

Python CLI App Manual Testing Campaign

Function	Test case	Test data	Expected result	Actual result	Pass/Fail
check_valid_terminal	Quits app if terminal height is too small	Resize terminal so terminal height < 20 rows	Quits program	As expected	Pass
	Quits app if terminal width is too small	Resize terminal so terminal width < 80 columns	Quits program	As expected	Pass
get_window_sizes	Returns the max width the text can take up within a terminal screen	Manually set terminal to 80 columns	Max width should be 61 characters	As expected	Pass
	Returns the coordinates for the starting position of text on the screen	Manually set terminal to 80 columns wide, 20 rows high	[x,y] should be [9, 4]	As expected	Pass
	Sizes adapt when terminal window size changed	Manually resize window while app is running	Text should adaptively centre itself		
get_input_file_location	Requests a path of a text file from user and returns a validated file path	Type correct file path: “/Users/Matt/Documents/Study/Coder Academy/Coursework/text.txt”	Returns validated file path	As expected	Pass
	Displays a user prompt if file path is invalid	Type incorrect file path: “testing”	Displays prompt for valid user input	As expected	Pass
	Displays a user prompt if no path is provided	Enter no input	Displays prompt for valid user input	As expected	Pass
	Displays a user prompt if path is to a non-txt file	Enter path to a python file	Displays prompt for valid user input	As expected	Pass
print_typing_text	Displays prompt and user-typed text to screen in the right position	Load a typing prompt and type something	Displays prompt and user input	As expected	Pass
	Displays colour-coded user input	Load prompt and type a correct char and incorrect char	Correct char should be green, incorrect char is red	As expected	Pass
menu	Displays text with colour coding	Start app	Text is colour coded correctly	As expected	Pass
	Directs user to input text file path	In menu, select option 1	Goes to input_file page	As expected	Pass
	Directs user to load random words	In menu, select option 2	Makes API call and returns a prompt	As expected	Pass
	Directs user to load a quote	In menu, select option 3	Makes API call and returns a prompt	As expected	Pass
	Direct user to view high scores	In menu, select option 4	Shows high scores if there are any	As expected	Pass
	Direct user to quit program	In menu, select option 5	Displays goodbye message and quits program	As expected	Pass
	Only allows user to input numbers 1-5	Typing anything but 1-5	No action	As expected	Pass
main	User can return to menu	Type 'esc'	Returns to menu	As expected	Pass
	Game waits for valid user input	Wait for 10 seconds, start typing a valid ascii	Statistics and timer are displayed when user starts typing	As expected	Pass
	Game doesn't begin if user types invalid ascii-key	Type non-ascii (letters/numbers/punctuation) keys	Game doesn't begin	App returns to menu if user presses 'option + left arrow'	Fail
	User can change difficulty setting	User input tab-key	Text changes to show Easy mode/Hard mode each time the user presses the tab-key	As expected	Pass
	User cannot change difficulty after game has started	User changes to 'Hard mode', starts game and types the tab-key	No action	As expected	Pass
	Game statistics are correctly displayed	Begin game and play	The countdown timer, wpm, accuracy and consistency are displayed and update continuously	As expected	Pass
	Game finishes after 30 seconds	Start game, don't type anything, wait for 30 seconds	Game finishes and displays a new page to save user score	As expected	Pass
	Game finishes after user types in the same number of chars as the prompt	Start game, type the letter 'a' until prompt is filled	Game finishes and displays a new page to save user score	As expected	Pass
final_screen	User can only save an unused username	Populate the scores.txt file with a score with the name 'Matt'. Play the game and try save the score as 'Matt'	A prompt displaying the correct usage appears	As expected	Pass
	User can save score to a text file of scores	Type valid username	Score is saved to a scores.txt file	As expected	Pass
	User can refuse to save score	Press 'esc' to return to menu	Returns to menu, nothing saved	As expected	Pass