**Test Code**

The largest way that I tested my code was by playing my application. For instance, I created an account, completed tasks to gain points and then bought items from the store.

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| Method | Class | How I tested it |
| createGui() | All classes | I ran my program and made sure that the guis looked the way I wanted them to |
| Save() | RheanaFirstGui | I picked a username and password and inputted them into the program. I then ran the method and checked the file the method created to make sure that the username and password were saved to the file |
| VerifyLogin() | RheanaFirstGui | I inputted the username and password that I saved in the save() method and made sure that the method returned true.  I then inputted a username and password that I did not save in the save() method and made sure the method returned false |
| Actions() | All classes except RheanaFirstGui | This method dealt with the actions that occurred when buttons were pressed. I pressed all the buttons and made sure that they performed what I wanted them to perform. For example, when the *back* button was pressed in the RheanaTodo class, I made sure that it returned to the RheanaAccount gui like it was supposed to. |
| getCodeString() | RheanaStore | I gave myself enough points to buy the code and then bought the code. I made sure that the code was three numbers and three letters like I wanted/coded. I also tried this a few times to see if the method outputted the same code twice (it didn’t).  I also tried to buy a code with 0 points and made sure that it did not allow me to purchase it. |
| VerifyUsed | RheanaAccount | I tried putting a code that I purchased and didn’t use yet to make sure it accepted the code and gave me the correct number of points. (It worked)  I also tried putting a code I already used to make sure it didn’t accept it. (It did not accept it) |
| gainPoints() | RheanaAccount(used by RheanaToDo) | I made sure that the points updated when it was supposed to(e.g. updated by 5 points when a task is completed) |
| UpdatePoints() | RheanaAccount(used by RheanaStore and RheanaTodo) | I made sure that the jlabel that displayed the points updated correctly every time the points variable changed/updated  Bug: When I return to RheanaAccount gui after completing tasks, it does not display the points in the Points jlabel correctly. |
| Price() | RheanaStore | I made sure that the correct number of points are removed when a code is bought |
| Output() | RheanaToDo | I made sure that the gui properly displayed the task that was inputted. Therefore, I inputted tasks and made sure that they were displayed correctly  Thing I did not get to: not allowing the user to input tasks after the list is longer than the jframe |
| Remove() | RheanaToDo | I made sure that the gui properly deleted the tasks from the list when the user wanted to remove them |

If I had more time/if I could continue working on the project:

I would try to fix the bug I have with displaying the points. I would also add more things to buy from the store.

Note/bug: I was not able to remove the project from the “Rhea” folder because eclipse was downloaded in the Rhea folder. Therefore all the links/fileIO calls the “Rhea” folder