**Lesson 2**

1. **Accordion:**

* is content expand/collapse when we click headers or on mouseover;
* is one content collapse when we open another one;
* is current open section collapse when we click on it;
* is content visible when the outer container is resized;
* is it possible to re-order panels by draging the header.

1. **Dialog:**

* check whether the dialog display information;
* ensure that the dialog window is an overlay positioned whithin the viewport and is protected from page content shining through with a frame
* I must check whether users can closed the basic dialog;
* I must check is it possible to move or resize the dialog;
* if a modal dialog require that the user enter data, to check is it possible to enter data there;
* if the dialog require to confirm an action I must check is it works or not.

1. **Selectmeniu:**

* ensure that users can select an element from a list;
* check is the list in select menu expanded;
* check is it possible to select an element with mouse or on keyboard;
* if there are more than one select menu to ensure if we select one element that another one wouldn‘t be changed by itself.

1. **Spinner:**

* check whether I can enter manually numeric value in the field;
* check is it possible to choose value with up and down buttoms and arrow key handling as well;
* check what will happen if I write the letter in the field not the number;
* if value has an interval (max and min values) I must check what will happen if I write smaller or larger value than required.

1. **Tooltips:**

* check if tooltips is attached to element in text is this element differs from others (different color, size, i.e.);
* ensure when I hover the element with my mouse tooltips is displayed;
* check if hover my mouse from an element is tooltips disappeared.