Self-assessment form and test plan

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Tutorial group (day, time, and tutor/s): Tuesday 11:00-13:00 Ester Bonmati Coll

Task	Self-assessment (select one)	Comments	
1	⊠Fully implemented		
	□Partially implemented		
	□Not attempted		
2	⊠Fully implemented		
	□Partially implemented		
	□Not attempted		
Welcome t	to the Plane Management	application	
*****	**************************************	*****	
* MENU OPTIONS *			
******	*************	*****	
1) E	Buy a seat		
2) (Cancel a seat		
3) F	ind first available sea	at	
	Show seating plan		
	Print tickets information	on and total sales	
	Search ticket	in and cocae saces	
	Quit		
	**************************************	**********	
Please se	elect an option:		
3	⊠Fully implemented		
	□Partially implemented		
	□Not attempted		
4	⊠Fully implemented		
	□Partially implemented		
	□Not attempted		

☑Fully implemented☑Partially implemented

□Partially implemented

□Not attempted☑Fully implemented

	□Not attempted					
Insert here a screenshot of the seating plan:						
V) Quit		tatalalalalalalalalalalalalalalala				
	******	*****				
Please select an option: 4						
Seating Plan:	Seating Plan:					
=========						
00000000000000						
000000000000						
000000000000						
00000000000000						
7	⊠ Eully implemented					
1	⊠Fully implemented □Partially implemented					
	□Not attempted					
8						
0	□Partially implemented					
	□Not attempted					
9	⊠Fully implemented					
	□Partially implemented					
	□Not attempted					
10	⊠Fully implemented					
	□Partially implemented					
	□Not attempted					
11						
	□Partially implemented					
	□Not attempted					
12	⊠Fully implemented					
	□Partially implemented					
	□Not attempted					

2) Test Plan

Complete the test plan describing which testing you have performed on your program.

Add as many rows as you need.

Testing

Test case / scenario	Input	Expected Output	Output	Pass/Fa il
Enter option in main menu	A or 7	Please enter a valid	Please enter a valid	⊠Pass
		option from the list.	option from the list.	□Fail
	0	Quit	Quit	⊠Pass
				□Fail
	1	Buy a seat	Buy a seat	⊠Pass
				□Fail
	2	Cancel a seat	Cancel a seat	⊠Pass
				□Fail

	3	Find first available seat	Find first available seat	⊠Pass
				□Fail
	4	Show seating plan	Show seating plan	⊠Pass
				□Fail
	5	Print Tickets	Print Tickets	⊠Pass
				□Fail
	6	Search Tickets	Search Tickets	⊠Pass
				□Fail
Ask_for_seat() Used in buy_seat, cancel seat and	Row	Row selected Continue to	Row selected Continue to	⊠Pass
	a,b,c,d,A,B,C,	input seat	input seat	□Fail
search_ticket	Other Row	Invalid Row	Invalid Row	⊠Pass
		Ask again	ask again	□Fail
	Seat	Seat selected	Seat selected	⊠Pass
	Row A,D – 1-	Print Selected Chair	Print Selected Chair	□Fail
	14	Return selection	Return selection	
	Row B,C – 1- 12			
	Other Seat	Invalid Seat	Invalid Seat	⊠Pass
		Ask Again	Ask Again	□Fail
Ask_for_ticket()	Ask for name,	Continue to Surname	Continue to Surname	⊠Pass
User in buy_seat,	any string			□Fail
Find_first_availabl	Ask for	Continue to eMail	Continue to eMail	⊠Pass
е	Surname, any			□Fail
	string Ask for eMail	Create person, ticket,	Create person, ticket,	⊠Pass
	ASK TOT CIVIAII	return	return	□Fail
Ask_y_n()	Get a	Return true or false	Return true or false	⊠Pass
User in find first	message and	Trotain and or laid	r totain trae or raise	□Fail
available to allow	ask for input			
auto-purchase of	y,Y,n,N			
that ticket	Other input	Invalid input Ask again	Invalid input Ask again	⊠Pass □Fail
Buy_seat()	Ask for seat(Set ticket as sold	Set ticket as sold	⊠Pass
)	Add ticket to sold list	Add ticket to sold list	□Fail
	Ask_for_ticke	Save ticket to file	Save ticket to file	
	t()	Print information	Print information	
	Available seat Ask for seat(Seat not available	Seat not available	⊠Pass
)	Seat not available	Seat not available	□Fail
	Ask for ticke			
	t()			
	Seat sold			
	Ask_for_seat(Invalid seat	Invalid seat	⊠Pass
	Ask for ticke			□Fail
	t()			
	Seat not			
	exists			
Cancel_seat()	Ask_for_seat(Set ticket as available	Set ticket as available	⊠Pass
) Available seat	Remove ticket from sold list	Remove ticket from sold list	□Fail
	, wanabic scat	Print information	Print information	
	I			1

	Ask_for_seat(Seat is available	Seat is available	⊠Pass
) Seat not sold			□Fail
	Ask_for_seat(Invalid seat	Invalid seat	⊠Pass
) Seat not			□Fail
	exists			
Show_seating_pla n()	None	Seating Plan:	Seating Plan:	⊠Pass □Fail
		000000000000000000	0000000000000000000	
		00000000000	00000000000	
		00000000000	00000000000	
		00000000000000	00000000000000	
Find_first_availabl	None	Find first available seat	Find first available seat	⊠Pass
e()		Print seat Ask if want to purchase	Print seat Ask if want to purchase	□Fail
		the seat	the seat	
	All seats are	This plane is fully	This plane is fully	⊠Pass
	sold	sold out	sold out	□Fail
Print_ticket_info()	None	Tickets:	Tickets:	⊠Pass
		Ticket seat: 4, row: A, price: 200, person: Person name: a, surname: b, email: c	Ticket seat: 4, row: A, price: 200, person: Person name: a, surname: b, email: c	□Fail
		Ticket seat: 7, row: D, price: 180, person:	Ticket seat: 7, row: D, price: 180, person:	
		Person name: a,	Person name: a,	
		surname: w, email: e Total amount:380	surname: w, email: e Total amount:380	
	No seats sold	No tickets	No tickets	⊠Pass
Search_ticket()	Ask for seat(Seat is available	Seat is available	□Fail
Search_ticket()) – – .	Seat is available	Seat is available	⊠Pass □Fail
	Seat is available			
	Seat is sold	Ticket seat: 4, row: A,	Ticket seat: 4, row: A,	⊠Pass
		price: 200, person:	price: 200, person:	□Fail
		Person name: a, surname: b, email: c	Person name: a, surname: b, email: c	
				□Pass
				□Fail
				□Pass
				□Fail

Are there any specific parts of the coursework which you would like to get feedback?

The method names are combination of buy_ticket() and showMenu() writing style I would use ShowMenu() as it is done in C#
Or showMenu() as it is done in Java
But the Coursework description ask for buy_ticket()
So there is a mix with the writing style which is not good

You will need to demonstrate your understanding of the submitted code. Your tutor will arrange a coursework demonstration, that will take place during weeks 10 and 11. During the coursework demonstration, your tutor will ask you to execute your program and questions on your code.

Failure to attend the demonstration will result in the assessment of Part A <u>only</u>, with a <u>maximum mark</u> <u>capped at 30 marks</u> for the coursework.