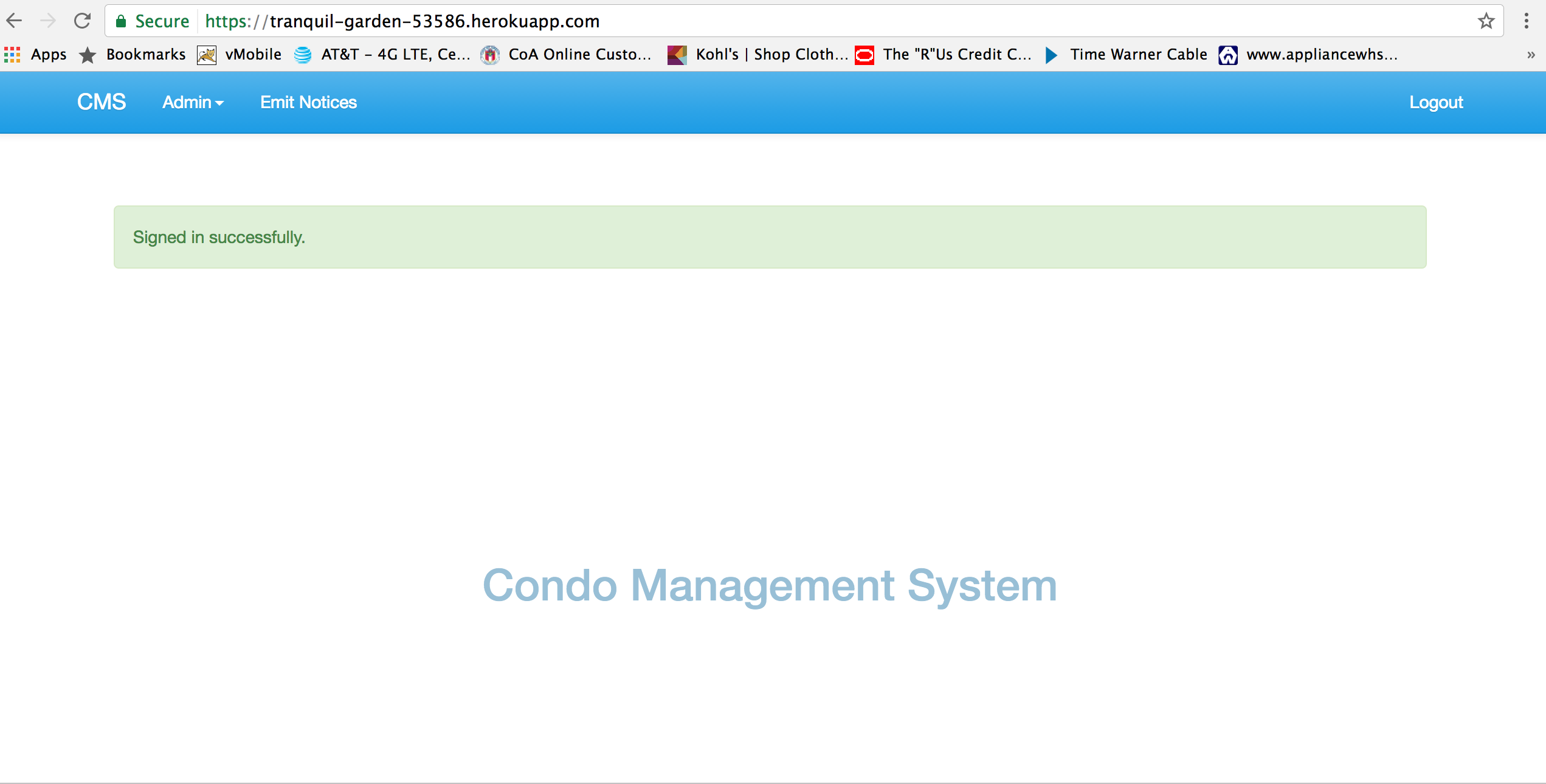
**Acceptance Test cases**

HOME PAGE

****

DISPLAY THE LIST OF ALL CONDOS

Name: Display list of condos

Trigger: User Interaction with CMS window

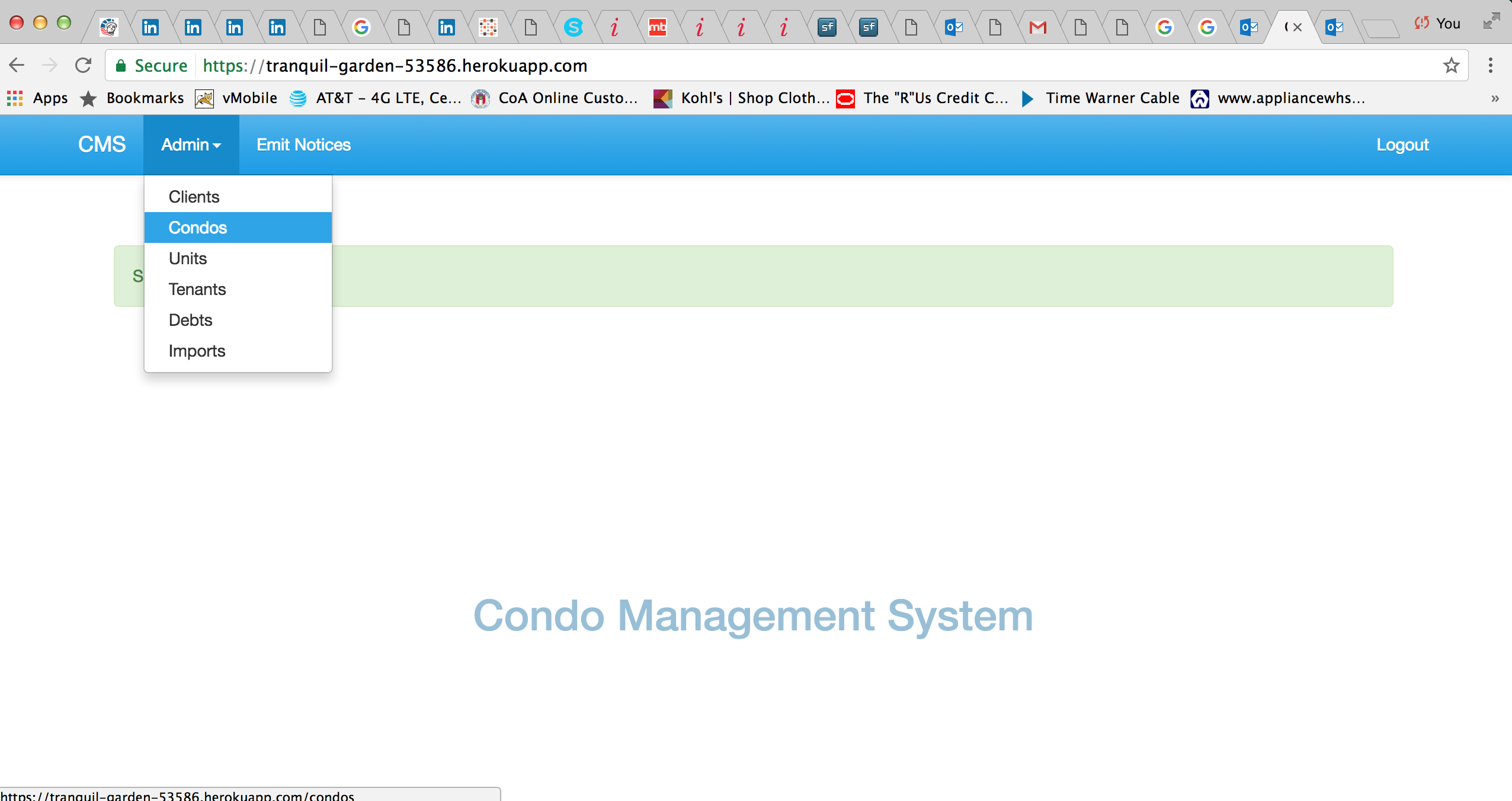
Precondition: Assert that user has logged in

**Path:**

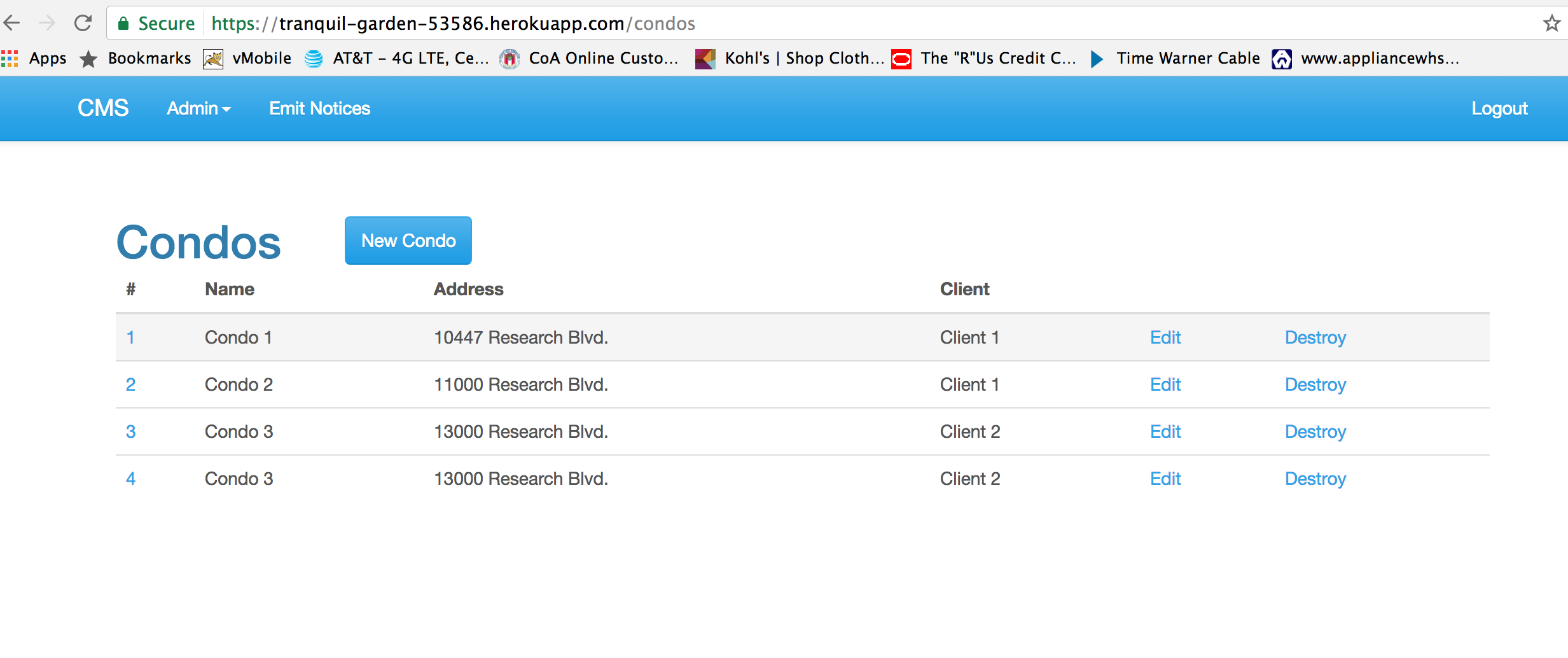
1. User clicks on condos from the Admin drop down menu.

**Requirements:**

1. All the allocated units should be displayed.

****

LIST OF CONDOS

****

CREATING NEW CONDO

Precondition: Assert that user has logged in

**Path**:

1.     User clicks on condos from the Admin drop down menu.

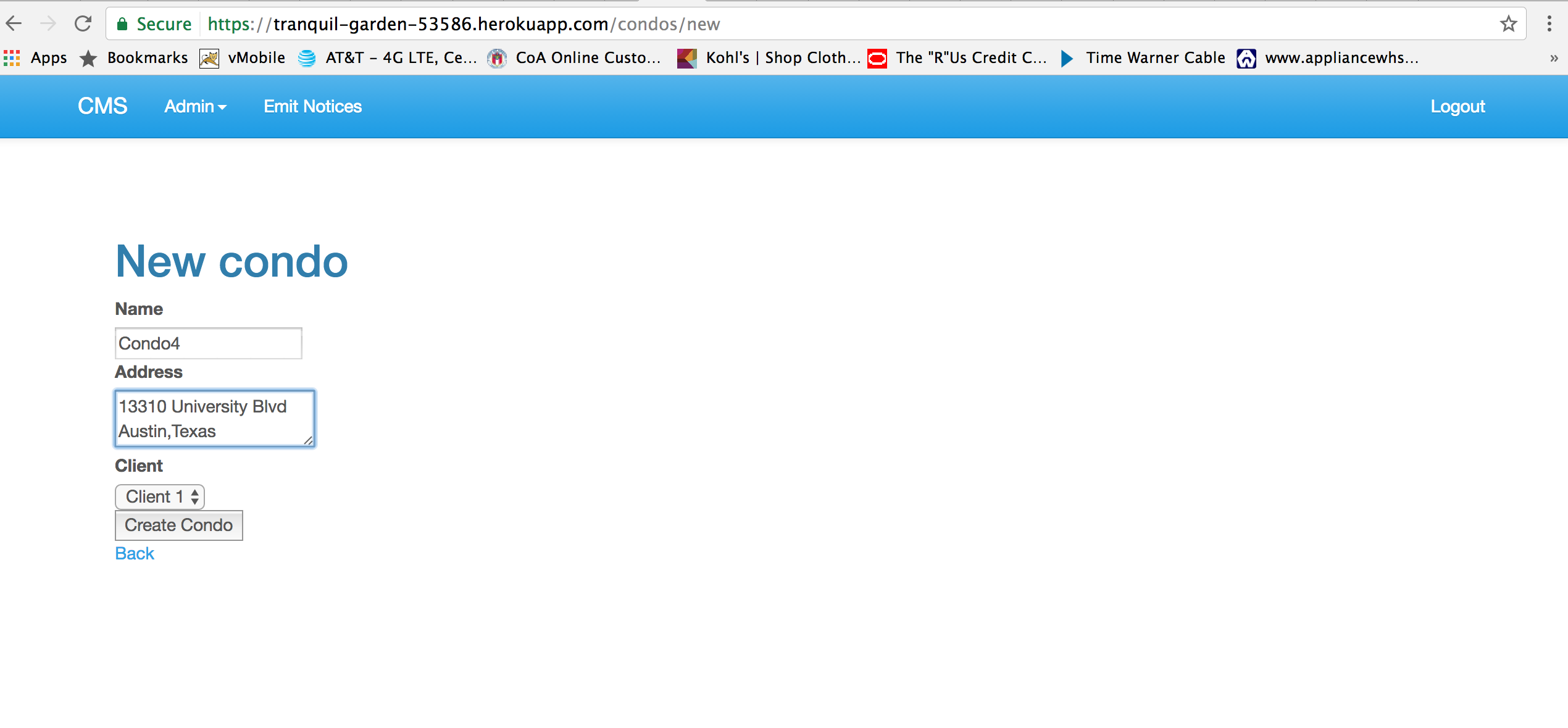
2.     User clicks on the New Condo button.

3.     User fills the Condo name, address and client details.

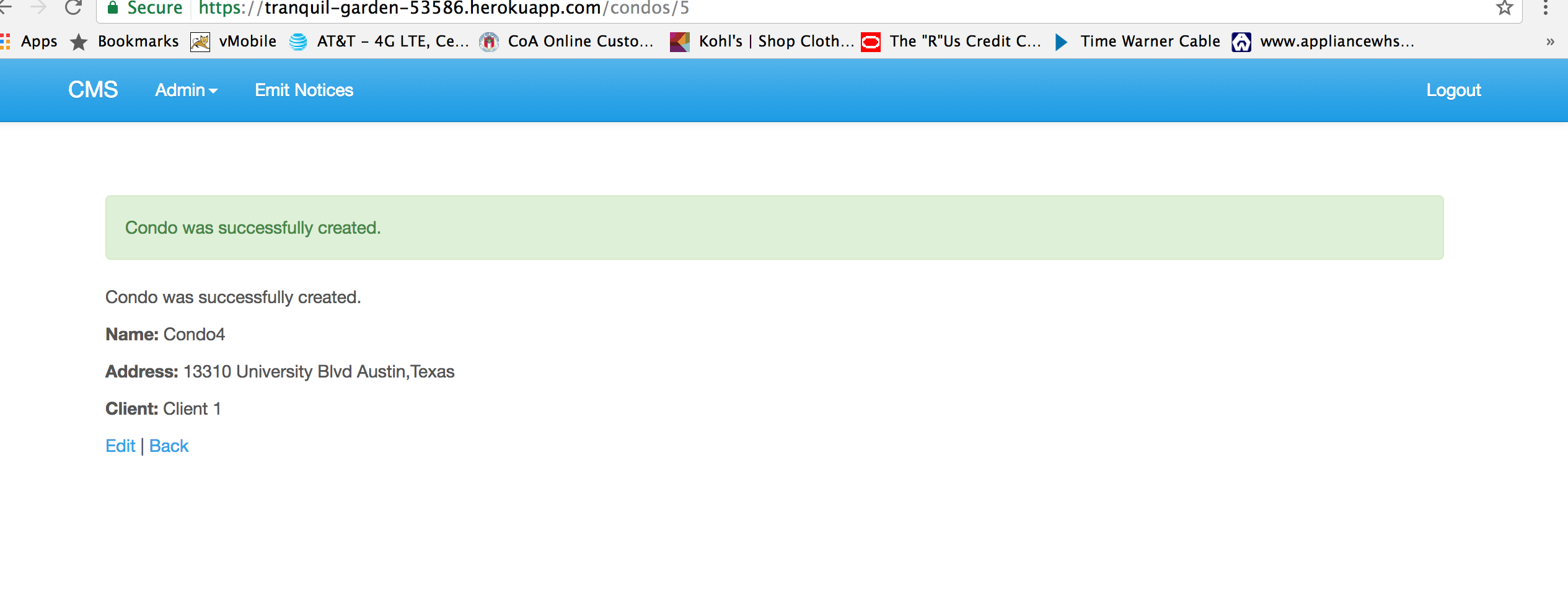
4.     Click on Create Condo.

**Requirements**

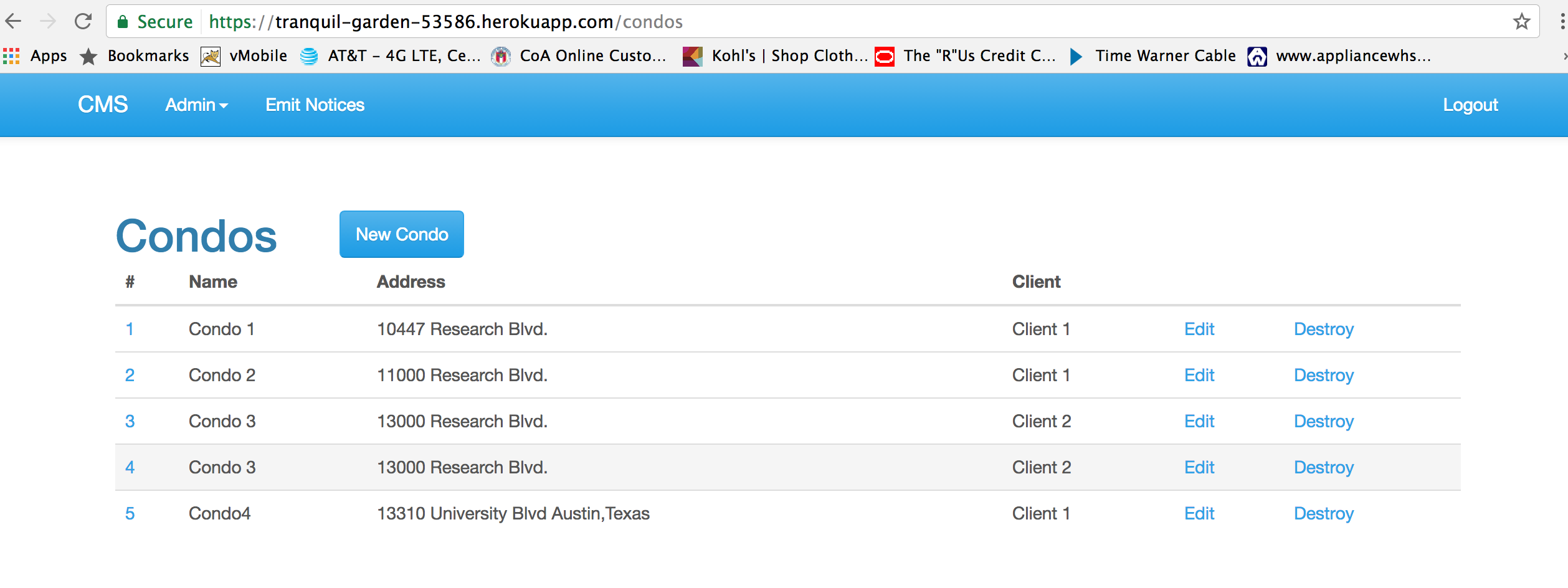
      1.  All the allocated condos should be displayed.

****

CONDO CREATED RESPONSE SCREEN

****

LIST OF CONDOS AFTER ADDING THE NEW CONDO

****

EDIT THE CONDO DETAILS

Precondition: Assert that user has logged in

**Path**:

1.     User clicks on condos from the Admin drop down menu.

2.     User sees the condos list

3.     User clicks on the Edit button

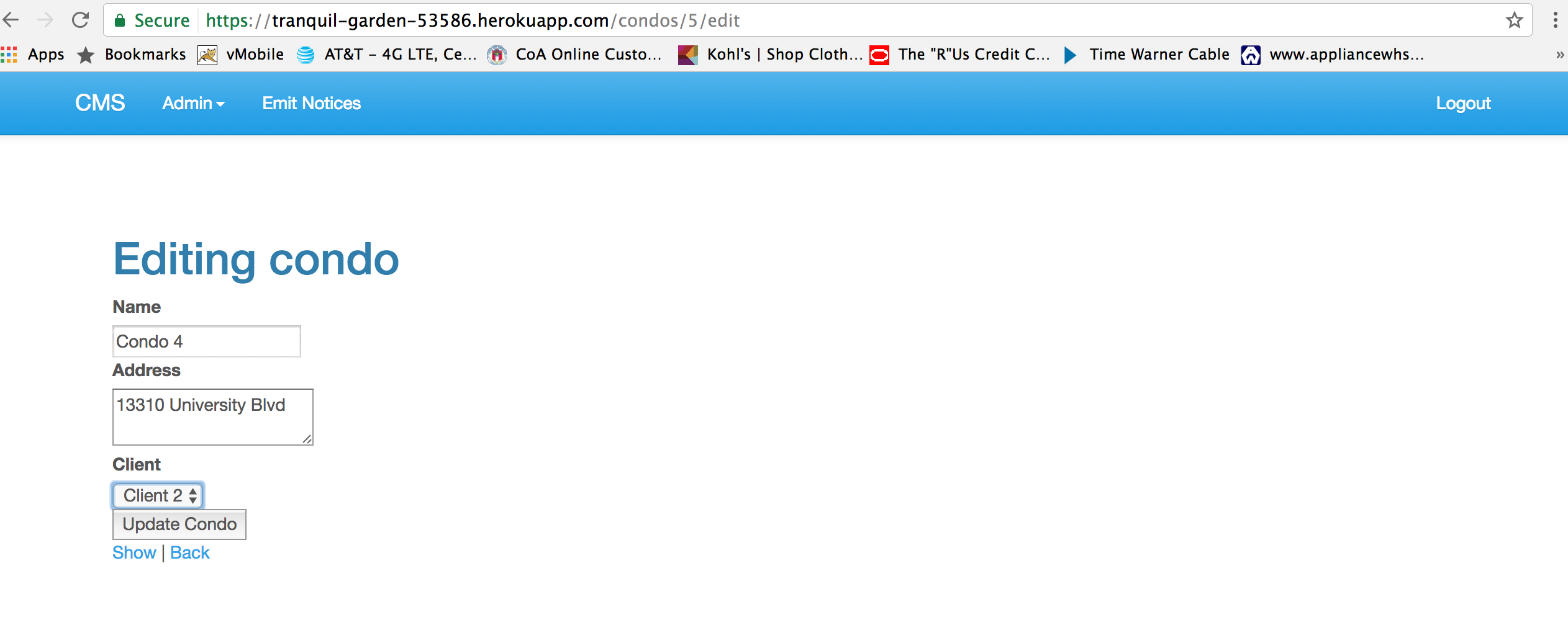
4.     User updates the address and client details

**Requirements:**

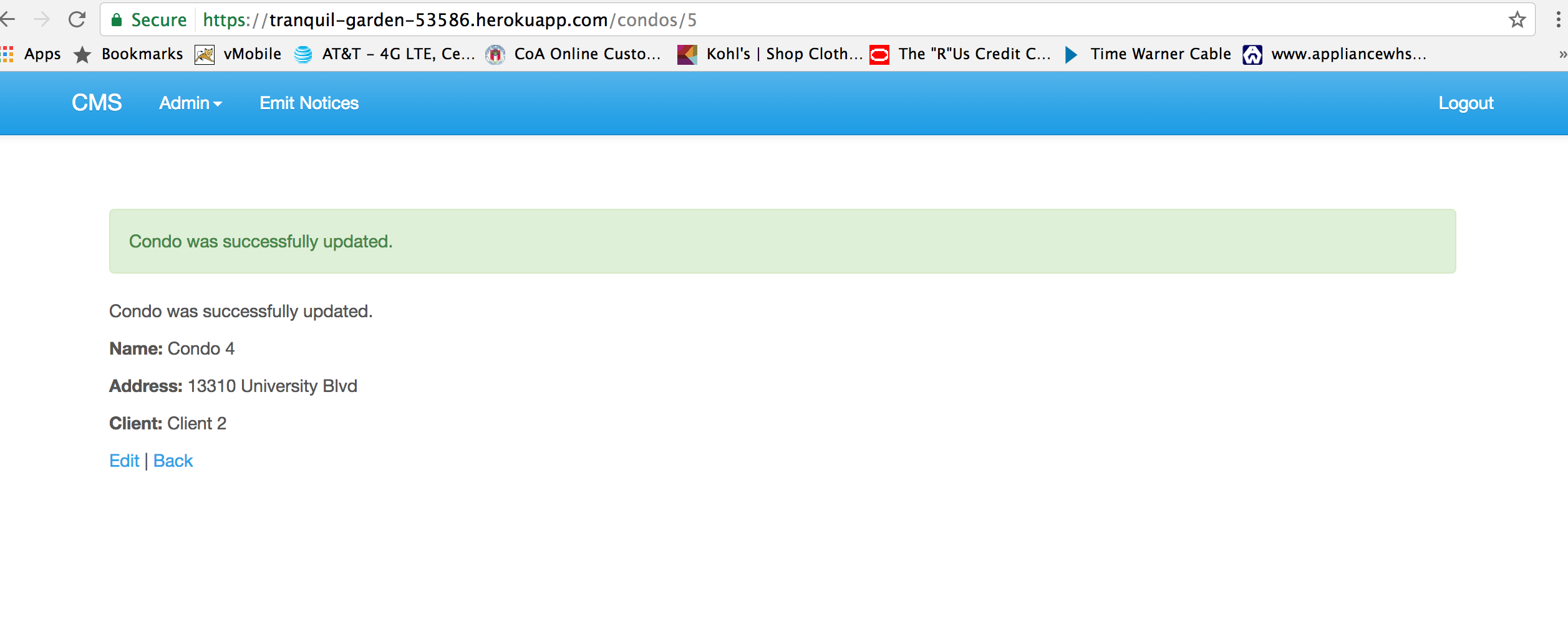
1.     User should be able to see the confirmation window.

2.     User should be able to see the updated list.

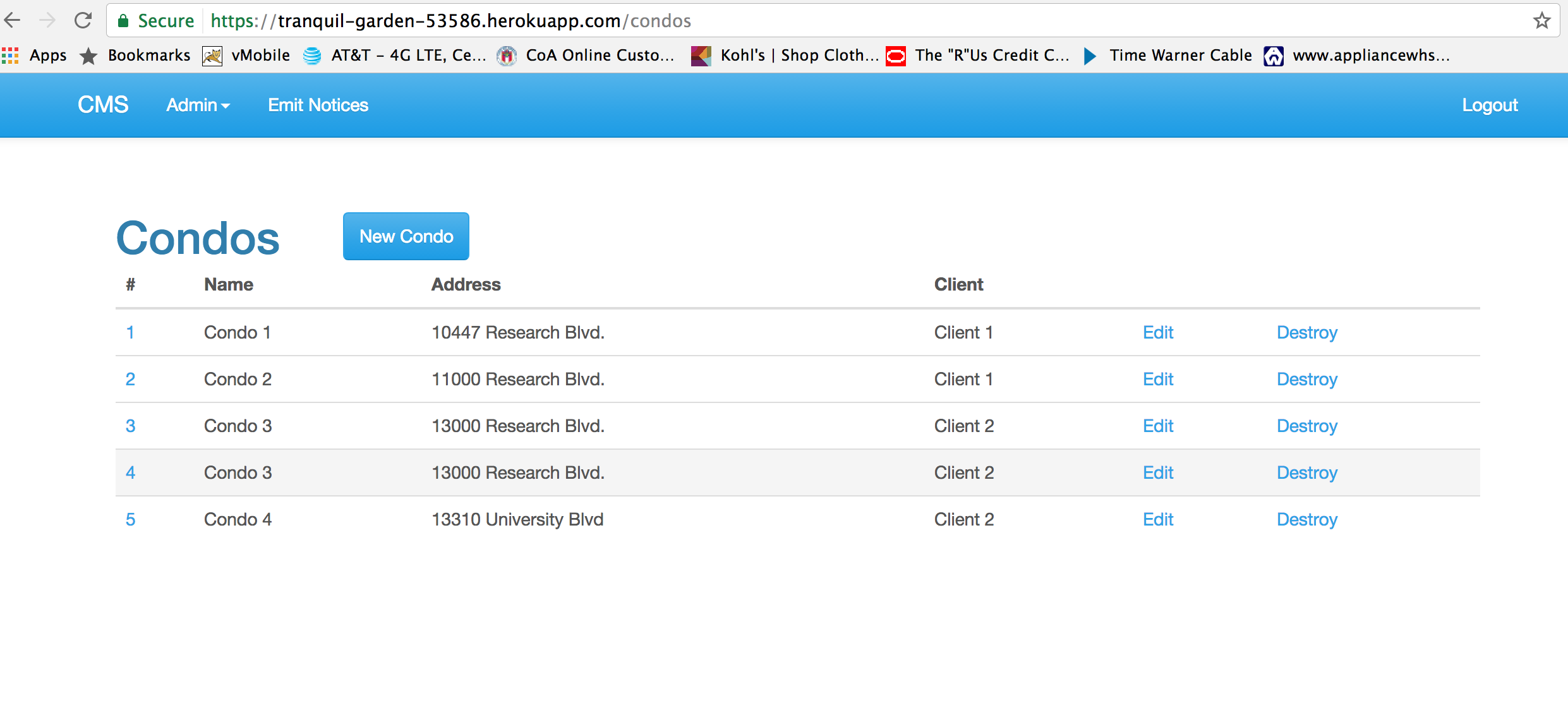
UPDATING THE CONDO ADDRESS AND CLIENT

****

UPDATED THE CONDO ADDRESS AND CLIENT

****

LIST OF CONDOS WITH UPDATED CONDO DETAILS

****

DESTROY THE CONDO

Precondition: Assert that user has logged in

**Path:**

1.     User clicks on condos from the Admin drop down menu.

2.     User see the condos list

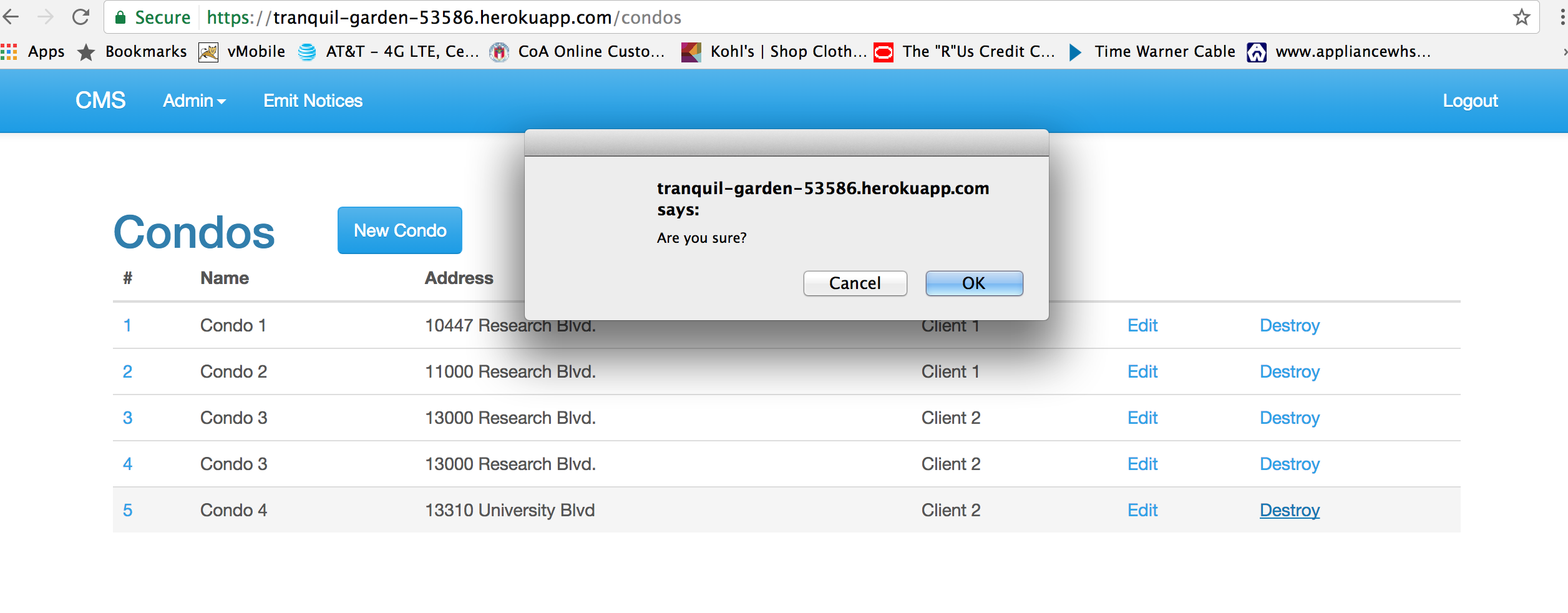
3.     User clicks on Destroy

**Requirements**

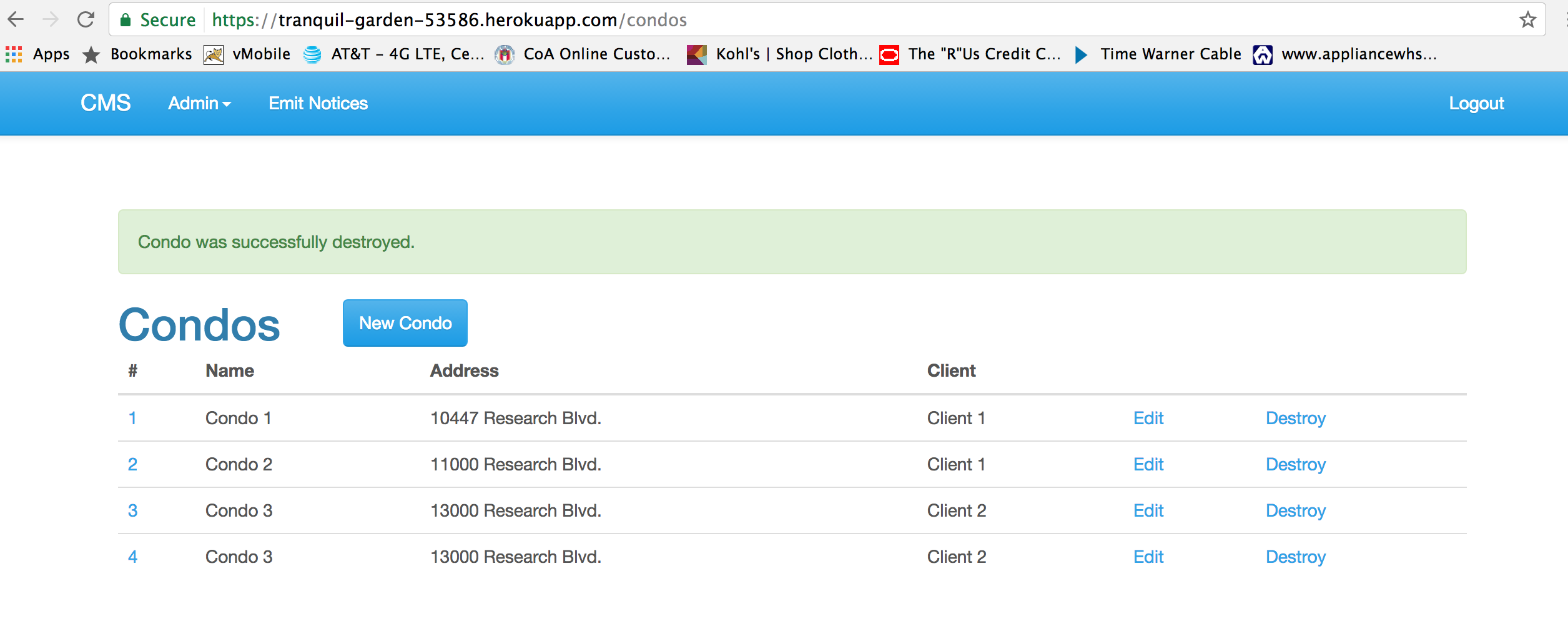
1.     User should be able to see the confirmation window.

2. User should be able to see the updated list

CONFIRMATION FOR DESTROYING THE UNIT

****

AFTER DESTROYING THE UPDATED CONDO LIST

****

DISPLAY THE LIST OF ALL UNITS

Name: Display list of units

Trigger: User Interaction with CMS window

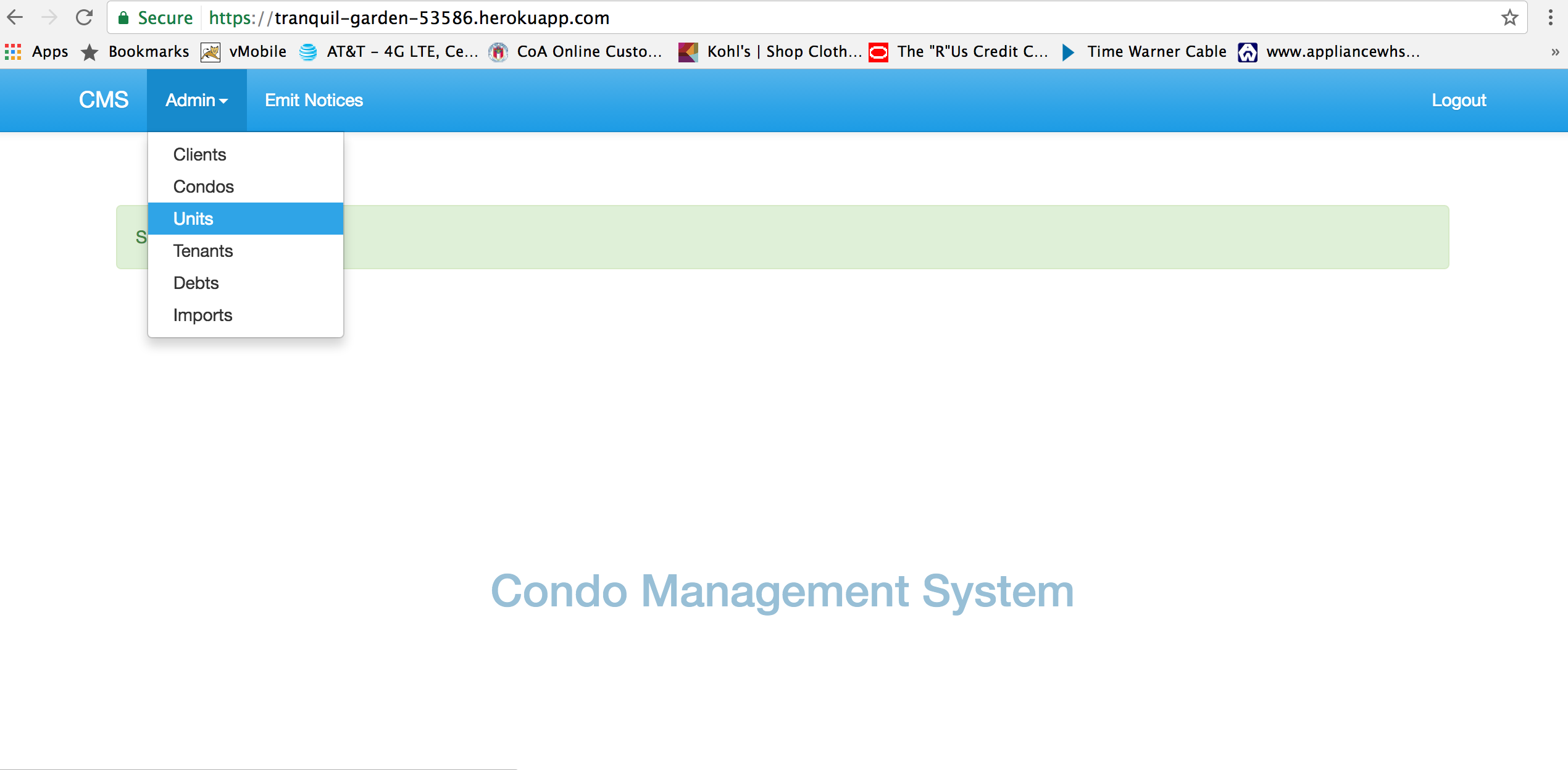
Precondition: Assert that user has logged in

**Path**:

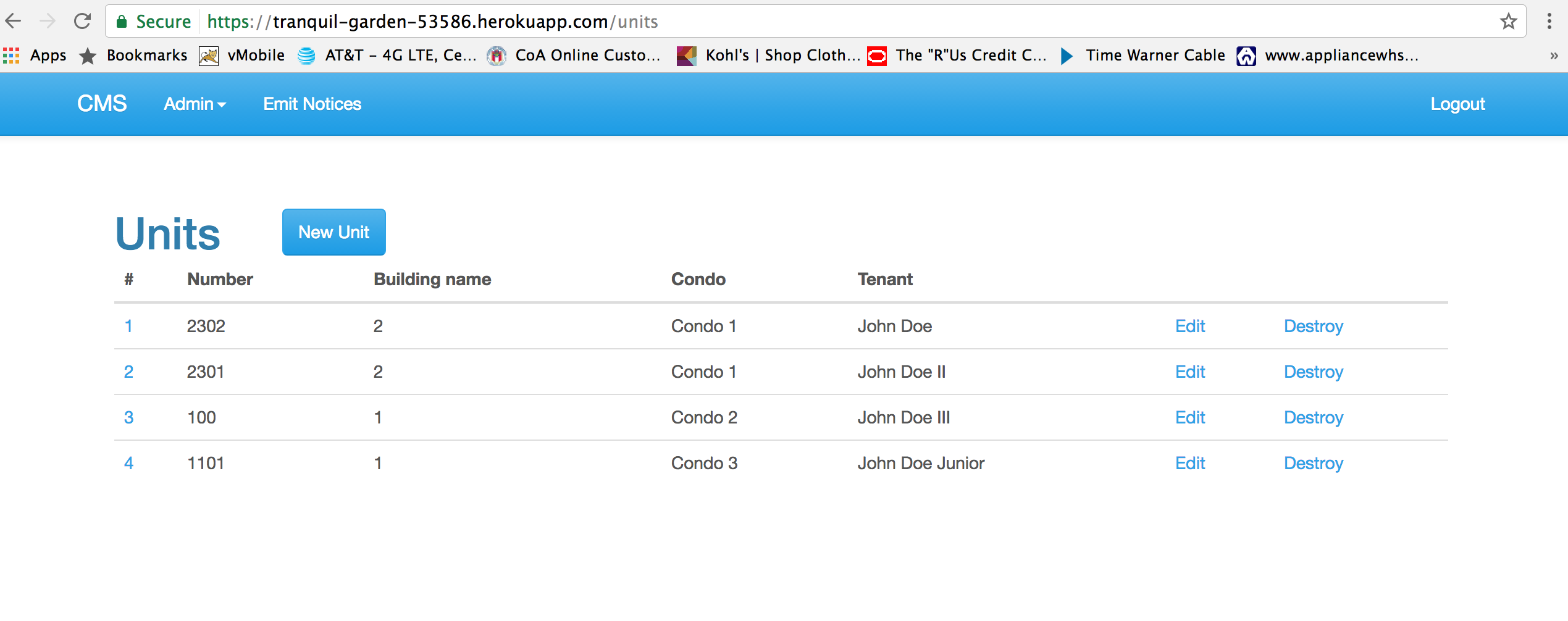
1. User clicks on units from the Admin drop down menu.

**Requirements**

1. All the allocated units should be displayed.

****

LIST OF UNITS

****

CREATING NEW UNIT

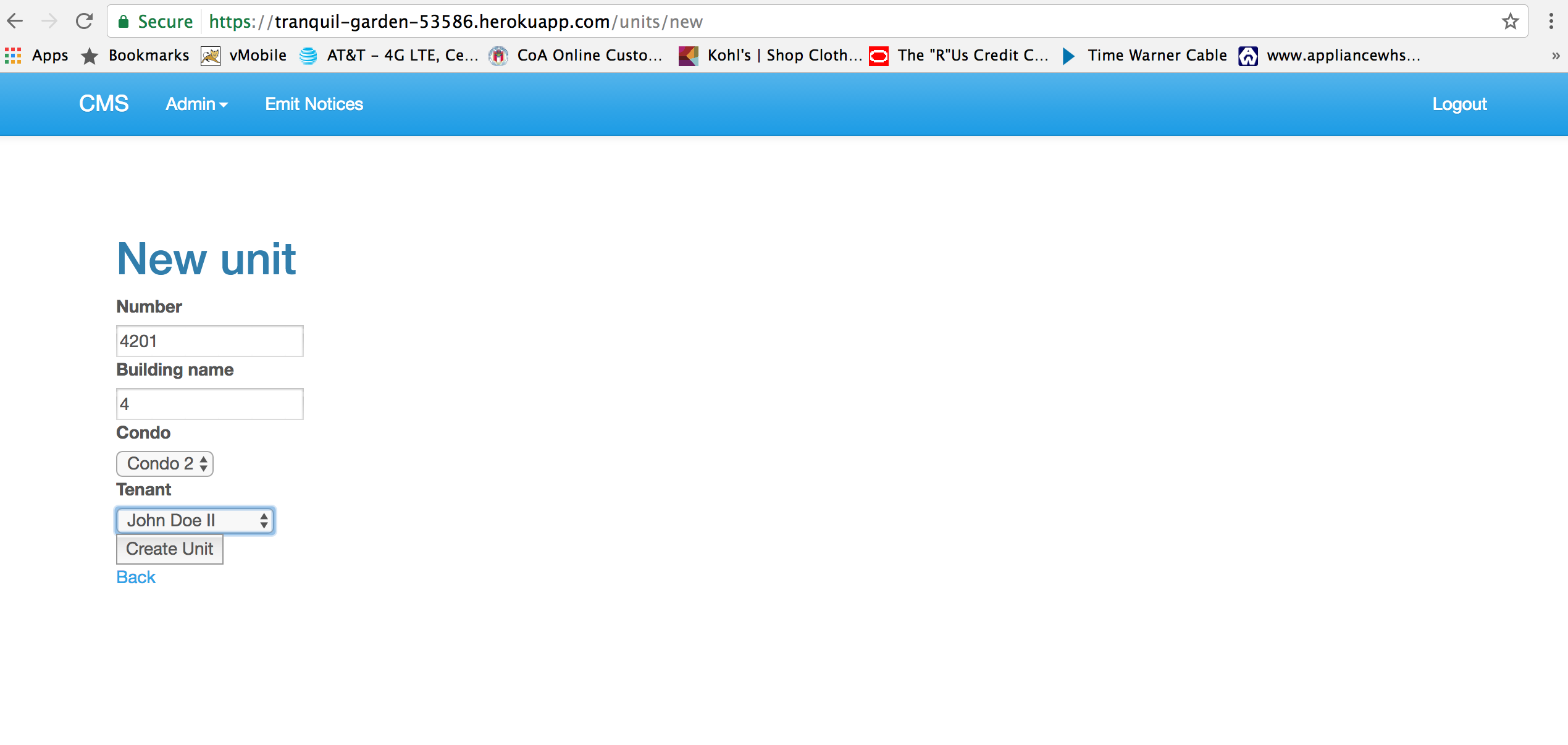
Precondition: Assert that user has logged in

**Path**:

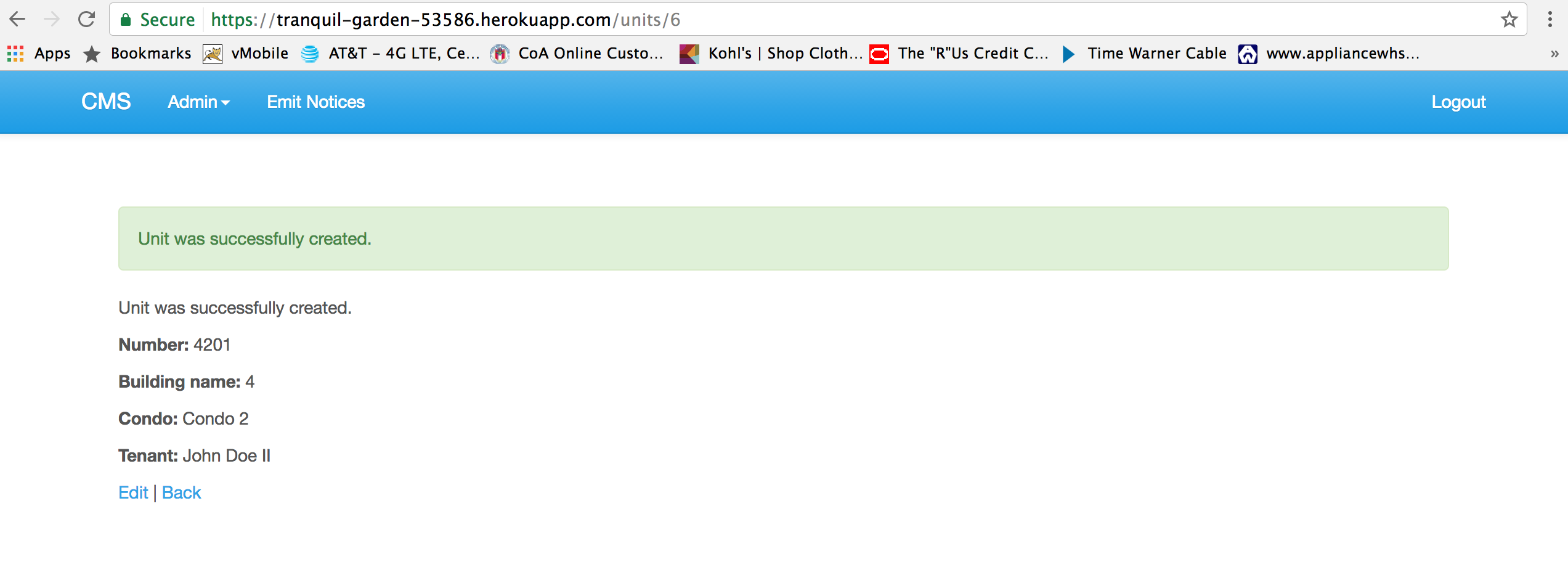
1. User clicks on units from the Admin drop down menu.
2. User clicks on the New unit button.
3. User fills the Unit number and other details.
4. Click on create Unit.

**Requirements**

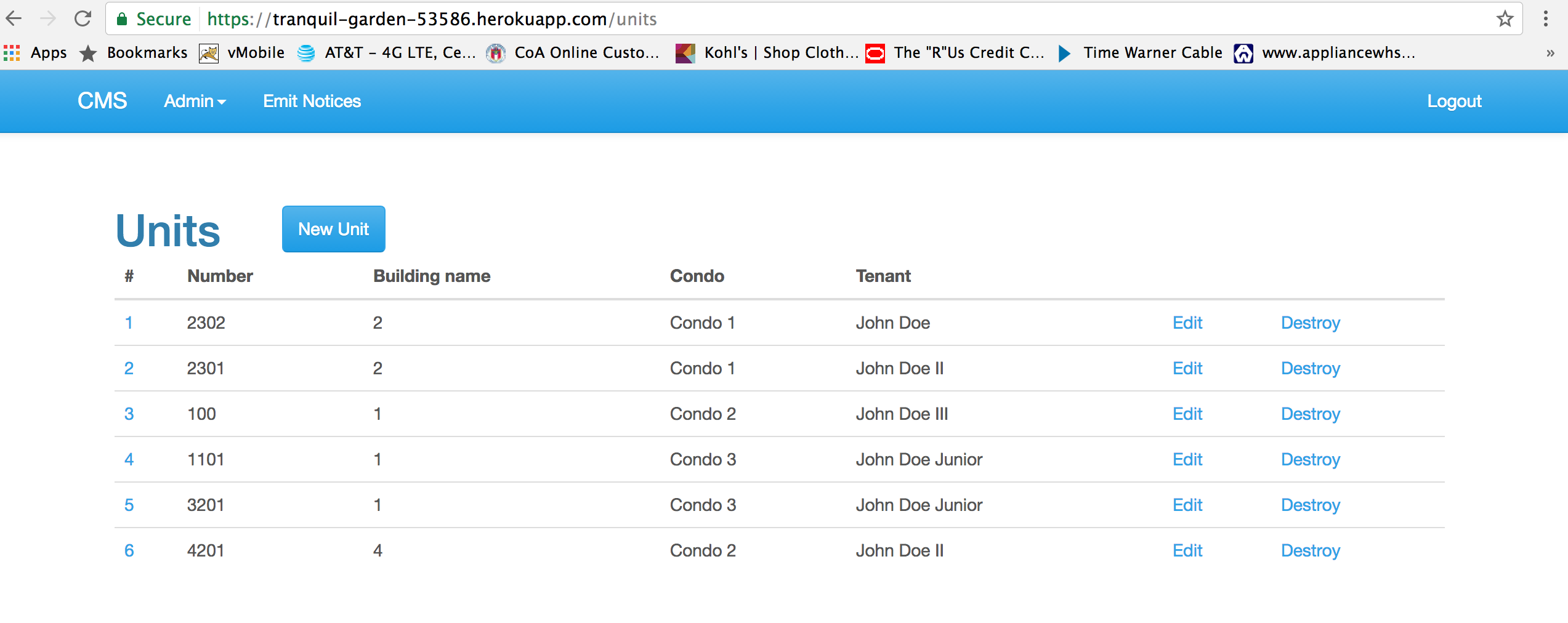
1. All the allocated units should be displayed.

****

UNIT CREATED RESPONSE SCREEN

****

LIST OF UNITS AFTER ADDING THE NEW UNIT

****

EDIT THE UNIT DETAILS

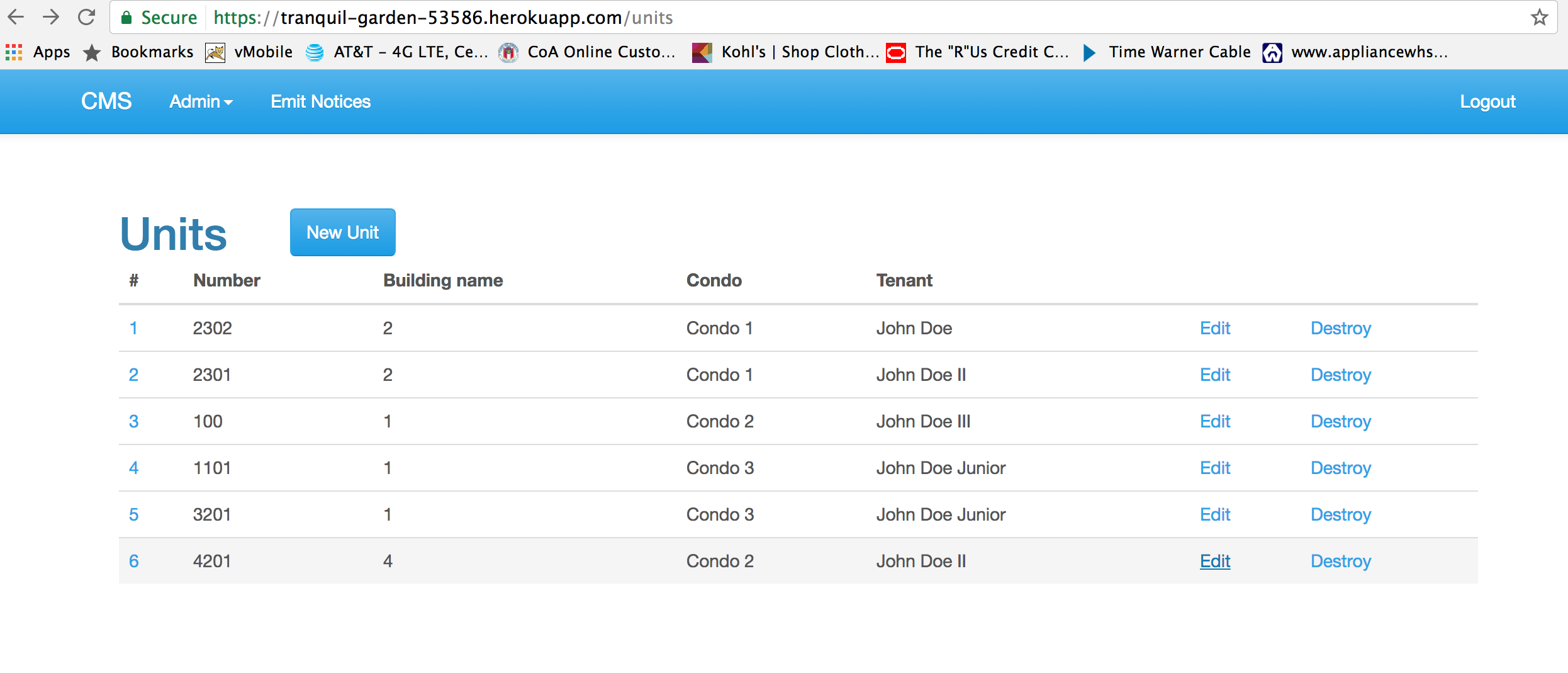
Precondition: Assert that user has logged in

Path:

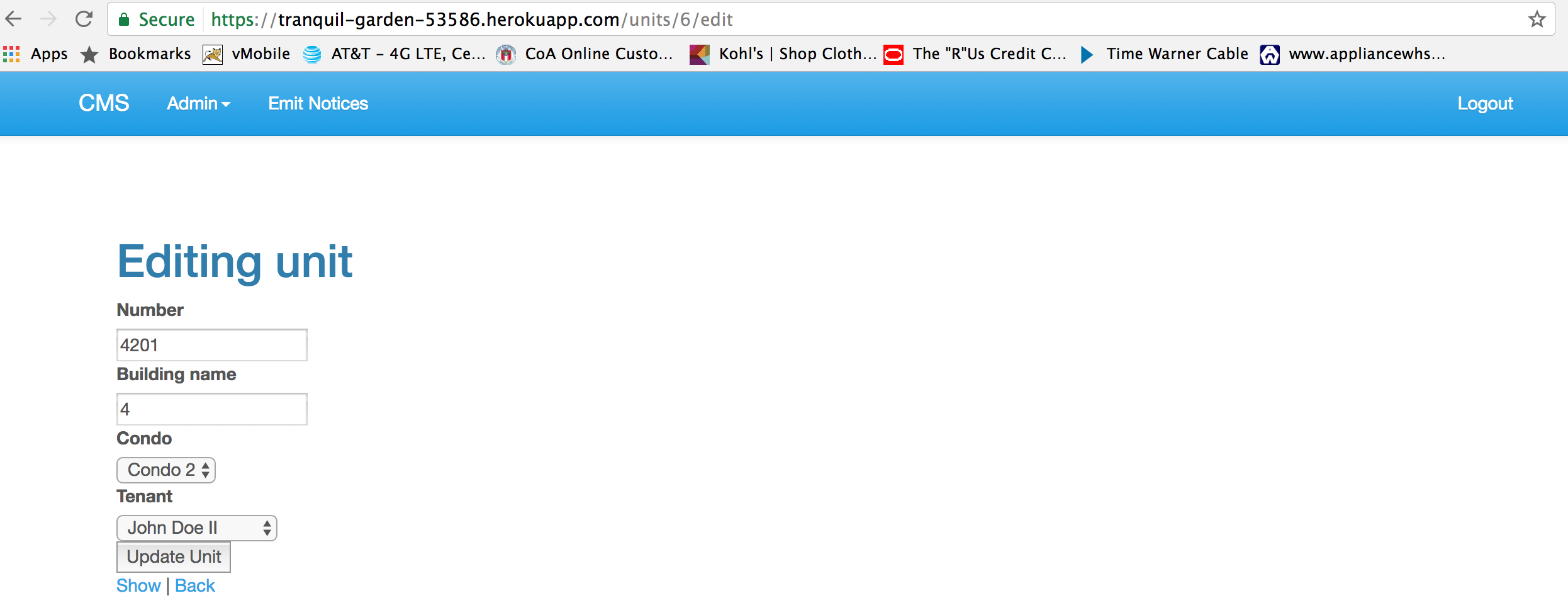
1. User clicks on units from the Admin drop down menu.
2. User see the units list
3. User clicks on the Edit button
4. User updates the Tenants name residing in the unit

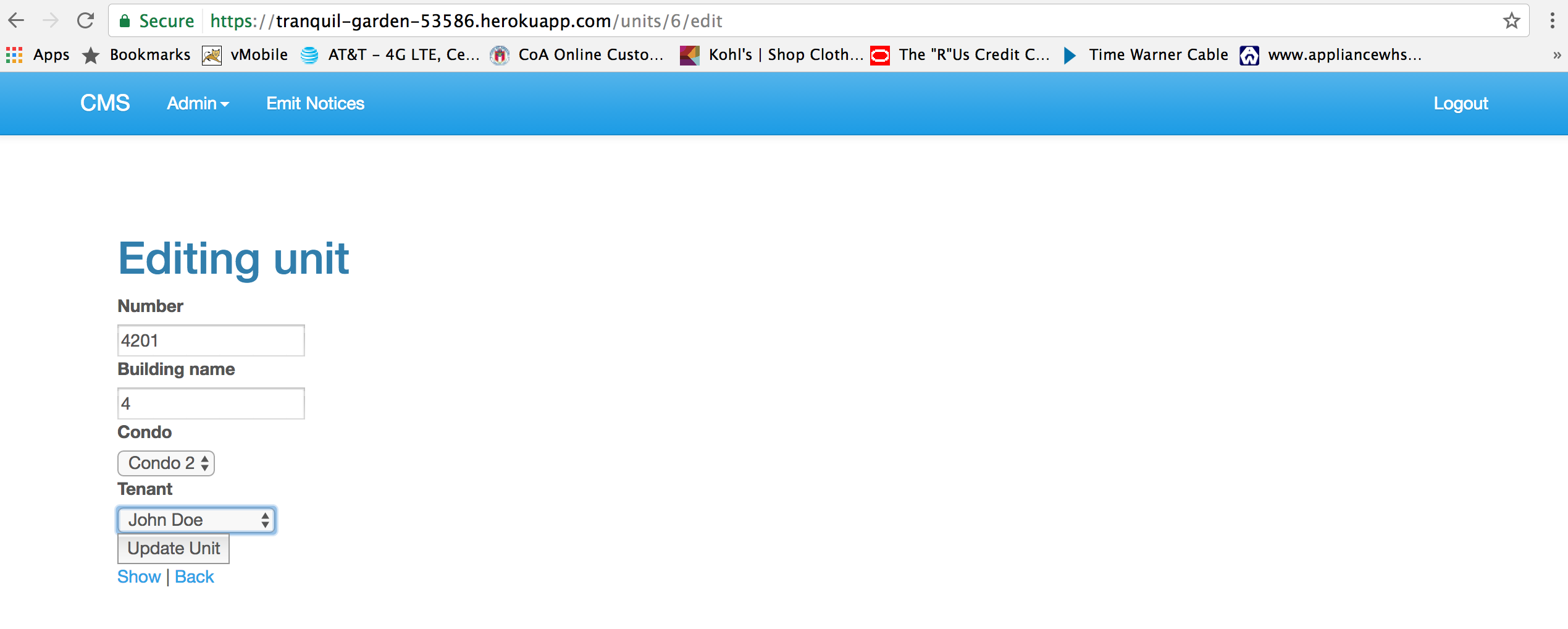
Requirements

1. User should be able to see the confirmation window.
2. User should be able to see the updated list.

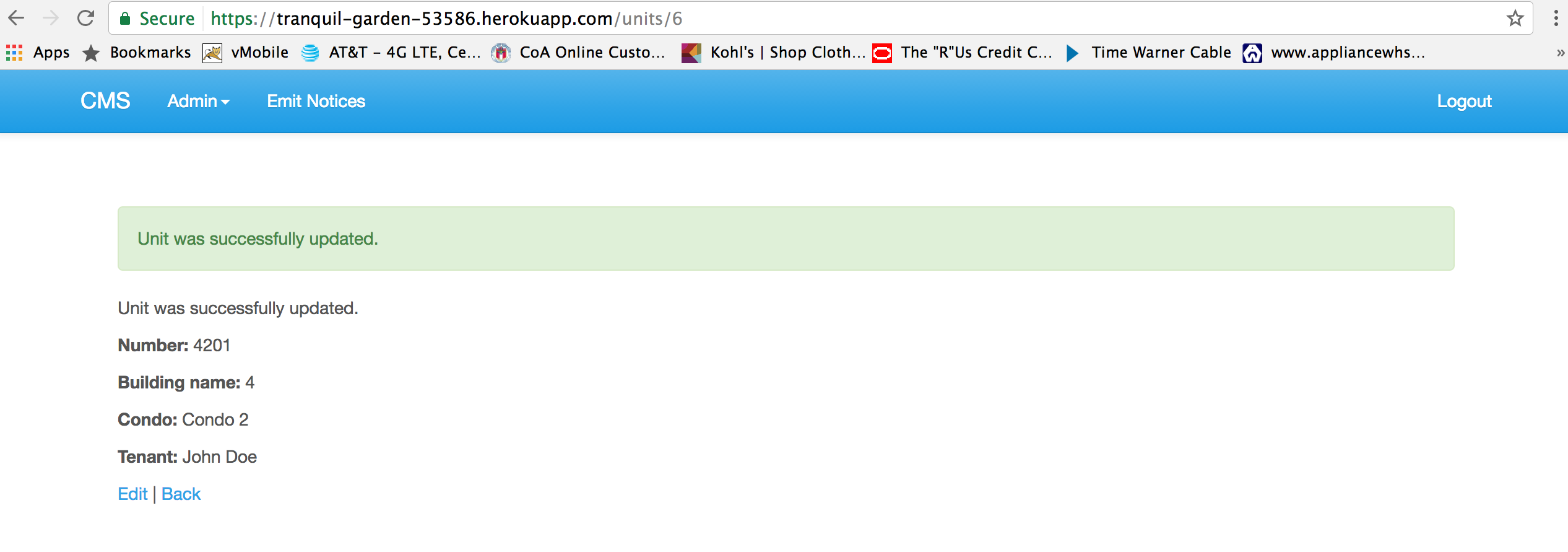
****

UPDATING THE TENANT NAME

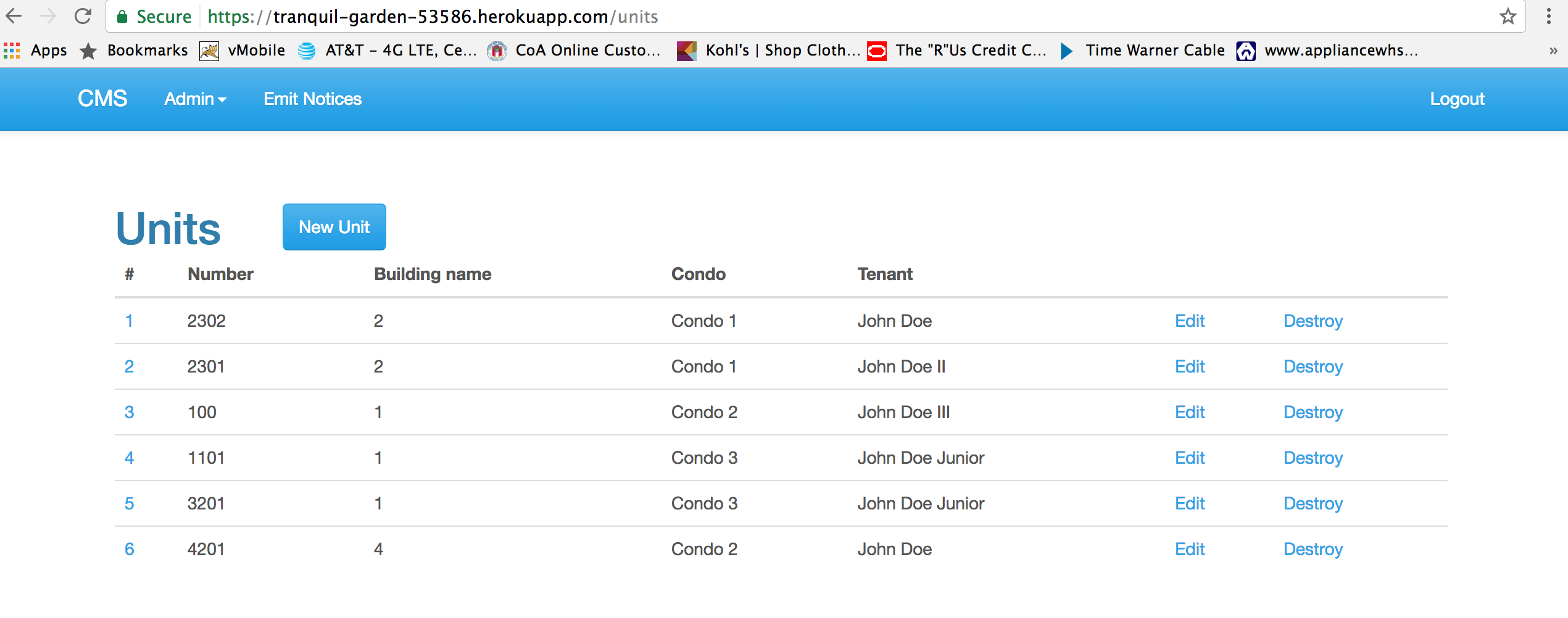
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****

UPDATED THE TENANT DETAILS

****

LIST OF UNITS WITH UPDATED UNIT DETAILS

****

DESTROY THE UNIT

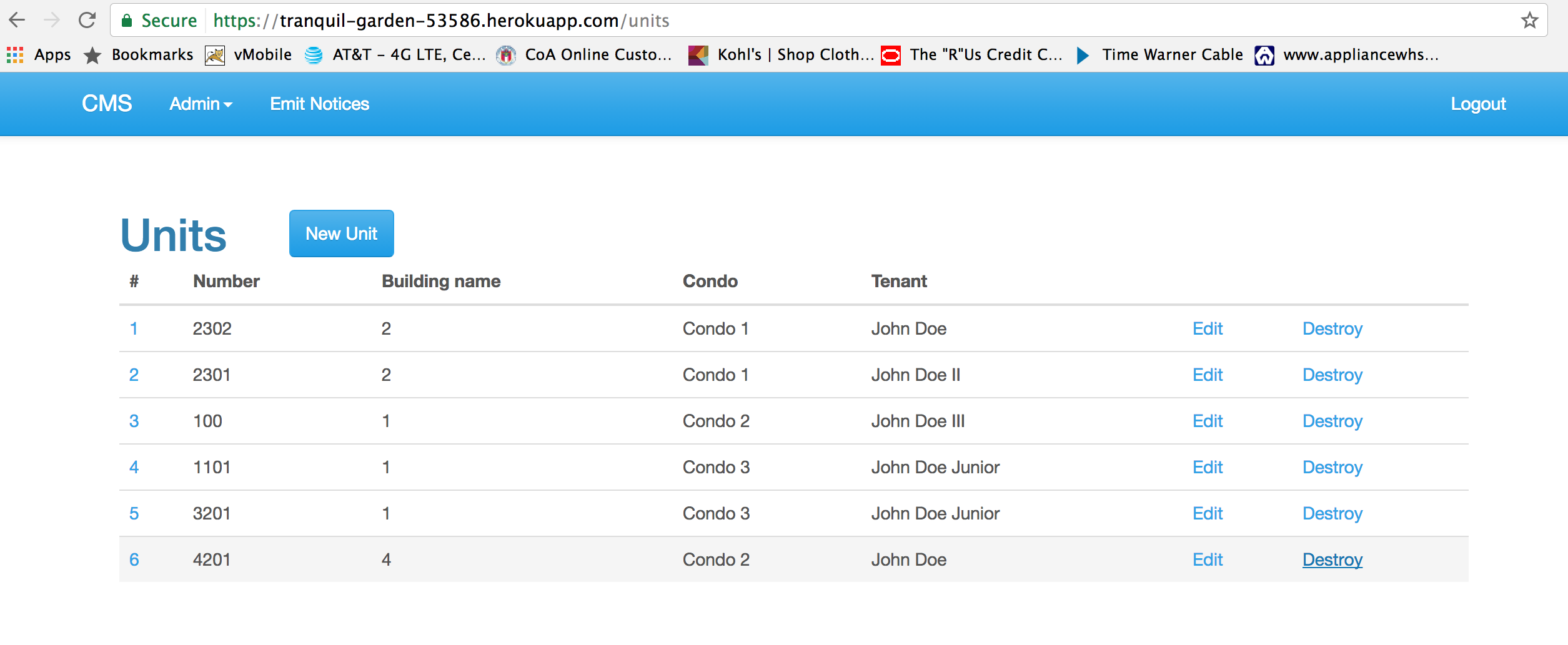
Precondition: Assert that user has logged in

Path:

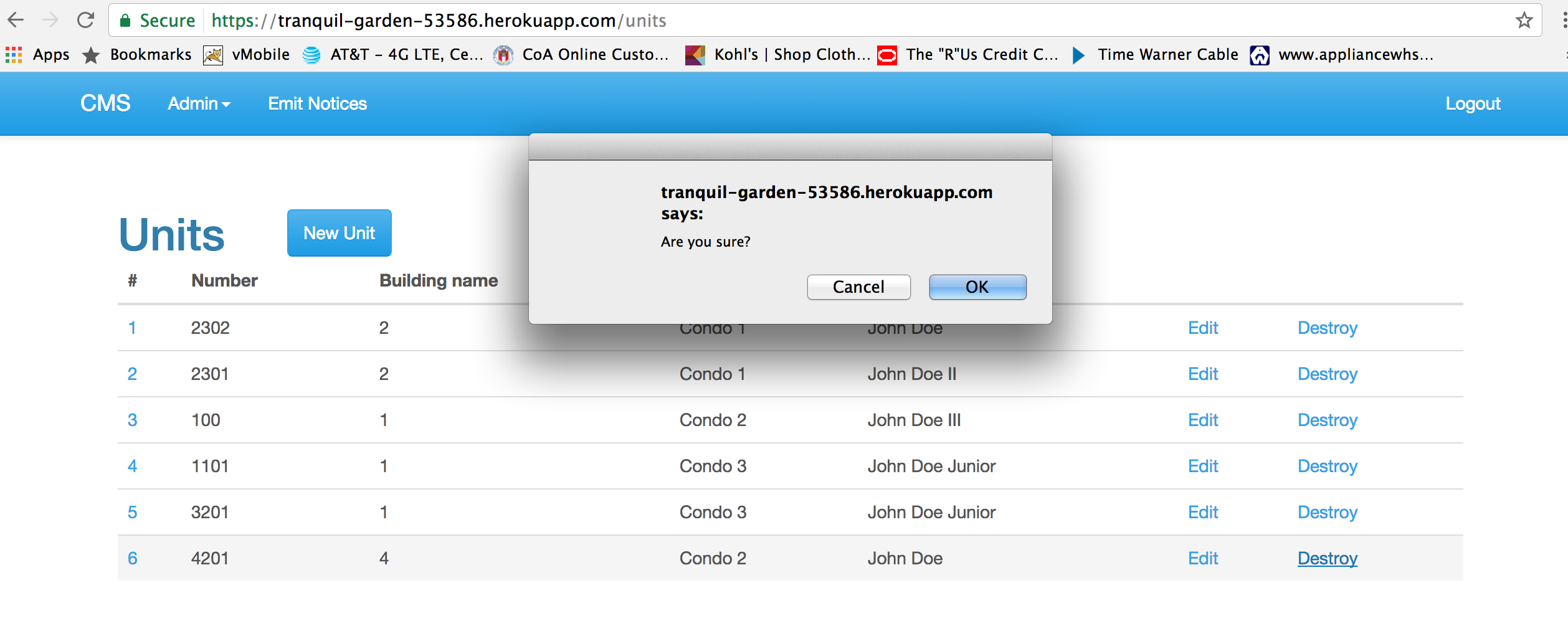
1. User clicks on units from the Admin drop down menu.
2. User see the units list
3. User clicks on Destroy

Requirements

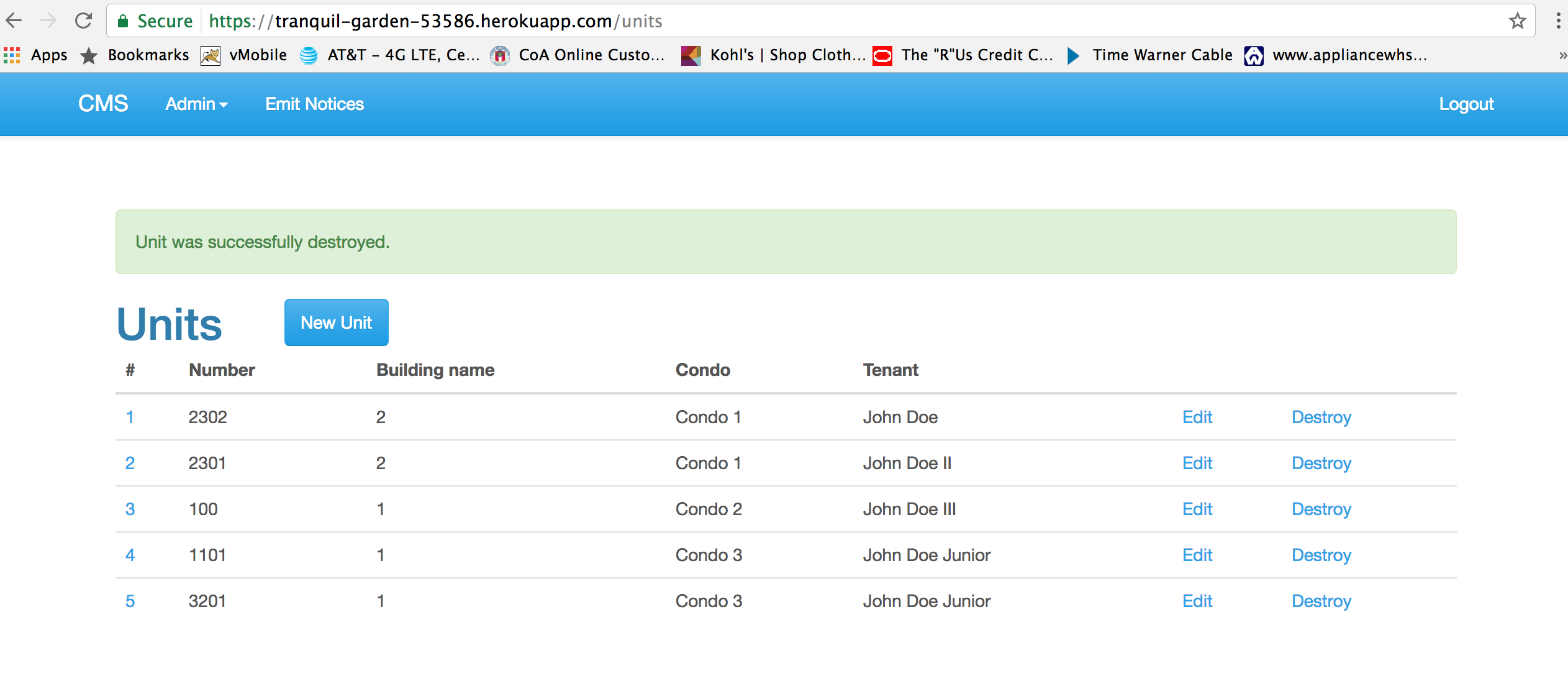
1. User should be able to see the confirmation window.
2. User should be able to see the updated list.

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CONFIRMATION FOR DESTROYING THE UNIT

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AFTER DESTROYING THE UPDATED UNIT LIST

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