus-Points

1. **Valid Input: “10”**

* Expected Output: Upon pressing Enter to submit the bonus point value (assuming that there is a valid self-grade input present)
* Fix: I found the additional buttons for validation to be repetitious and added this error message box to the coding for the enter button instead.

A screenshot of a computer

AI-generated content may be incorrect.

Figure 1: This is the screen after selecting enter, given that starting points is 0, the self-grade value is 1, no checkboxes are selected, and that the bonus point entry is 10. The score is updated with the value and displayed on the home page.

1. **Invalid Input: “abc” (non-numbers)**

* Expected Output: An error message box pops up stating “Please enter a valid number for bonus points”.
* Fix: Fix: I found the additional buttons for validation to be repetitious and added this error message box to the coding for the enter button instead. A computer screen shot of a message

  AI-generated content may be incorrect.

Figure 2: This is the screen after selecting enter, given that starting points is 0, the self-grade value is 1, no checkboxes are selected, and that the bonus point entry is “abc”. An error message is displayed due to the entry being non-numerical..

1. **Invalid Input: “\*\*” (special characters)**

* Expected Output: An error message box pops up stating “Please enter a valid number for bonus points”.
* Fix: I found the additional buttons for validation to be repetitious and added this error message box to the coding for the enter button instead.

A screenshot of a computer error message

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Figure 3: This is the screen after selecting enter, given that starting points is 0, the self-grade value is 1, no checkboxes are selected, and that the bonus point entry is “\*\*”. An error message is displayed.

1. **Valid Input: “” (empty field)**

* Expected Output: The empty field is defaulted to a value of zero and no error occurs.
* Fix: I found the additional buttons for validation to be repetitious and added this error message box to the coding for the enter button instead.

A screenshot of a computer

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Figure 4: This is the screen after selecting enter, given that starting points is 0, the self-grade value is 1, no checkboxes are selected, and that the bonus point entry is “”. With that the score is updated as if checkboxes is 0, bonus points is 0, and the self-grade is 1, summing up to the displayed total of 1.

##### Self-Grade Entry

1. **Valid Input: “8”**

* Expected Output: The entered value is accepted, and no error message shown.
* Fix: I found the additional buttons for validation to be repetitious and added this error message box to the coding for the enter button instead.

A screenshot of a computer game

AI-generated content may be incorrect.

Figure 5: This is the screen after selecting enter, given that starting points is 0, no checkboxes are selected, the bonus points entry is “”, and self-grade entry is 8. With that the score is updated as if checkboxes is 0, bonus points is 0, and the self-grade is 8, summing up to the displayed total of 8.

1. **Invalid Input: “five” (non-numbers)**

* Expected Output: An error message box pops up stating “Self-grade must be a number”.
* Fix: I found the additional buttons for validation to be repetitious and added this error message box to the coding for the enter button instead.

A screenshot of a computer error message

AI-generated content may be incorrect.

Figure 6: This is the screen after selecting enter, given that starting points is 0, no checkboxes are selected, the bonus points entry is “”, and self-grade entry is “five”. The program displays an error message due to entry being non-numerical.

1. **Invalid Input: “17” (outside bounds)**

* Expected Output: An error message box pops up stating “Enter a number between 0 and 10”.
* Fix: I found the additional buttons for validation to be repetitious and added this error message box to the coding for the enter button instead.

A screenshot of a computer error message

AI-generated content may be incorrect.

Figure 7: This is the screen after selecting enter, given that starting points is 0, no checkboxes are selected, the bonus points entry is “”, and self-grade entry is 17. The program displays an error message due to entry being outside of acceptable range.

1. **Invalid Input: “” (empty field)**

* Expected Output: An error message box pops up stating “Self-grade cannot be empty.”.
* Fix: I found the additional buttons for validation to be repetitious and added this error message box to the coding for the enter button instead.

A screenshot of a computer error message

AI-generated content may be incorrect.

Figure 8: This is the screen after selecting enter, given that starting points is 0, no checkboxes are selected, the bonus points entry is “”, and self-grade entry is “”. The program displays an error message due to the entry field being empty.

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#### Parent Portal Task & Reward Entry Validation

1. **Valid Task Entry: “Homework”**

* Expected Output: Upon selecting save, the program accepts the value, and no error message is shown. The window is automatically closed, and the home page is updated.
* Fix: No fix was required, functioning as expected.

A screenshot of a task list

AI-generated content may be incorrect.

Figure 9: This image shows the parent portal still open (despite it automatically closing upon selecting save) for reference that the “Homework” task item was added and reflected on the main page.

1. **Valid Reward Entry: “Movie”**

* Expected Output: Upon selecting save, the entered item is added to the list of earnable rewards and is displayed on the main page. No errors are raised.
* Fix: No fix was required, functioning as expected.

A screenshot of a video game

AI-generated content may be incorrect.

Figure 10: This image shows the parent portal still open (despite it automatically closing upon selecting save) for reference that the “Movie” reward item was added and reflected on the main page.

1. **Valid Task Entry: "” (empty field)**

* Expected Output: Upon selecting save, no errors are raised because an empty field will not be saved to the task list and therefore will not be displayed on the main screen.
* Fix: No fix was required, functioning as expected.

A screenshot of a computer

AI-generated content may be incorrect.

Figure 11: This image shows the parent portal still open (despite it automatically closing upon selecting save) for reference that the empty task list field is appropriately reflected on the main page and does not cause error.

1. **Valid Reward Entry: “” (empty field)**

* Expected Output: Upon selecting save, the empty field for the reward entry will not be saved to the available rewards list and therefore will not be displayed on the home page. No errors occur.
* Fix: No fix was required, functioning as expected.

A screenshot of a computer screen

AI-generated content may be incorrect.

Figure 12: This image shows the parent portal still open (despite it automatically closing upon selecting save) for reference that the empty reward field was saved and a message stating that now rewards are available is shown.

1. **Valid Reward Cost Entry: “50”**

* Expected Output: Upon selecting save, the entered value associated with the reward list item in the same position will be displayed on the home page if the user has accrued enough points to earn the reward. No errors will be raised.
* Fix: No fix was required, functioning as expected.

A screenshot of a computer

AI-generated content may be incorrect.

Figure 13: This image shows the parent portal still open (despite it automatically closing upon selecting save) for reference that the entered reward cost is displayed appropriately on the main screen with the correct reward.

1. **Invalid Reward Cost Entry: “fifty” (non-number)**

* Expected Output: Upon selecting save, an error message box will populate and tell the user that “Reward cost must be numerical”.
* Fix: My message box with an error code was not populating. I had to check the line of code that calls for a message box. It turns out that I had accidentally added tkinter.messagebox.showerror() vs. messagebox.showerror()

A screen shot of a computer error

AI-generated content may be incorrect.

Figure 14: This is the error message that populates upon attempting to save a reward cost that is non-number- in this case it was “fifty”.

1. **Invalid Reward Cost Entry: “#!$” (special characters)**

* Expected Output: Upon pressing save, an error message will populate stating that “Reward cost must be numerical.”
* Fix: No fix was required, functioning as expected.

A screenshot of a computer

AI-generated content may be incorrect.

Figure 15: This is the error message that populates upon attempting to save a reward cost that is non-number, in this case it is special characters (!!$).