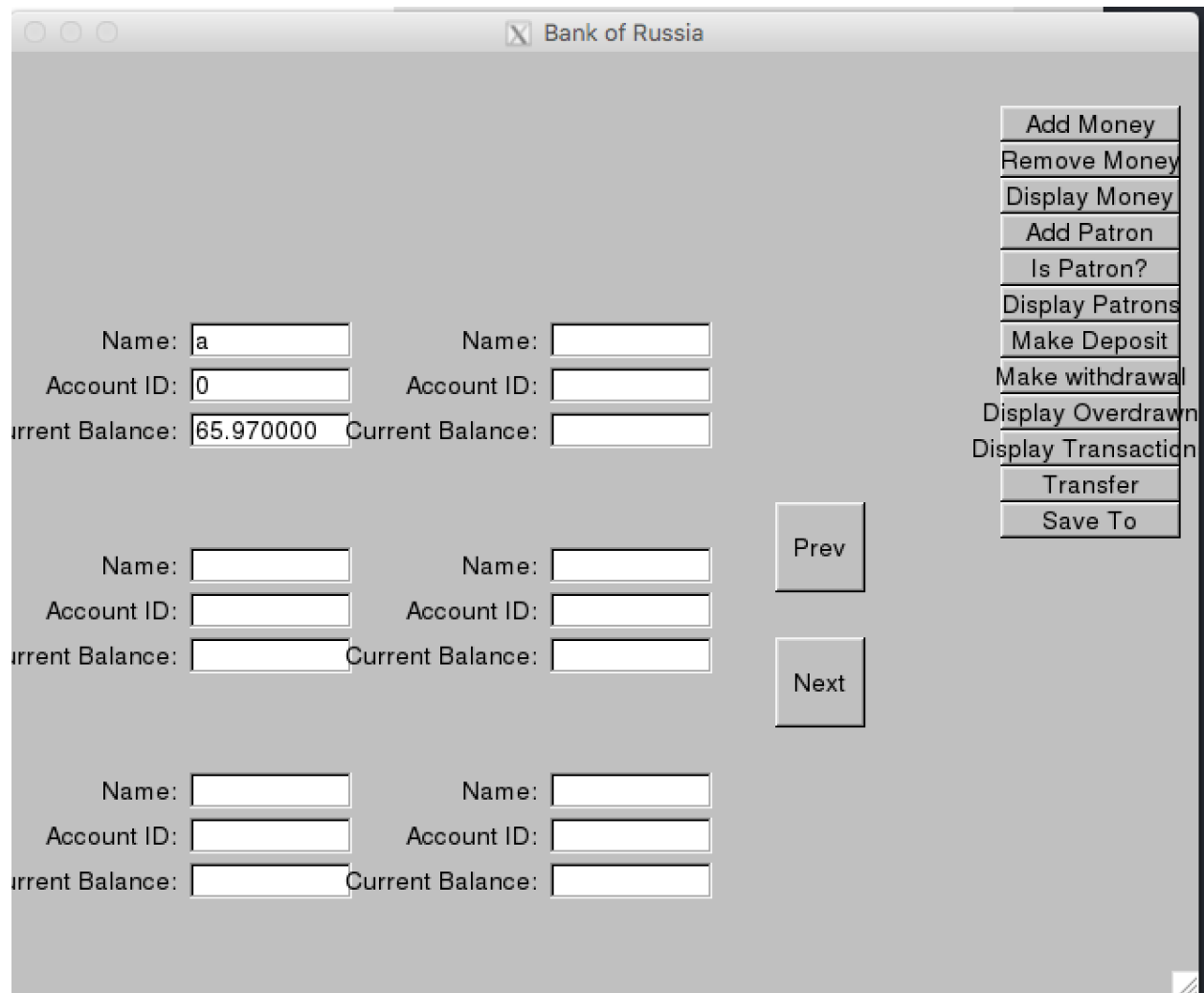


Project 2 Phase 2 - Testing Document

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The image shows a screenshot of a graphical user interface for a program titled "Bank of Russia". The window has a standard macOS-style title bar with three window control buttons (red, yellow, green) on the left. The main area of the window is divided into three sections for account management. Each section contains three input fields: "Name:", "Account ID:", and "Current Balance:". The first section has the "Name" field filled with "a" and the "Current Balance" field filled with "65.970000". The second and third sections have empty input fields. To the right of the input fields, there are two buttons labeled "Prev" and "Next". On the far right, there is a vertical menu with ten buttons: "Add Money", "Remove Money", "Display Money", "Add Patron", "Is Patron?", "Display Patrons", "Make Deposit", "Make withdrawal", "Display Overdrawn", and "Display Transaction". The "Display Transaction" button is currently selected, indicated by a dark background.

Name:	Account ID:	Current Balance:
a	0	65.970000

Prev

Next

- Add Money
- Remove Money
- Display Money
- Add Patron
- Is Patron?
- Display Patrons
- Make Deposit
- Make withdrawal
- Display Overdrawn
- Display Transaction

Compilation Command

```
g++ *.cpp -lfltk -lfltk_images
```

Instructions

first state whether you are loading banks from files.

Then, use the menu on the right to select an operation.

Operations requiring inputs, will have a submission button after all inputs

For inputs requiring currencies, valid options include:

USD
GBP
EUR
JPY
RUB

(these should be in caps)

To save banks to text files, select save in the menu on the right.

For transfers, the name of the bank should be the name of the currency it uses (example, JPY for the bank of japan)

Testing

To test my program, I created three patrons a, b, and c in the Russian bank. I deposited and withdrew various currencies to each, and then checked their values by selecting display patrons. I also added and removed money from the bank, and then checked the banks money.

I then tested, "is patron?" by trying names "a", "b", and "h". It showed a, and b as existent, and h as not.

I then removed a lot of money from b, and it showed up in overdrawn.

I created a patron a in the japaneese bank, and then processes a transfer from a in russia, to a in japan. I saved bank of russia to a file called "test.txt", and restarted the program, ran it again, and found loaded the file into russia, and checked that the bank reloaded as I had it

results

Everything worked properly