

# Shrugs

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*Shrugs Help Regular Users Generate Sites*

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*Test Plan*

**ID: ADD\_001    Classification: Add object    Severity: 1**

**Instructions:**

1. Click the “add object” button on the GUI
2. Click and drag on the grid to size object
3. Release mouse button

**Expected Results:**

A rectangular object sized diagonally based on line produced of the onclick and off click will show up on the canvas.

**ID: ADD\_002    Classification: Add overlapping object    Severity: 1**

**Instructions:**

1. Click the “add object” button on the GUI
2. Click and drag on the grid to size object
3. Release mouse button
4. Click and hold mouse inside of the drawn object
5. Drag the mouse outside the rectangle

**Expected Results:**

Only the first box should appear in the canvas

**ID: ADD\_003    Classification: Add invalid object    Severity: 1**

**Instructions:**

1. Click the “add object” button on the GUI
2. Click and drag from the inside of the canvas to the outside of the canvas
3. Release mouse button

**Expected Results:**

The canvas should be empty

**ID: ADD\_004    Classification: Add max objects (boundary test - valid) Severity: 1**

**Instructions:**

1. With max-1 objects existing Click the “add object” button on the GUI
2. Click and drag from the inside of the canvas to the outside of the canvas
3. Release mouse button

**Expected Results:**

The object will be created and a prompt will show to display that the maximum number possible objects now exist

**ID: ADD\_005    Classification: Add max+1 objects (boundary test - invalid) Severity: 1**

**Instructions:**

4. With max objects existing Click the “add object” button on the GUI
5. Click and drag from the inside of the canvas to the outside of the canvas
6. Release mouse button

**Expected Results:**

The new object should not be created and a warning should be displayed telling the user that there exists a max number of objects

**ID: PROJ\_001    Classification: Add web page project    Severity: 1**

**Instructions:**

1. Click the “new project” button on the GUI
2. Insert a project name on the popup screen
3. Click the “create project” button on the popup screen

**Expected Results:**

A new blank project grid with a title of the input given in step two should appear.

<b>ID: PROJ_002    Classification: Add project web page cancel    Severity: 2</b>
<b>Instructions:</b> <ol style="list-style-type: none"> <li>1. Click the “new project” button on the GUI</li> <li>2. Click the “cancel” button on the popup screen</li> </ol>
<b>Expected Results:</b> The user will be returned to the existing screen prior to clicking the “new project” button

<b>ID: DEL_001    Classification: Delete object    Severity: 1</b>
<b>Instructions:</b> <ol style="list-style-type: none"> <li>1. Click on an object that is located on the grid</li> <li>2. Click the “delete object” button located on GUI</li> </ol>
<b>Expected Results:</b> The object that has been selected will be removed from the grid

<b>ID: DEL_002    Classification: Delete object undo    Severity: 3</b>
<b>Instructions:</b> <ol style="list-style-type: none"> <li>1. Click on an object that is located on the grid</li> <li>2. Click the “delete object” button located on GUI</li> <li>3. Click the “undo” button located on the GUI</li> </ol>
<b>Expected Results:</b> The object that has been selected will be removed from the grid and will then be replaced in the same location that it existed previously

<b>ID: DEL_003    Classification: Delete web project    Severity: 1</b>
<b>Instructions:</b> <ol style="list-style-type: none"> <li>1. Click the “delete project” button located on the GUI</li> <li>2. Click the “yes” button when the prompt shows up if you want to confirm the action</li> </ol>
<b>Expected Results:</b> The grid will clear and give you a prompt to use an existing project or start a new project

<b>ID: DEL_004    Classification: Delete web project    Severity: 2</b>
<b>Instructions:</b>

1. Click the “delete project” button located on the GUI
2. Click the “no” button when the prompt shows up if you want to confirm the action

**Expected Results:**

The user will be returned to the existing screen prior to clicking the “delete project” button.

**ID: DEL\_005    Classification: Delete object then reposition    Severity: 3**

**Instructions:**

1. click on an object that is located on the grid
2. click on the “delete object” button located on the GUI

**Expected Results:**

The object that has been selected will be removed from the grid. Also, any objects that still exists on the grid will dynamically move based on what the previously existing object position was.

**ID: GUI\_001    Classification: Toolbar    Severity: 2**

**Instructions:**

1. Move cursor onto toolbar.
2. Click the mouse on an item from the toolbar.

**Expected Results:**

The selected tool will become the new active tool for the editor.

**ID: STYLE\_001    Classification: Color drawn box    Severity: 3**

**Instructions:**

1. Click and drag to draw a rectangle in the canvas view.
2. Click on the drawn rectangle to select it.
3. In the toolbox, check the “color” checkbox.
4. Slide the “red” slider all the way to the right.
5. Slide the “green” and “blue” sliders all the way to the left.

**Expected Results:**

The drawn rectangle will be red.

**ID: STYLE\_002    Classification: Uncolor drawn box    Severity: 3**

**Instructions:**

1. Repeat the steps of STYLE\_001.
2. Uncheck the “color” checkbox.

**Expected Results:**

The drawn rectangle will be transparent.

**ID: EXPORT\_001    Classification: Export Project    Severity: 1**

**Instructions:**

1. In the canvas view, draw several boxes.
2. Click “File” in the toolbar.
3. Click “Export” in the dropdown menu.
4. Using the file dialog, save the files to the desktop.
5. Using a file explorer, navigate to the desktop and open “index.html” in a web browser.

**Expected Results:**

The browser display should closely approximate the Shrugs canvas display.

**ID: RESIZE\_001    Classification: Resize    Severity: 2**

**Instructions:**

1. Click the corner of the object to be resized on the grid.
2. While still holding the mouse button, drag the corner of the object to the desired size relative to the grid.
3. Release the mouse button when the object is the correct size.

**Expected Results:**

The selected object is resized to the size the user has chosen, and all other elements either move or resize themselves in the event of an overlap between objects.

<b>ID: MOVE_001    Classification: Move    Severity: 2</b>
<b>Instructions:</b> <ol style="list-style-type: none"> <li>1. Click the object to be moved on the grid.</li> <li>2. While still holding the mouse button, drag the object to the desired position on the grid.</li> <li>3. Release the mouse button when the object is positioned correctly.</li> </ol>
<b>Expected Results:</b> The selected object is placed into the position the user has chosen for it, and all other elements shift to make room for it in the event that there is an overlap between objects.

<b>ID: OPEN_001    Classification: Open Menu Item    Severity: 1</b>
<b>Instructions:</b> <ol style="list-style-type: none"> <li>1. Move cursor onto menubar.</li> <li>2. Click the mouse on the 'open' menu item.</li> <li>3. Select a file from the local drive to open from a popup window.</li> <li>4. Confirm file selection to open.</li> </ol>
<b>Expected Results:</b> The selected file will be parsed into Shrugs GUI website components and will be filled into the GUI editor window.

<b>ID: OPEN_002    Classification: Resume Project Prompt    Severity: 3</b>
<b>Instructions:</b> <ol style="list-style-type: none"> <li>1. Exit the Shrugs application after starting a Shrugs website project.</li> <li>2. Start/Run the Shrugs application by double clicking the application icon.</li> </ol>
<b>Expected Results:</b> A popup will appear asking the user if he/she wants to resume their previous project.

**ID: SAVE\_001    Classification: Save Menu Item with Existing File    Severity: 1**

**Instructions:**

1. Move cursor onto menubar.
2. Click the mouse on the 'save' menu item.
3. Select a file location from the local drive from a popup window.
4. Confirm file save destination.

**Expected Results:**

The Shrugs application will parse the current website design into text and save it into the designated file location.

**ID: SAVE\_002    Classification: Save On Exit Prompt    Severity: 3**

**Instructions:**

1. Click the exit application button or the close button on the application window

**Expected Results:**

The Shrugs application will ask the user, via prompt, if he/she wants to save their unfinished progress.

**ID: SAVE\_003    Classification: Save Prompt with New File (Equivalence Test - valid)    Severity: 2**

**Instructions:**

1. Move cursor onto menubar.
2. Click the mouse on the 'save' menu item.
3. Input a string within the name box for the new filename (input valid string)  
(Valid Boundary) = {string with 1 char, a string with valid chars, string with n char  
where n is the length of valid file name length on a x86 OS}
4. Confirm file save destination.

**Expected Results:**

The Shrugs application will ask the user, via prompt, if he/she wants to save their unfinished progress. when the user enters a filename, the file will be saved in that file path.



**ID: SAVE\_004    Classification: Save On Exit Prompt with New File (Equivalence Test - invalid length)    Severity: 3**

**Instructions:**

1. Move cursor onto menubar.
2. Click the mouse on the 'save' menu item.
3. Input a string within the name box for the new filename with invalid string  
(Valid Boundary) = {string with 0 chars, string with n+1 char and valid chars where n is the length of valid file name length on a x86 OS}
4. Click "save" button.

**Expected Results:**

When the user enters a filename, the file will not be saved due to invalid file name length. A prompt informing the user will then show.

**ID: SAVE\_005    Classification: Save On Exit Prompt with New File (Equivalence Test - invalid char)    Severity: 3**

**Instructions:**

1. Move cursor onto menubar.
2. Click the mouse on the 'save' menu item.
3. Input a string within the name box for the new filename with invalid string  
(Valid Boundary) = {string with char types that are invalid on unix OS for file storage}
4. Click "save" button.

**Expected Results:**

The Shrugs application will ask the user, via prompt, if he/she wants to save their unfinished progress. When the user enters a filename, the file will not be saved due to invalid characters. A prompt informing the user will then show.

**ID: SAVE\_006    Classification: Unsaved Exit Prompt    Severity: 3**

**Instructions:**

1. Exit the Shrugs application when a website is in progress or has been edited.

**Expected Results:**

The Shrugs application will ask the user, via prompt, if he/she wants to save their unfinished progress.

**ID: SAVE\_007    Classification: Overwrite Save    Severity: 2**

**Instructions:**

1. Move cursor onto menubar.
2. Click the mouse on the 'save' menu item.
3. Input a string within the name box for the new filename (input string that matches another filename on local drive)
4. Confirm file save destination.

**Expected Results:**

The Shrugs application will ask the user, via prompt, if he/she wants to overwrite the file they have selected with their design progress.