

XAlts Assignment – Part 1

Test Cases

1. Sign-Up Process

Test Case 1.1: Successful Sign-Up

- **Description:** User successfully creates an account with a valid email and password.
- **Steps:**
 - Navigate to the sign-up page.
 - Enter a valid email ID and password.
 - Enter confirm password.
 - Click on "Sign Up" button.
- **Expected Result:**
 - User is redirected to the login page or the app home page.

Test Case 1.2: Invalid Email Format

- **Description:** User enters an invalid email format.
- **Steps:**
 - Navigate to the sign-up page.
 - Enter an invalid email format (e.g., missing "@" or ".com").
 - Click "Sign Up."
- **Expected Result:**
 - Email box will be in red color.

Test Case 1.3: Duplicate Email

- **Description:** User attempts to sign up with an already registered email.
- **Steps:**
 - Navigate to the sign-up page.
 - Enter an already registered email and a valid password.
 - Click "Sign Up."
- **Expected Result:**

- An alert appears indicating " Provided E-Mail is already in use".

2. Sign-In Process

Test Case 2.1: Successful Sign-In

- **Description:** User successfully logs into the application with a registered email and password.
- **Steps:**
 - Navigate to the sign-in page.
 - Enter valid credentials.
 - Click "Sign In."
- **Expected Result:**
 - User is successfully signed in and redirected to the Get Started page.

Test Case 2.2: Invalid Password

- **Description:** User enters an incorrect password.
- **Steps:**
 - Navigate to the sign-in page.
 - Enter a valid email but an incorrect password.
 - Click "Sign In."
- **Expected Result:**
 - An alert appears indicating "Incorrect E-Mail or Password".

Test Case 2.3: Unregistered Email

- **Description:** User enters an email that has not been registered.
- **Steps:**
 - Navigate to the sign-in page.
 - Enter an unregistered email and any password.
 - Click "Sign In."
- **Expected Result:**
 - An alert appears indicating "User not found".

3. Onboarding Nodes

Test Case 3.1: Add a Single Node

- **Description:** User successfully adds a node to the onboarding request.
- **Steps:**
 - Navigate to the onboarding page.
 - Enter a valid node ID ("NodeID-{number}") and public IP ("X.X.X.X" where 0 <= X <= 255) address.
 - Click "Add Node."
- **Expected Result:**
 - The node is added to the list of nodes.

Test Case 3.2: Add Multiple Nodes

- **Description:** User adds multiple nodes to the list.
- **Steps:**
 - Enter the details of multiple nodes.
 - Click "Add Node" for each node.
- **Expected Result:**
 - Each node is added to the list and displayed correctly.

Test Case 3.3: Node ID and Public IP Validation

- **Description:** User enters an invalid node ID or IP.
- **Steps:**
 - Enter an invalid node ID (e.g. alphanumeric characters).
 - Enter an invalid IP address (e.g. 999.999.999.999).
 - Click "Add Node."
- **Expected Result:**
 - Input Text Box border color will appear red.

4. Add Wallets

Test Case 4.1: Add a Single Wallet

- **Description:** User successfully adds a wallet with a specific permission type.
- **Steps:**
 - Enter a valid wallet address (Wallet Address Format: "0x{checksum valid hexadecimal}" - (ex. 0x88fa61d2faA13aad8Fbd5B030372B4A159BbbDFb)).
 - Select a permission type (e.g., " Transaction Submission " or " Contract Deployment ").
 - Click "Add Wallet."
- **Expected Result:**
 - The wallet is added to the list of wallets.

Test Case 4.2: Add Multiple Wallets

- **Description:** User adds multiple wallets.
- **Steps:**
 - Enter wallet addresses and select permission types for multiple wallets.
 - Click "Add Wallet" for each wallet.
- **Expected Result:**
 - All wallets are added to the list and displayed correctly.

Test Case 4.3: Invalid Wallet Address

- **Description:** User enters an invalid wallet address.
- **Steps:**
 - Enter an invalid wallet address (e.g., incorrect length or format).
 - Select a permission type and click "Add Wallet."
- **Expected Result:**
 - Wallet Address input text box border color will appear red.

6. Sign Out Process

Test Case 6.1: Successful Sign-Out

- **Description:** User successfully logs out from the application.
- **Steps:**
 - Click on the "Sign Out" button.
- **Expected Result:**
 - User is logged out and redirected to the GET STARTED page.