

Defects Found From Black Box Testing

Defect #	Defect	Severity (S1, S2 or S3)
1	In the options menu, the Cancel button does not do anything on mouse click.	S3
2	Current Mouse Color is set to black, but actual color is red.	S3
3	In the options menu, if a change is made, and the 'Accept' button is pressed four times, the survival rules all become unselected.	S3
4	In the options Menu, the 'Accept' button does not highlight unless a change to the survival rules are changed.	S2
5	After a set amount of generations, the board is cleared. The cause of this is not apparent	S1
6	The "Create in bulk" button is either not bound to the cntrl key or is broken	S2
7	In the options menu, if the number of threads is given blank input, the ruleset becomes corrupt/invalid.	S1
8	Clicking at (X,Y>0) places a box at (X,Y-1) with a one-pixel offset up	S1
9	Clicking at (X<0,Y) places a box at (X+1,Y)	S1
10	If the number of cells become arbitrarily large, say half the screen is filled, the entire application lags almost to a standstill. (Regardless of number of threads)	S2
11	Every now and again the project does not register an enter keypress. Causing auto play to be unaccessible	S1
12	If the enter key is pressed and then the spacebar is pressed. the functionality of the enter key is changed to that of the space key	S2
13	Instructions describing the controls for the application contained within a text field are editable	S3
14	The Home button does center the screen, but it resets the zoom of the screen	S3

15	The hide button doesn't hide the menu like stated	S2
16	When attempting to insert a loaded pattern from a file, there is an off chance that the "ghost" input for the file will appear, but will not be placeable.	S1
17	Pressing the delete key clears all the cells on the screen and this functionality is not documented or listed as a HotKey.	S3
18	After selecting a file to insert via INSERT, there is no way of removing the "ghost" of the selected file	S1
19	When Attempting to change the location of the screen via TAB the input for the x coordinate changes to the opposite value. (if x=100 will be x=-100)	S1
20	The "current mouse color" text overlaps with the "hashing" text in the status bar	S3
21	In the options menu, the input boxes cannot handle integers that are larger than the maximum value for an Integer (2,147,483,647).	S2
22	In the options menu, the input boxes cannot handle invalid integers that begin with 0 such as 0678.	S2

Equivalence Classes:

- Box Placement X
 - $X < 0$
 - $X = 0$
 - $X > 0$
- Box Placement Y
 - $Y < 0$
 - $Y = 0$
 - $Y > 0$
- Neighbor count
 - 0
 - 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8
- Cell occupied
 - Yes
 - No
- Frames per second
 - In range
- Generations per second
 - < 0
 - 0
 - > 0
 - Decimal
 - Not a number
- Rule set
 - Normal
 - HighLife
 - Custom
- Custom survival Rules
 - All selected
 - Some selected
 - None selected
- Custom birth rules
 - All selected
 - Some selected

- None selected
- Threading
 - Single Thread
 - Multithreaded
- Thread Count
 - 1
 - 0
 - <0
 - >1
 - Decimal
 - Not a number
- Exiting options menu
 - Accept
 - Cancel
 - X
- Hot keys
 - Up
 - Down
 - Left
 - Right
 - Enter
 - Left Click
 - Shift
 - Ctrl
 - Home
 - X
 - Insert
 - End
 - Tab

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- Fill large amount of canvas with boxes and run on single thread
- Fill large amount of canvas with boxes and run with max threads
- Fill large amount of canvas and run at highest FPS

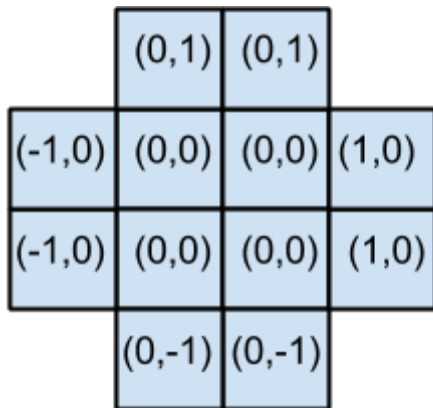
Multi-Platform Testing:

- Ensure desired behavior on Mac, Linux, and Windows machines. Even if it just the smoke-test level of testing.

KNOWN DEFECTS:

Conway box drawing:

- Coordinates resemble parchesi board:



- In Quadrant IV clicking on a box adds square to the area clicked
- In Quadrant III clicking on a box adds square to area immediately to right of the area clicked
- In Quadrant II clicking on a box adds square to lower right diagonal of the area clicked
- In Quadrant I clicking on a box adds square to area immediately below area clicked