Raffle Application testing

1.Start of the Application

A computer screen with white text

Description automatically generated

2.Buy before start a new draw

A screenshot of a computer screen

Description automatically generated

Display information to start New Draw before buy any tickets and show the main menu

3.Run before start a new drawA screenshot of a computer program

Description automatically generated

Display information to start New Draw before Run the draw and show the main menu

4.Start New drawA screenshot of a computer program

Description automatically generated

Shows New Raffle draw has been started and the initial pot size $100 and show the menu

5. choose option 2 to buy tickets

A screen shot of a computer

Description automatically generated

6. Enter valid name and no of tickets

.A screenshot of a computer program

Description automatically generated

Generate 3 tickets and show the tickets

7.User enter more than 5 tickets

A screen shot of a black screen

Description automatically generated

A user can buy max of 5 tickets per draw. Here he already bought 3 tickets.

So he can buy max of 2 tickets only

8. Choose option 3 to run the draw

A screenshot of a computer program

Description automatically generated

Generate the winning ticket(Group 2 – 2 matches, Group 3 – 3 matches….)

List winners with number of winning user and tickets per group and prize per ticket and show menu again.

9. Start a New Draw again

A screen shot of a computer

Description automatically generated

The initial pot size = 100 + remaining Prize from previous draw.

10.Main Menu with invalid option

A screenshot of a computer screen

Description automatically generated

11.Option 2 with invalid data

A screen shot of a computer

Description automatically generated

Name is empty

10. Unit testing

A screenshot of a computer

Description automatically generated

Project Structure

A screenshot of a computer program

Description automatically generated