

Unit Tests Document

Product Name:

Twitch Giveaway Tracker

Team:

Brendan Reilly-Langer

Wei-Chieh Hung

Scott Liu

Coby Forrester

Kelin Erickson

Kelin Erickson:

MessageProcessor.py:

- Giveaway win/loss notification
 - Tested using a user's chat
 - If the user types "won", then a popup will appear
 - If the user types "loss", then a popup will appear

Wei-Chieh Hung:

- Unit tests:
 - Testing/MessageProcessor_Test.py
 - Details/specifications/equivalence classes listed in this file
 - Testing/NotificationDialog_Test.py
 - Testing/NotificationManager_Test.py
 - Testing/SettingManager_Test.py
 - Testing/User_Test.py

Coby:

AnalyzeChatForKeyword.py:

- Track if a giveaway has occurred.
 - Wrote a function to test what happens when either 5 keywords are entered, or when 50 instances of any words are entered. Verified that a pop-up notification happened in both instances, and verified the information was correct.

Scott Liu:

GiveawayType.py:

- Checks for bot messages to determine giveaway types
 - Fed a string into the function that contained a URL
 - Fed a string into the function containing a word between " "
 - Tested by using print statements.