**Domino’s Pizza® Point of Sales Application**

**Software Test Plan**

**Version 1.0**

**11/11/2014**

**Mismanagement, Inc.**

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Revision History

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| --- | --- | --- | --- |
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# 1. Introduction

## 1.1 Purpose

The purpose of this document is to formally state the procedures to be used for testing the Domino’s Pizza® Point of Sales application and identify specific test cases. This document will provide for the validation and verification of the application.

## 1.2 Scope

This STP describes the test plan for the Domino’s Pizza® Point of Sales application. Included in this document is the testing approach, test process, reporting and corrective actions, test environment, and test procedures. The requirements to be tested are listed in the SRS v. 1.1.

## 1.3 Definitions, Acronyms, and Abbreviations

GUI Graphical User Interface

PIN Personal Identification Number

Pts. One point is equal to 1/72 of an inch

SDD Software Design Description

Slurm Fictional soft drink from the television show Futurama

SRS Software Specification Document

STP Software Test Plan

v. Version

## 1.4 References

Software Requirements Specification Document v. 1.1, 10/23/2014, Mismanagement, Inc.

Software Design Description v. 1.1, 11/06/2014, Mismanagement, Inc.

## 1.5 System Overview

The software is intended for the use of employees at Domino’s Pizza® establishments. The software allows employees to take orders, create receipts, and configure prices and employee information.

# 2. Requirements to Be Tested

For the requirements to be tested, refer to the SRS v. 1.1, Mismanagement, Inc.

The following requirements from the SRS will be excluded:

* 2.1.2.2
* 2.4.4.2
* 2.4.4.3
* 2.5.3
* 2.6.2.1
* 2.6.2.2

# 3. Testing Approach

The testing approach includes white box and black box testing techniques. White box testing methods will be employed by the development team to test modules of the code (verification). Black box testing will be employed by the test team to ensure that the requirements are met (validation).

White box testing will be used to test the application’s internal application logic. The development team will test complex paths to ensure the logic is correct, such as the calculation of tax on an order.

Black box testing will be used by the test team to test whether or not the requirements are met. The function of each screen will be tested to ensure that the functions are both met and correctly executed. Input and output will be examined. The interfaces will be tested for errors and correct behavior.

# 4. Test Process

## 4.1 Unit Testing

Unit testing will be used to determine if modules perform their designated functions. The module inputs and outputs will be examined for correctness. If the output is incorrect, the logic and local data structures will be examined.

## 4.2 Integration Testing

When the interfaces are complete, they will be tested for how they interact with each other. For example, when an employee successfully logs in the GUI should change from the login screen to the home screen. Another example is when the “Place Order” button is pressed, the employee is redirected to the order screen. If the interfaces behave correctly with each other, the elements of each GUI and the requirement for the application can be better tested.

## 4.3 Validation Testing

Validation testing is used to ensure that all of the software requirements listed in the SRS are met. The test procedures in Section 7 will be used to achieve validation testing. The outcome of each test is either that the test passed and the requirement is met, or that it failed and is listed in the test report for the development team to work on in the future. This testing ensures that the application solves the customer’s problem.

## 4.4 System Testing

The Domino’s Pizza® Point of Sales Application will be tested using the deployment environment, a Dell Precision T1500 with Windows 7 Operating System.

# 5. Reporting and Corrective Action

An Excel workbook will be used to record the test procedures, test results, and any comments. This test report will be kept as a record of errors discovered during testing, and may be revisited and revised as errors are corrected. The test report will be emailed to the development team.

# 6. Test Environment

White box testing is performed in the development environment, using both Windows 7 and the OSX operating system.

Black box and system testing will be done in the deployment environment, a Windows 7 Acer Desktop in Schaeffer Hall, room 160, at St. Mary’s College of Maryland. For the hardware, software, and system interface resources necessary to perform the test activities, see Section 3 of the SRS v 1.1.

# 7. Test Procedures

To start the programs normally, the user runs the application executable .jar file.

**Test Number:** MM-001

**Author:** Jennifer Hoffman

**Date:** 10/29/2014

**Revision:** 1.0

**SRS Requirement**: 2.1.1

**Test Purpose:** This test is intended to test the screen readability of the application screens.

**Test Procedures:**

1. Start application normally.
2. Verify that the text on the Login page is greater than 8 pts.
3. Verify that the text on the Login page is not the same color as the background.
4. Login as a valid employee with the PIN "0000".
5. Proceed to the home page.
6. Verify that the text on the Home page is greater than 8 pts.
7. Verify that the text on the Home page is not the same color as the background.
8. Proceed to the Employee Management page.
9. Verify that the text on the Employee Management page is greater than 8 pts.
10. Verify that the text on the Employee Management page is not the same color as the background.
11. Proceed to the Price Management page.
12. Verify that the text on the Price Management page is greater than 8 pts.
13. Verify that the text on the Price Management page is not the same color as the background.
14. Proceed to the Place Order page.
15. Click the Pizza button.
16. Verify that the text on the Pizza Order page is greater than 8 pts.
17. Verify that the text on the Pizza Order page is not the same color as the background.
18. Cancel the pizza order.
19. Click the Specialty Pizza button.
20. Verify that the text on the Specialty Pizza page is greater than 8 pts.
21. Verify that the text on the Specialty Pizza page is not the same color as the background.
22. Cancel the specialty pizza order.
23. Click the Slurm button.
24. Verify that the text on the Slurm Order page is greater than 8 pts.
25. Verify that the text on the Slurm Order page is not the same color as the background.

**Measure of Success:**

The test is successful if the text is greater than 8 pts. and not the same color as the background; the page is readable by Mismanagement, Inc. standards (see SRS Section 2.1.1). If the test is less than 8 pts. and/or the text is the same color as the background, record the specific page that failed in the deficiencies document.

**Test Number:** MM-002

**Author:** Tonya Brenner

**Date:** 11/11/2014

**Revision:** 1.0

**SRS Requirement:** 2.2.1.1

**Test Purpose:** This test is intended to test that the application interface is graphic.

**Test Procedures:**

1. Start application normally.

2. Verify that the application is graphic.

**Measure of Success:**

The test is successful if the application contains graphics.

**Test Number:** MM-003

**Author:** Tonya Brenner

**Date:** 10/29/2014

**Revision:** 1.0

**SRS Requirement:** 2.1.2.1.1

**Test Purpose:** This test is intended to test that the Domino’s Pizza logo is displayed on every screen.

**Test Procedures:**

1. Start application normally.
2. Verify that the logo is displayed on the Login page.
3. Login as a valid employee with the PIN "0000".
4. Proceed to the Home page.
5. Verify that the logo is displayed on the Home page.
6. Proceed to the Employee Management page.
7. Verify that the logo is displayed on the Employee Management page.
8. Proceed to the Price Management page.
9. Verify that the logo is displayed on the Price Management page.
10. Proceed to the Place Order page.
11. Click the Pizza button.
12. Verify that the logo is on the Pizza Order page.
13. Cancel the pizza order.
14. Click the Specialty Pizza button.
15. Verify that the logo is displayed on the specialty pizza page.
16. Cancel the specialty pizza order.
17. Click the Slurm button.
18. Verify that the logo is displayed on the Slurm Order page.

**Measure of Success:**

The test is successful if the Domino’s Pizza logo is displayed on every page. If the logo is not displayed on a page, record the specific page that failed in the deficiencies document.

**Test Number:** MM-004

**Author:** Jennifer Hoffman

**Date:** 11/06/2014

**Revision:** 1.0

**SRS Requirement:** 2.2.1.1

**Test Purpose:** This test is intended to test the PIN text box in the Login page.

**Test Procedures:**

1. Start application normally.

2. Enter an illegal PIN greater than four digits, “12345”.

**Measure of Success:**

The test is successful if the text box does not allow more than four digits to be entered.

**Test Number:** MM-005

**Author:** Jennifer Hoffman

**Date:** 11/06/2014

**Revision:** 1.0

**SRS Requirement:** 2.2.1.2

**Test Purpose:** This test is intended to test the Login page’s reaction to a valid PIN.

**Test Procedures:**

1. Start application normally.

2. Enter the valid PIN “0000” for administrator.

3. Verify that the name “Administrator” appears at the top of the GUI.

4. Verify that the application redirected from the Login page to the Home page.

**Measure of Success:**

The test is successful if entering a valid four digit PIN redirects the employee to the Home page and displays the employee’s name at the top of the GUI.

**Test Number:** MM-006

**Author:** Jennifer Hoffman

**Date:** 11/06/2014

**Revision:** 1.0

**SRS Requirement:** 2.2.2

**Test Purpose:** This test is intended to test login page’s reaction to an invalid PIN.

**Test Procedures:**

1. Start application normally.

2. Enter the invalid PIN “abcd”.

3. Verify that an alert message box is displayed that indicates the login attempt failed.

4. Verify that the current page is still the login page.

5. Verify that the input box is clear.

**Measure of Success:**

The test is successful if an warning message box that indicates the login attempt failed appears, the input box is cleared, and the page is not redirected to the Home page.

**Test Number:** MM-007

**Author:** Tonya Brenner

**Date:** 11/08/2014

**Revision:** 1.0

**SRS Requirement:** 2.2.3.1

**Test Purpose:** This test is intended to test the logout accessibility on every screen but the Login page.

**Test Procedures:**

1. Start application normally.
2. Verify that the logout button is not accessible on the Login page.
3. Login as a valid employee with the PIN "0000".
4. Proceed to the Home page.
5. Verify that the logout button is accessible on the Home page.
6. Proceed to the Employee Management page.
7. Verify that the logout button is accessible on the Employee Management page.
8. Proceed to the Price Management page.
9. Verify that the logout button is accessible on the Price Management page.
10. Proceed to the Place Order page.
11. Click the Pizza button.
12. Verify that the logout button is accessible on the Pizza Order page.
13. Cancel the pizza order.
14. Click the Specialty Pizza button.
15. Verify that the logout button is accessible on the Specialty Pizza page.
16. Cancel the specialty pizza order.
17. Click the Slurm button.
18. Verify that the logout button is accessible on the Slurm Order page.

**Measure of Success:**

The test is successful if every screen except for the Login page has the logout button displayed. If a page does not have a logout button accessible, record the specific page that failed in the deficiencies document.

**Test Number:** MM-008

**Author:** Tonya Brenner

**Date:** 11/08/2014

**Revision:** 1.0

**SRS Requirement:** 2.2.3.2

**Test Purpose:** This test is intended to test the reaction of the logout button.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Home page.
4. Click on the logout button.
5. Verify that the employee is redirected to the Login page.
6. Verify that the employee has lost authentication.

**Measure of Success:**

The test is successful if the employee loses authentication and is redirected to the Login page. Losing authentication entails no longer being able to navigate further than the Login page.

**Test Number:** MM-009

**Author:** Tonya Brenner

**Date:** 11/08/2014

**Revision:** 1.0

**SRS Requirement:** 2.2.4

**Test Purpose:** This test is intended to test the logout warning.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Home page.
4. Click on the logout button.
5. Verify that an alert message appears informing the employee that they are about to log out.
6. Verify that the employee has the option to confirm the logout.
7. Verify that the employee has the option to cancel logout and return to the current screen.

**Measure of Success:**

The test is successful if the logout button is selected, a prompt appears with a warning that any unsaved data including order information will be lost and offers the option to confirm the logout or to return to the current screen.

**Test Number:** MM-010

**Author:** Tonya Brenner

**Date:** 11/08/2014

**Revision:** 1.0

**SRS Requirement:** 2.3.1.1

**Test Purpose:** This test is intended to test that any valid employee is able to add another employee.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Employee Management page.
4. In the Add an Employee section, enter the new employee’s unique name “Bob”.
5. In the Add an Employee section, enter a unique PIN “0001”.
6. Click the submit button.
7. If the employee’s name or PIN is not unique a warning box should appear.

**Measure of Success:**

The test is successful if a valid employee is able to add another employee in the Employee Management page. A warning should appear if adding a new employee does not succeed.

**Test Number:** MM-011

**Author:** Tonya Brenner and Jennifer Hoffman

**Date:** 11/08/2014

**Revision:** 1.0

**SRS Requirement:** 2.3.1.2

**Test Purpose:** This test is intended to test that any valid employee is able to edit another employee’s login details.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Employee Management page.
4. In the Add an Employee section, enter the new employee’s unique name “Tracy”.
5. In the Add an Employee section, enter a unique PIN “0002”.
6. Proceed to the Home page, and then return to the Employee Management page.
7. In the Edit an Employee section, select the employee “Tracy” to edit.
8. In the Edit an Employee section, edit the employee’s PIN to “0000”.
9. Verify that a warning box appeared as the PIN chosen is not unique.
10. In the Edit an Employee section, edit the name to “Tracyy”.
11. Click the submit button.
12. Return to the Employee Management page and verify that the changes made to the employee, “Tracyy”, are correct.

**Measure of Success:**

The test is successful if a valid employee is able to change another employee’s name and his or her associated PIN within the application. The PIN and name must be unique. An employee must not be able to edit themselves. The edited details should be saved.

**Test Number:** MM-012

**Author:** Tonya Brenner

**Date:** 11/08/2014

**Revision:** 1.0

**SRS Requirement:** 2.3.1.3

**Test Purpose:** This test is intended to test that any valid employee is able to remove another employee.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Employee Management page.
4. In the Remove an Employee section, select an employee to remove.
5. The current employee should not be able to remove themselves.
6. Click the submit button.

**Measure of Success:**

The test is successful if a valid employee is able to remove any other employee but themselves from the application.

**Test Number:** MM-013

**Author:** Tonya Brenner

**Date:** 11/08/2014

**Revision:** 1.0

**SRS Requirement:** 2.3.2.1

**Test Purpose:** This test is intended to test that a valid employee is able to place an order.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Add a medium pizza with no toppings to the order.
6. Verify that an order has been placed.

**Measure of Success:**

The test is successful if an order has been added.

**Test Number:** MM-014

**Author:** Tonya Brenner

**Date:** 11/09/2014

**Revision:** 1.0

**SRS Requirement:** 2.3.2.2

**Test Purpose:** This test is intended to test that any valid employee is able to delete an order.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Place an order.
5. Verify that the order can be deleted.
6. Verify that a warning box appears informing the employee they are about to cancel an order.
7. Click the button to confirm canceling the order.
8. Verify that the order has been cancelled.
9. Verify the application has redirected from the Place Order page to the Home page.

**Measure of Success:**

The test is successful if the order has been cancelled and the application has been redirected to the Home page.

**Test Number:** MM-015

**Author:** Tonya Brenner

**Date:** 11/09/2014

**Revision:** 1.0

**SRS Requirement:** 2.4.1

**Test Purpose:** This test is intended to test that an employee is able to add up to one hundred pizzas to the order.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Add one hundred and one medium pizzas with no toppings to the order.
6. Verify a warning box appears if the employee tries to order more than one hundred pizzas.

**Measure of Success:**

The test is successful if a warning appears when the employee tries to order more than one hundred pizzas.

**Test Number:** MM-016

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.4.1.1

**Test Purpose:** This test is intended to test that only one pizza size is able to be selected.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Verify that only one pizza size is able to be selected at a time.

**Measure of Success:**

This test is successful if only one pizza size is able to be selected at a time.

**Test Number:** MM-017

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.4.1.2

**Test Purpose:** This test is intended to test that no pizza toppings need to be selected.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Select a medium pizza size.
6. Do not select a topping.
7. Choose the number of pizzas to be ordered.
8. Click the Add to Order button.
9. Verify the pizza has been added to the order.

**Measure of Success:**

This test is successful if a medium pizza with no toppings has been added to the order.

**Test Number:** MM-018

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.4.1.3

**Test Purpose:** This test is intended to test that one topping is able to be selected.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Select a medium pizza size.
6. Select mushrooms as a toppings to add to the pizza.
7. Choose the number of pizzas to be ordered.
8. Click the Add to Order button.
9. Verify the pizza has been added to the order.

**Measure of Success:**

This test is successful if a medium pizza with mushrooms has been added to the order.

**Test Number:** MM-019

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.4.1.3

**Test Purpose:** This test is intended to test that any topping is able to be selected.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Select a medium pizza size.
6. Select mushrooms as a topping to add to the pizza.
7. Select chicken as a topping to add to the pizza.
8. Select bacon as a topping to add to the pizza.
9. Choose the number of pizzas to be ordered.
10. Click the Add to Order button.
11. Verify the pizza has been added to the order.

**Measure of Success:**

This test is successful if a medium pizza with mushrooms, chicken and bacon has been added to the order.

**Test Number:** MM-020

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.4.1.3

**Test Purpose:** This test is intended to test the maximum number of pizza toppings allowed.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Verify that only one of each topping is able to be selected.

**Measure of Success:**

The test is successful if at most one of each of the toppings is able to be selected.

**Test Number:** MM-021

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.4.2

**Test Purpose:** This test is intended to test that an employee is able to add up to one hundred Slurms to the order.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Slurm button.
5. Enter the amount of Slurm to add to the order.
6. Verify that a warning box appears if more than one hundred Slurms are added to the order.

**Measure of Success:**

This test is successful if the employee is not able to add more than one hundred Slurms to an order.

**Test Number:** MM-022

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.4.3

**Test Purpose:** This test is intended to test that an employee is not able to modify an order.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Add a medium pizza with no toppings to the order.
6. Verify that once an order has been placed, the employee is unable to change it.

**Measure of Success:**

The test is successful if the employee is unable to change an order once it has been placed.

**Test Number:** MM-023

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:**2.4.4.1

**Test Purpose:** This test is intended to test that an order must contain at least one pizza or Slurm.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Verify that the employee is unable to complete the order.
5. Click on the Pizza button.
6. Add a pizza to the order.
7. Verify that the employee is able to complete the order.
8. Cancel the order.
9. Proceed to the Place Order page.
10. Click on the Slurm button.
11. Add a Slurm to the order.
12. Verify that the employee is able to complete the order.

**Measure of Success:**

The test is successful if the employee is able to complete the order if the order contains at least one pizza or Slurm.

**Test Number:** MM-024

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.5.1

**Test Purpose:** This test is intended to test that the state tax is applied to the order in the receipt.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Add a medium pizza with no toppings to the order.
6. Complete the order.
7. Verify that the state tax has been added to the order in the receipt.

**Measure of Success:**

The test is successful if the state tax has been added to the receipt.

**Test Number:** MM-025

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.5.2

**Test Purpose:** This test is intended to test that the on-screen receipt contains a unique order identifier.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Order a medium pizza with no toppings.
6. Complete the order.
7. Verify the receipt has an identification number.
8. Record the identification number.
9. Repeat steps 2 through 7.
10. Verify that the recorded order identification numbers are unique.

**Measure of Success:**

This test is successful if the order identification number in the on-screen receipt of two different orders are unique.

**Test Number:** MM-026

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.5.2

**Test Purpose:** This test is intended to test that the on-screen receipt contains the employee’s name.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Order a pizza.
6. Complete the order.
7. Verify the receipt contains the employee’s name.

**Measure of Success:**

This test is successful if the on-screen receipt contains the employee’s name.

**Test Number:** MM-027

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.5.2

**Test Purpose:** This test is intended to test that the on-screen contains a list of items that have been ordered and their prices.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Order a pizza.
6. Complete the order.
7. Verify the receipt contains the ordered pizza and the price of the pizza.

**Measure of Success:**

This test is successful if the on-screen receipt contains a list of all items that have been ordered as well as it’s prices.

**Test Number:** MM-028

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.5.2

**Test Purpose:** This test is intended to test that the on-screen receipt contains the subtotal of the ordered items.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Order a pizza.
6. Complete the order.
7. Verify the receipt contains a subtotal of the cost of all the ordered items.

**Measure of Success:**

This test is successful if the on-screen receipt contains a subtotal of the cost of all the ordered items.

**Test Number:** MM-029

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.5.2

**Test Purpose:** This test is intended to test that the on-screen receipt contains the state sales tax.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Order a pizza.
6. Complete the order.
7. Verify the receipt contains the state sales tax.

**Measure of Success:**

This test is successful if the on-screen receipt contains the state sales tax.

**Test Number:** MM-030

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.5.2

**Test Purpose:** This test is intended to test that the on-screen receipt contains the total cost of items and state sales tax.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click on the Pizza button.
5. Order a pizza.
6. Complete the order.
7. Verify the receipt contains the total cost of the order.

**Measure of Success:**

The test is successful if the receipt contains the total cost of items and the state sales tax.

**Test Number:** MM-031

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.1

**Test Purpose:** This test is intended to test that all configurable data persists during the execution of the application.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Change and record the prices in the page.
5. Click the Save Prices button.
6. Proceed to the Place Order page.
7. Click the Pizza button.
8. Add one small pizza with all the toppings to the order.
9. Verify that the receipt contains the new prices.
10. Click the Pizza button.
11. Add one medium pizza with no toppings to the order.
12. Verify that the receipt contains the new prices.
13. Click the Pizza button.
14. Add one large pizza with no toppings to the order.
15. Verify that the receipt contains the new prices.
16. Click the Specialty Pizza button.
17. Add one small Meat Lovers pizza to the order.
18. Verify that the receipt contains the new prices.
19. Click the Specialty Pizza button.
20. Add one medium Meat Lovers pizza to the order.
21. Verify that the receipt contains the new prices.
22. Click the Specialty Pizza button.
23. Add one large Meat Lovers pizza to the order.
24. Verify that the receipt contains the new prices.
25. Click the Slurm button.
26. Add one Slurm to the order.
27. Verify that the receipt contains the new prices.

**Measure of Success:**

This test is successful if after changing and saving all the prices in the Manage Prices page, the application uses those new prices.

**Test Number:** MM-032

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.2

**Test Purpose:** This test is intended to test that all configurable data persists between executions of the application.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Change and record the prices in the page.
5. Click the Save Prices button.
6. Terminate the application by clicking the X button in the far upper corner.
7. Restart the application by double clicking the .jar file.
8. Start application normally.
9. Login as a valid employee with the PIN "0000".
10. Proceed to the Manage Prices page.
11. Verify that the prices are the same as the recorded prices.

**Measure of Success:**

The test is successful if all the configurable prices stay the same between executions of the application.

**Test Number:** MM-033

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.3.1

**Test Purpose:** This test is intended to test that the price of one pizza for the small size is configurable between zero and one hundred dollars.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Enter a new price for the small pizza above one hundred dollars.
5. Click the Save button.
6. Verify that a warning box appears warning the employee cannot change the price of pizza above one hundred dollars.
7. Enter a new price for the small pizza below one hundred dollars.
8. Click the Save button.

**Measure of Success:**

The test is successful if the price of the small pizza is able to be changed between zero and one hundred dollars.

**Test Number:** MM-034

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.3.1

**Test Purpose:** This test is intended to test that the price of one pizza for the medium size is configurable between zero and one hundred dollars.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Enter a new price for the medium pizza above one hundred dollars.
5. Click the Save button.
6. Verify that a warning box appears warning the employee cannot change the price of pizza above one hundred dollars.
7. Enter a new price for the medium pizza below one hundred dollars.
8. Click the Save button.

**Measure of Success:**

The test is successful if the price of the medium pizza is able to be changed between zero and one hundred dollars.

**Test Number:** MM-035

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.3.1

**Test Purpose:** This test is intended to test that the price of one pizza for the large size is configurable between zero and one hundred dollars.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Enter a new price for the large pizza above one hundred dollars.
5. Click the Save button.
6. Verify that a warning box appears warning the employee cannot change the price of pizza above one hundred dollars.
7. Enter a new price for the large pizza below one hundred dollars.
8. Click the Save button.

**Measure of Success:**

The test is successful if the price of the large pizza is able to be changed between zero and one hundred dollars.

**Test Number:** MM-036

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.3.2

**Test Purpose:** This test is intended to test that the price of toppings is configurable between zero and one hundred dollars.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Enter a new price for toppings above one hundred dollars.
5. Click the Save button.
6. Verify that a warning box appears warning the employee cannot change the price of toppings above one hundred dollars.
7. Enter a new price for toppings below one hundred dollars.
8. Click the Save button.

**Measure of Success:**

The test is successful if the price of toppings is able to be changed between zero and one hundred dollars.

**Test Number:** MM-037

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.3.3

**Test Purpose:** This test is intended to test that the price of one small specialty pizza is configurable between zero and one hundred dollars.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Enter a new price for the small specialty pizza above one hundred dollars.
5. Click the Save button.
6. Verify that a warning box appears warning the employee cannot change the price of pizza above one hundred dollars.
7. Enter a new price for the small specialty pizza below one hundred dollars.
8. Click the Save button.

**Measure of Success:**

The test is successful if the price of the small specialty pizza is able to be changed between zero and one hundred dollars.

**Test Number:** MM-038

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.3.3

**Test Purpose:** This test is intended to test that the price of one medium specialty pizza is configurable between zero and one hundred dollars.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Enter a new price for the medium specialty pizza above one hundred dollars.
5. Click the Save button.
6. Verify that a warning box appears warning the employee cannot change the price of pizza above one hundred dollars.
7. Enter a new price for the medium specialty pizza below one hundred dollars.
8. Click the Save button.

**Measure of Success:**

The test is successful if the price of the medium specialty pizza is able to be changed between zero and one hundred dollars.

**Test Number:** MM-039

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.3.3

**Test Purpose:** This test is intended to test that the price of one large specialty pizza is configurable between zero and one hundred dollars.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Enter a new price for the large specialty pizza above one hundred dollars.
5. Click the Save button.
6. Verify that a warning box appears warning the employee cannot change the price of pizza above one hundred dollars.
7. Enter a new price for the large specialty pizza below one hundred dollars.
8. Click the Save button.

**Measure of Success:**

The test is successful if the price of the large specialty pizza is able to be changed between zero and one hundred dollars.

**Test Number:** MM-040

**Author:** Tonya Brenner

**Date:** 11/10/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.3.4

**Test Purpose:** This test is intended to test that the price of one Slurm is configurable between zero and one hundred dollars.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Enter a new price for the Slurm above one hundred dollars.
5. Click the Save button.
6. Verify that a warning box appears warning the employee cannot change the price of Slurm above one hundred dollars.
7. Enter a new price for the Slurm below one hundred dollars.
8. Click the Save button.

**Measure of Success:**

The test is successful if the price of the Slurm is able to be changed between zero and one hundred dollars.

**Test Number:** MM-041

**Author:** Tonya Brenner

**Date:** 11/11/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.1.4

**Test Purpose:** This test is intended to test that percentage of state sales tax is configurable between zero and thirty percent.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Manage Prices page.
4. Enter a new price for sales tax above thirty percent.
5. Click the Save button.
6. Verify that a warning box appears warning the employee cannot change the state sales tax above thirty percent.
7. Enter a new price for the sales tax below thirty percent.
8. Click the Save button.

**Measure of Success:**

The test is successful if the state sales tax is able to be changed between zero and thirty percent.

**Test Number:** MM-042

**Author:** Tonya Brenner

**Date:** 11/11/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.2.3.1

**Test Purpose:** This test is intended to test that there will be three pizza size options: small, medium, and large.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click the Pizza button.
5. Verify that there is a small pizza size option.
6. Verify that there is a medium pizza size option.
7. Verify that there is a large pizza size option.

**Measure of Success:**

The test is successful if there are three pizza options: small, medium, and large.

**Test Number:** MM-043

**Author:** Tonya Brenner

**Date:** 11/11/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.2.3.2

**Test Purpose:** This test is intended to test that there will be the following pizza topping options: pepperoni, sausage, ham, bacon, extra cheese, chicken, onions, green peppers, mushrooms, pineapple, and black olives.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click the Pizza button.
5. Verify that there is a pepperoni topping.
6. Verify that there is a sausage topping.
7. Verify that there is a ham topping.
8. Verify that there is a bacon topping.
9. Verify that there is an extra cheese topping.
10. Verify that there is chicken topping.
11. Verify that there is a onions topping.
12. Verify that there is a green peppers topping.
13. Verify that there is a mushrooms topping.
14. Verify that there is a pineapple topping.
15. Verify that there is a black olives topping.

**Measure of Success:**

This test is successful if there are all of the toppings listed above in the application.

**Test Number:** MM-044

**Author:** Tonya Brenner

**Date:** 11/11/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.2.3.3

**Test Purpose:** This test is intended to test that there will be two specialty pizza options: Meat Lovers and Veggie Lovers.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click the Specialty Pizza button.
5. Verify that there is a Meat Lovers specialty pizza option.
6. Verify that there is a Veggie Lovers specialty pizza option.

**Measure of Success:**

This test is successful if there are two specialty pizza options.

**Test Number:** MM-045

**Author:** Tonya Brenner

**Date:** 11/11/2014

**Revision:** 1.0

**SRS Requirement:** 2.6.2.3.4

**Test Purpose:** This test is intended to test that there will be one Slurm option.

**Test Procedures:**

1. Start application normally.
2. Login as a valid employee with the PIN "0000".
3. Proceed to the Place Order page.
4. Click the Slurm Button.
5. Verify that there is only one option for Slurm.

**Measure of Success:**

This test is successful if there is only one option for Slurm.

# 8. Miscellaneous

There are no miscellaneous items at this time.