

Nr	Action	Description	Expected result	Outcome
Asset				
1	Create asset	create Asset object	new Asset object with name, description and filepath fields populated	SUCCESS
2	update known assets	adds a new asset and tests how it's cached	set of known assets == to set of prev assets + new asset	SUCCESS
3	fetch known assets	checks reading and parsing of assets from cache file	asset cache file content == given content	SUCCESS
4	fetch known assets exception	creates empty assets cache file and tries fetching assets from it	ModellingException is thrown and caught	SUCCESS
Config				
5	Create config file	generates a default config file	config file is generated and exists	SUCCESS
6	config file create fail	tries creating config file there old file exists	reports of creation failure	SUCCESS
7	parse config file	parse config file and read it's data	config file parsing status and information matching with given	SUCCESS
8	parse config file default	create new default config file and check it's values	config file created and values matching	SUCCESS
EntryPoint				
9	Create entry point	create EntryPoint object	new EntryPoint object with name, description, asset and filepath	SUCCESS
10	update known entry points	adds a new EntryPoint and tests how it's cached	set of known entry points == to set of prev entry points + new EntryPoint	SUCCESS
11	fetch known entry points	checks reading and parsing of entry points from cache file	Entry points cache file content == given content	SUCCESS
12	fetch known entry points exception	creates empty entry points cache file and tries fetching assets from it	ModellingException is thrown and caught	SUCCESS
Interface				
13	create flag	create Flag objects	create new Flag object with iden, flag, has_value, description and appropriate number of flag_flags	SUCCESS
14	create flag label	create FlagLabel object	create new FlagLabel object and test it's label	SUCCESS
15	add flag	add new flag to interface	add new flag to existing interface and check if it's properly added	SUCCESS
16	add value	add new value to interface	add new value to existing interface and check if it's properly added	SUCCESS
17	generate gui	load and interface and try generating it's gui	proper gui controller and gui view generated	SUCCESS
18	build command	try building an tool command from interface checked elements	provide a list of checked interface flags and values, then generate the tool command, then check the command with expected result	SUCCESS
InterfaceLoader				
19	init interface loader	interface loader parses directory content and finds appropriate list of interface files ignoring the rest	expected number of interface files found	SUCCESS
20	find interface files	interface loader finds exact set of interface files in the folder	expected set of interface files	SUCCESS
21	read interface file	reads interface file content	parsed interface file content same as expected content	SUCCESS
22	create interface	create new Interface file object and check values	new Interface object values are the same as expected	SUCCESS
ModeleGui				
23	init interface gui	interface gui is generated and has appropriate high level objects	interface gui controller object exists, interface gui widget exists, widget name, flags, values, general fields exist	SUCCESS
24	create label	interface gui generates qwidget label object	QWidget label object is generate, named as expected and has proper values	SUCCESS
25	create flag	interface gui generates qwidget flag object with possible nesting and labels if required	Appropriate qwidget object is generated either for Flag or FlagLabel object, has all expected fields and values	SUCCESS
26	create value	interface gui generates qwidget value object	QWidget object representing Value object is generated, has all required fields and values	SUCCESS
27	create general	generate interface gui general tool information section	generated qwidget has all expected general tool description sections	SUCCESS