



Testing Plan

<u>Command being tested</u>	<u>How it will be tested</u>	<u>Expected outcome/output</u>
New	Command will be read in by Scanner and if the program determines it is a New command it will call the default Document Constructor. Then the updateHomeScreen function will be called to update the home screen.	creates a new document object with the name "Untitled#" and updates the homescreen accordingly
Open	Command will be read in by Scanner and if the program determines it is an Open command it will call the default Document Constructor and then the open function to write all the data into the 2D char array. Then the updateHomeScreen function will be called to update the home screen.	creates a new document object with the name of the file specified and contains all the contents in the file specified and updates the homescreen accordingly
Close	Command will be read in by Scanner and if the program determines it is an Close command with no additional context the program will remove the most recent alert object in the windows ArrayList and If it has a name the program will search the windows ArrayList for an item with a matching name and remove it. Then the updateHomeScreen function will be called to update the home screen.	Removes the most recent alert from the windows arraylist and updates the homescreen accordingly
Quit	Command will be read in by Scanner and if the program determines it is a quit command the program will call the quit method ending the entire program	Calls the quit method and ends the program
Resize	Command will be read in by Scanner and if the program determines it is a resize command the program will take the next 2 digits as integers and pass them into the resize method. Then the updateHomeScreen function will be called to update the home screen.	Resizes the documents length and width and updates the homescreen accordingly
Move	Command will be read in by Scanner and if the program determines it is a resize command the program will take the next 2 digits as integers and pass them into the move method. Then the updateHomeScreen function will be called to update the home screen.	Moves the document to the desired row and column and updates the homescreen accordingly
Select	Command will be read in by Scanner and if the program determines it is a select command the program will call the select command using the provided name given which will move the matchingly named window object in the window ArrayList to the ending making it the active window. Then the updateHomeScreen function will be called to update the home screen.	Selects the desired document object to be the active window and updates the homescreen accordingly.
Write	Command will be read in by Scanner and if the program determines it is an Write command it will find the active window in the window ArrayList and then the call the write function on that window object to write all the data provided into the 2D char array. Then the updateHomeScreen function will be called to update the home screen.	Writes the desired test into the current active window object and updates the homescreen accordingly.