## POLITECNICO DI MILANO SOFTWARE ENGINEERING 2

GuessBid Test Cases

Mirjam Škarica

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# Chapter 1

# Introduction

This document provides the test cases for GuessBid web application. As all possible actions and results are too great, this document will focus on the main functionalities of the application. Each test case will be presented in form of a data table with the following structure:

Name	
Goal	
Environment	
Preconditions	
Input	
Expected Output	
Final Output	
Possible Errors	

# Chapter 2

# Test Cases

## 2.1 Registration

Name	Registration
Goal	Allowing guests to create a new account and register
Environment	Web application's home page /index.xhtml
Preconditions	None
Input	Set of inputs for username, email, password and confirmed password
Expected Output	The system should create a user and save it to the database
Final Output	The new user is automatically logged in and is redirected to his/her personal home page
Possible Errors	An appropriate error message will be displayed if any of the following occurs:
	• Fields left empty
	• Username entered is less than 2 characters long
	• Email is not valid (not in typical email@domain.domain form)
	• Password and confirmed password don't match

## 2.2 Log in

Name	Registration
Goal	Allowing users to access application's functionalities
Environment	Web application's home page /index.xhtml
Preconditions	Registered but not logged in user
Input	Set of inputs email and password
Expected Output	System accepts the credentials (email-password combination)
Final Output	The user is logged in and is redirected to his/her personal home page
Possible Errors	An appropriate error message will be displayed, and the guest will be asked to fill out the form again if any of the following occurs:  • Fields left empty  • Email does not exist in the database
	• Password is incorrect for the provided email

## 2.3 Log out

Name	Registration
Goal	Allowing users to log out
Environment	Any user page $/user/*.xhtml$
Preconditions	User logged in
Input	User clicks the $Log\ out$ link located in the navigation bar's leftmost corner
Expected Output	System accepts the request
Final Output	The user is logged out in and is redirected to application's guest home page $/index.xhtml$
Possible Errors	Session has already expired and nothing happens

#### 2.4 Browse notifications

Name	Browse notifications
Goal	Allowing users to browse their notifications
Environment	User page $/user/notifications.xhtml$
Preconditions	User logged in
Input	User clicks on one of the pagination links to browse through the list of notifications
Expected Output	System accepts the request for a certain page
Final Output	The notification list is updated and populated with new results
Possible Errors	None

#### 2.5 Browse auctions

Browse auctions
Allowing users to browse auctions
User pages $/user/home.xhtml$ and $/user/myAuctions.xhtml$
User logged in
User clicks on one of the pagination links to browse through the list of auctions
System accepts the request for a certain page
The auction list is updated and populated with new results
None

### 2.6 Sort auctions

Name	Sort auctions
Goal	Allowing users to sort the list of auctions by their ending time and creation time
Environment	User pages $/user/home.xhtml$ and $/user/myAuctions.xhtml$
Preconditions	User logged in
Input	User clicks on one of the two possible links, namely <i>Time Left</i> and <i>Newest</i> , to sort the auction list.
	• Toggling <i>Time left</i> button sorts the current auction result list by their ending time (toggling between sooner and later).
	• Toggling <i>Newest</i> button sorts the current auction result list by their creation time (newest/oldest).
Expected Output	System accepts the request for auction sorting
Final Output	The auction list is updated and sorted the desired way
Possible Errors	None

### 2.7 Filter auctions

Name	Filter auctions
Goal	Allowing users to filter the list of auctions by their keywords or category
Environment	User pages $/user/home.xhtml$ and $/user/myAuctions.xhtml$
Preconditions	User logged in
Input	<ul> <li>User types words in the search bar</li> <li>User selects a category from the dropdown filter</li> </ul>
Expected Output	<ul> <li>System accepts the request for auction filtering</li> <li>If filtering request is made via the search bar, the result list is automatically updated to show only the auctions which contain the typed words either in their name or description</li> <li>If filtering request is made by selecting a category, the result list is updated only to show auctions of that category</li> </ul>
Final Output	The auction list is updated and filtered the desired way
Possible Errors	None

### 2.8 Create new auction

Name	Create new auction
Goal	Allowing users to create new auctions
Environment	User pages $/user/newAuction.xhtml$
Preconditions	User logged in
Input	Set of inputs for name, category, ending time and description
Expected Output	System creates a new auction and saves it to the database. Also it sets a timer to go off at the time of auction ending in order to generate outcome notifications for all bidders and the seller
Final Output	User is redirected to the newly created auction's page
Possible Errors	<ul> <li>An appropriate error message will be displayed if any of the following occurs:</li> <li>Fields left empty</li> <li>Name entered is less than 5 characters long</li> <li>Description entered is less than 15 characters long</li> </ul>

#### 2.9 Delete auction

Name	Delete auction
Goal	Allowing sellers to delete their auctions
Environment	User pages  / user/auction.xhtml?id = < nb>
Preconditions	
	• User logged in
	ullet User is the seller of the auction displayed
Input	User clicks on the <i>Delete auction</i> button
Expected Output	System accepts the request and deletes the auction from the database along with all bids and notifications associated with it
Final Output	User is redirected to user/myAuction.xhtml
Possible Errors	Session has already expired and nothing happens

### 2.10 Place a bid

Name	Place a bid
Goal	Allowing users to place bids
Environment	User pages  / user/auction.xhtml?id = < nb >
Preconditions	
	• User logged in
	$\bullet$ User is not the seller of the auction displayed
	• Auction is active
Input	Input bid (numerical value)
Expected Output	System accepts the bid, saves it to the database
Final Output	System generates a notification for the bidder informing him of his current rank with regard to the auction
Possible Errors	An appropriate error message will be displayed if any of the following occurs:
	• Field is left empty
	• Input entered is not a number
	• Input entered entered is not a positive number
	ullet Input entered has more than 2 decimal places
	• Insufficient credit (amount placed is less then user's current credit balance)

### 2.11 Auction ends

Name	Auction ends
Goal	Users receive outcome notifications
Environment	Any user page $/user/*.xhtml$
Preconditions	
	• User logged in
	• User is the seller or the bidder of the expired auction
Input	None
Expected Output	When an auction ends, the system calculates the winner, withdraws the winning amount from winner's account, deposits it into seller's account and generates outcome notifications
Final Output	The seller and all the bidders receive notifications informing them about auction's outcome
Possible Errors	The current winner doesn't have sufficient credit to withdraw, he/she automatically loses the auction, and the next winner in line is calculated.

## 2.12 Change username

Name	Change username
Goal	Allowing users to change their username
Environment	User page /user/settings.xhtml
Preconditions	User logged in
Input	User clicks on the link $\it Change$ next to his/her username and inputs an new username
Expected Output	System modifies user's username field in the database
Final Output	System notifies the user about a successful username change and refreshes the panel with current settings to reflect the change.
Possible Errors	An appropriate error message will be displayed if one of the following occurs:
	$\bullet$ New username field is left empty
	• New username entered has less then 2 characters

## 2.13 Change email

Name	Change email
Goal	Allowing users to change their email
Environment	User page $/user/settings.xhtml$
Preconditions	User logged in
Input	User clicks on the link <i>Change</i> next to his/her email and inputs an new email
Expected Output	System modifies user's email field in the database
Final Output	System notifies the user about a successful email change and refreshes the panel with current settings to reflect the change.
Possible Errors	An appropriate error message will be displayed if any of the following occurs:  • New email field is left empty  • New email is the same as the old one  • New email is not valid (not in typical email@domain.domain form)  • New email is not unique (some other user in the database uses that email)

## 2.14 Change password

Name	Change password
Goal	Allowing users to change their password
Environment	User page /user/settings.xhtml
Preconditions	User logged in
Input	User clicks on the link <i>Change</i> next to his/her password and inputs his/her old password, new password and new password confirmation
Expected Output	System modifies user's password field in the database
Final Output	System notifies the user about a successful password change
Possible Errors	An appropriate error message will be displayed if any of the following occurs:  • Fields left empty
	• Old password entered is incorrect
	• Password and confirmed password don't match