

1. USER

1.0 Shall acknowledge consent and click button.

1.0.1 Shall click login button.

- 1.1. Shall create user or enter a Username.
- 1.2. Shall create login if not in the system
- 1.3. Shall click login button.
- 1.4. Shall be able to change password
- 1.5. Shall be able to add, delete supplier
- 1.6. Shall be able to create, add and delete products
- 1.7. Shall be able to other from suppliers
- 1.8. Shall be able to update Inventory status
- 1.9. Shall be able to generate and View reports.

2. SYSTEM

2.0 Authenticate User

2.1 Verify input username

2.2 Verify match with username

2.3 Generate reports

3. SOFTWARE

3.0

3.1 List of software that will be used are the following:

3.1.1 C#

3.1.2 Microsoft SQL Server

3.1.3 CSS

TESTING

1.0 Unit Testing

1.1 The testing is done on individual unit of the modules by using either

- a) Whitebox testing - Testing of the logic of individual modules.
- b) Black box testing - Testing all the requirements of the application to find errors in performance, interface, missing and termination errors

2.0 Integration Testing – testing to ensure that the application and other interfaces interact without any problem

- a) System Integration testing
- b) Component Integration testing

3.0 System Testing – Verifying if the specified requirements are met

4.0 Acceptance Testing – testing by the User to determine if the requirements set forth is met to determine the acceptance or rejection of the system .

TEST	Unit Testing	Integration Testing	System Testing	Acceptance Testing
1.1 Create User and Username	X			X
1.2 Login	X	X	X	
1.3 Change password	X	X	X	
1.4 Create , add and Delete Products	X	X	X	
1.5 Delete and add Supplier	X	X	X	
1.6 Order from supplier	X	X		
1.7 Generate Reports	X	X		

TEST	Unit Testing	Integration Testing	System Testing	Acceptance Testing
1.8 View Reports	x			
2.0 Authenticate User	x		x	
2.1 Verify input username	x		x	
2.2 Verify match with username	x		x	
2.3 Generate reports			x	x