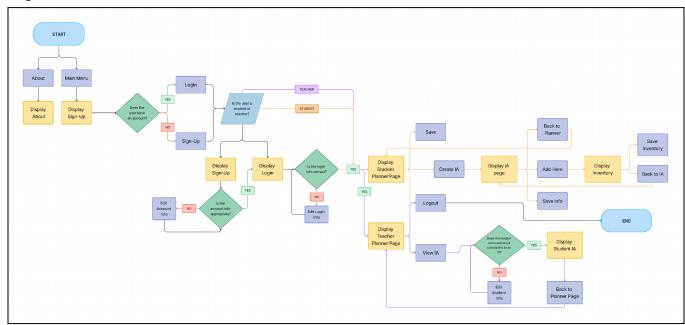
Criterion B: Design

Test Plan

Test Type	Nature of Test	Evamplo
Test Type	nature of fest	Example
When program is entered, user should be able to click on the about or main menu page	Check that both buttons lead to the appropriate frames of the application	User clicks on "about", info about the app appearsUser clicks "main menu", enters application menu
Check that user can sign-up and login as a student or teacher	User enters a username and password for either profile	If user is a student, directed to a planning pageIf user is a teacher, directed to the teacher profile for viewing student work
Check that sign-up and login validate user's account info and saves it appropriately	User can enter any username or password and the application verifies the account	User enters password < 8 characters,password error messageUser enters wrong name, accounterror message
If the user is logged in as a student, they should be able to enter their personal and IA information (saves to a personal text file	Check if the user fills the fields and then write the correct information into the text file	- If user enters "The effects of HCL on a potato", text file should return: Topic: The effects of HCL on a potato
Check if the student user can save the items they choose from the materials list	Test the addition of the materials list by clicking the save inventory button	 If user clicks save inventory, the text file should return: Materials: Hydrochloric acid Beakers
If the user is logged in as a teacher, they can access the student's IA plan by entering the student's username and student number	Check if both fields are filled correctly, and if true, return the appropriate IA info of the particular student	- If user enters "Alex" & 3472019234, frame should display IA info of Alex
If the user clicks the logout button on their respective frames, they should be logged out of the application	Check the display of the logout button on click	- If user clicks "logout", frame displays "you've successfully logged out. see you later!"

Program Flowchart



Graphical Visualization

```
Welcome Page - DON'T BOMB IT

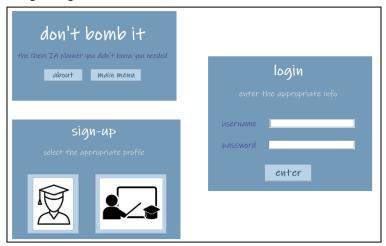
-> Click About
-> Learn more about the application
-> BACK
-> Click Main Menu
-> Sign-Up
-> Is the User a STUDENT OR TEACHER?
-> Enter Account Info (username & password w/ min 8 characters)
-> Validate and confirm sign-up -> Head to Login
-> Validate and confirm login info
-> Already have an account? -> Login
-> Validate and confirm login info
```

```
AFTER LOGIN IS CONFIRMED
        -> If user is a STUDENT:
                 -> Hello, user's name
                         -> header: your planner
                                 -> STUDENT NUMBER:
                                 -> STUDENT EMAIL:
                                 -> STUDENT LEVEL:
                         -> CREATE IA
                                 -> header: the IA
                                         -> TOPIC:
                                         -> RESEARCH QUESTION:
                                         -> HYPOTHESIS:
                                         -> MATERIALS: ADD HERE
                                                 -> open new panel (select materials)
                                                 -> click SAVE INVENTORY
                                         -> VARIABLES:
                                 -> SAVE INFO
                        -> SAVE
                -> LOGOUT
```

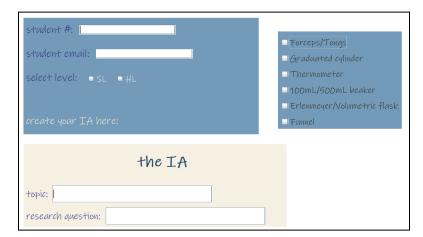
```
AFTER IS LOGIN IS CONFIRMED

-> If user is a TEACHER:
-> Hello, user's name
-> header: your planner
-> Enter the student's username and email to view their IA
-> STUDENT NAME:
-> STUDENT EMAIL:
-> VIEW IA - leads to selected student's IA
-> BACK TO PLANNER (heads back to teacher planner)
-> LOGOUT
```

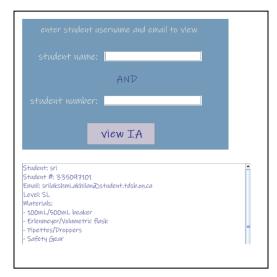
Design Progress



Initial design for welcome, sign-up, & login panels



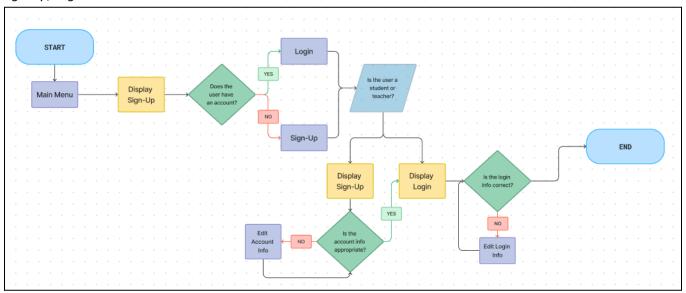
Initial panel design ideas for student planner, IA panel, & materials list



Initial designs for teacher planner & IA review panel

Algorithm Explanations

Sign-Up/Login

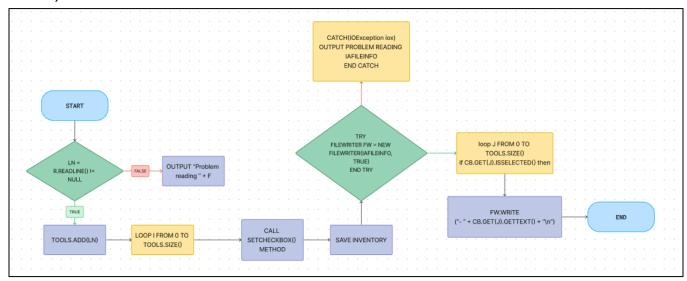


Sign-Up

```
// Login Constructor
try
        BufferedReader READ = new BufferedReader(new FileReader(ACCNTFILE))
        loop while READLINE = READ.READLINE() != NULL
                ACCOUNTINFO = READLINE.SPLIT("") // string methods doesn't exist in pseudocode
                USERNAME = ACCOUNTINFO[0]
                PASSWORD = ACCOUNTINFO[1]
                USERTYPE = ACCOUNTINFO[2]
        if USERTYPE.equals("student") && INFO.GET(USERNAME) == NULL then // string methods doesn't exist in pseudocode
                INFO.PUT(USERNAME, NEW STUDENTUSER(USERNAME, PASSWORD))
        else if INFO.GET(USERNAME) == NULL then
                INFO.PUT(USERNAME, NEW TEACHERUSER(USERNAME, PASSWORD))
        end if
        end loop
        READ.CLOSE()
end try
catch(IOException IOX)
        OUTPUT "Problem reading " + ACCNTFILE
end catch
```

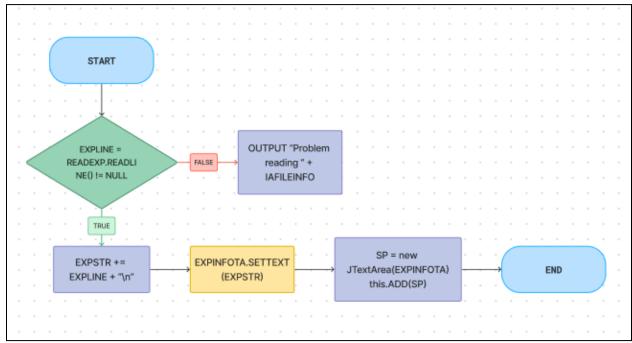
Login

Inventory List



```
// Material List Panel
Variables: JCheckBox - MATERIALS, String - F, LINE, ArrayList<String> - TOOLS, ArrayList<JCheckBox> - CB, JPanel - JP
try
        BufferedReader R = new BufferedReader(new FileReader(F))
        loop while LINE = R.READLINE() != NULL
                TOOLS.ADD(LINE)
        end loop
        R.CLOSE()
end try
catch(IOException IOX)
        OUTPUT "Problem reading " + F
end catch
loop I from 0 to TOOLS.SIZE()
       MATERIALS = NEW JCHECKBOX()
       {\tt MATERIALS = GUICOMP.SETCHECKBOX(MATERIALS, TOOLS.GET(I), 0, 0, 0, 0)}
        JP.ADD(MATERIALS)
        CB.ADD(MATERIALS)
end loop
```

Review IA Panel



```
// Review IA Panel
Variables: BufferedReader - READEXP, String - IAFILEINFO, EXPLINE, EXPSTR, JTextArea - EXPINFOTA, JScrollPane - SP
EXPINFOTA = NEW JTextArea(EXPSTR)
SP = NEW JScrollPane(EXPINFOTA, JScrollPane.VERTICAL_SCROLLBAR_AS_NEEDED, JScrollPane.HORIZONTAL_SCROLLBAR_AS_NEEDED)
try
        BufferedReader READEXP = new BufferedReader(new FileReader(IAFILEINFO))
        loop while EXPLINE = READEXP.READLINE() != NULL
                EXPSTR += EXPLINE + "\n"
        end loop
        READEXP.CLOSE()
end try
catch(IOException IOX)
        OUTPUT "Problem reading " + IAFILEINFO
end catch
EXPINFOTA.SETTEXT(EXPSTR)
this.ADD(SP)
```