

Test Cases

Black-Box Test Cases

These test cases are defined based on the available documentation and execution of the program. The code was not inspected.

#	Category	Test case (very brief description)	Preconditions (any required setup)	Test steps (steps executed during testing)	Expectation	Observation ("pass" or failure description)
1	Opening and closing	Check if the app compiles and the window opens (using gradle build)	None	Execute gradlew run task in the app's root directory	The window opens and there are no compilation errors displayed in the shell	pass
2		Close the app	None	Press the windows "X" button	The window closes	pass
3		All changes are saved after closing	Some changes have been made (ex.: new recipe book has been imported)	The app is closed and opened again to see if changes are still there	Changes are there as before closure of app	Fail: the changes disappear
4	Recipe book	Open the recipe book	The app should be running	Press the "Rezeptbuch öffnen" button in GUI	The app should open a recipe book	MacOS: pass Windows: fail After pressing the button nothing changes.
5		Import of recipes	A file with recipes has to be available	Press the "Rezeptbuch öffnen" button in GUI, press "Importieren" and select a file	Recipes can be viewed in the GUI	pass

6		Export of recipes	A recipe must be available in the recipe book.	Open the recipe book, press export and select destination	A file with the recipe appears in the selected location	Pass
7	Recipe	Recipe categories can be created	A recipe must be available in the recipe book.	A recipe is opened, a new category is added to its categories. The recipe is searched for using the new category.	Create a new category using a button was expected.	Pass
8		Recipe categories are saved				
9		Possibility to input ingredient name and quantity	A recipe must be available in the recipe book.	A recipe is opened, a new ingredient is added using editing mode. The recipe is closed, then opened again to check whether the ingredient was saved.	The newly input ingredient is saved and can be viewed later.	Fail: The ingredient disappears when the recipe is re-opened
10		Input duration of recipe	A recipe must be available in the recipe book.	A recipe is opened, its duration is changed using editing mode. The recipe is closed, then opened again to check whether the ingredient was saved.	The new duration is saved to the recipe.	Pass
11		Recipes can be searched	There must be recipes with categories in the recipe book.	The recipe book is opened, the search button is clicked, and a valid category name is input.	The list of recipes should be updated to show only the recipes that fit the category.	Pass
12		Recipes can be created	None	The recipe book is opened, visual search for a button that allows to create a new recipe.	This button exists.	Fail
13		Recipes can be saved	There must be recipes in the book.	A recipe is opened, the editing mode is activated, changes are made, the editing mode is deactivated.	Changes to the recipe should persist after closing.	Fail: Certain changes are

				The save button is pressed. The recipe is opened again to see if the changes persist.		
14		Recipes can be rated	There must be recipes in the book.	The recipe is opened, "Bewerten" button is pressed, and a rating is given.	The rating is displayed with the recipe	pass
15		Recipe can be viewed correctly	There must be recipes in the book.	"Rezeptbuch" is opened, a recipe is selected.	The recipe is displayed correctly	Fail: the ingredients are displayed incorrectly (amounts make no sense)
16		Recipe can be edited (portions)	There must be recipes in the book.	"Rezeptbuch" is opened, a recipe is selected. The button "Portionen anpassen" is pressed and option selected.	The amounts of the ingredients are updated	Fail: the amounts stay the same
17	Shopping list	Open the shopping list in CLI	The app should be running	Press the "Einkaufsliste öffnen" button	The shopping list window is opened	pass
18		Open the shopping list in GUI	The app should be running	Press the "Einkaufsliste anzeigen" button	The shopping list appears in the command line	pass
19		Create a new shopping list item in CLI	The app should be running	Press the "Artikel hinzufügen" button, type item name and the amount of it	The item is added correctly to the shopping list and should be saved	Fail The item is saved as "Amount Name", not "Name Amount"
20		Delete a new shopping list item in CLI	The app should be running	Press the "Artikel entfernen" button, type item name	The item is deleted from the shopping list	Fail The item added in the previous test can not be deleted

21		Edit shopping list items in GUI	The app should be running, the shopping list should be opened	Delete or add items and the amount of them, press "Speichern" button	All changes are saved and can be viewed later	pass
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White-Box Test Cases

These additional test cases were defined during inspection of the code.

#	Test case (very brief description)	Preconditions (any required setup)	Test steps (steps executed during testing)	Expectation	Observation ("pass" or failure description)
1	ingredientString method without ingredients	A recipe is available	The ingredientString method is called on a recipe that has no ingredients	The method returns an empty string	Pass
2	ingredientString method with ingredients	A recipe is available	The ingredientString method is called on a recipe that has an ingredient with amount 0	The method doesn't return an empty string	Fail, the method returns something else
3	Rezept class constructor	none	A recipe is instantiated with some parameters	The values of the attributes of the created object are equal to the values of the parameters	Pass
4	Ingredient class constructor	none	An ingredient is instantiated with some parameters	The values of the attributes of the created object are equal to the values of the parameters	Pass
5	adjustAmount method of Ingredient with positive integer	An ingredient is available	Call the method with desired servings = 2	The attributes of the object should be updated accordingly	Pass
6	adjustAmount method with 0	An ingredient is available	Call the method with desired servings = 0	The attributes of the object should be updated accordingly	Fail, the amount is not correct

7	AdjustAmount method with large integer	An ingredient is available	Call the method with desired servings = 300	The attributes of the object should be updated accordingly	Fail, the amount is not correct
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