Requirement:🡪

* User login into account by entering valid username and valid password
* Password entry allowed after validation of username
* User click next button to validate email and Login button to validate password

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| --- | --- | --- | --- | --- |
| **Conditions** | Rule1 | Rule2 | Rule3 | Rule4 |
| Valid Username | F | T | T | T |
| Valid Password | - | F | T | - |
| **Actions** |  |  |  |  |
| Login Successful | - | F | T | F |

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| --- | --- |
| Test Steps | System Response |
| User enter Invalid username and click on next button | Should not allow to reach password and display error message |
| User enter valid username and click on next button | Should allow user to enter password |
| User enter valid username and invalid password | Should not allow and display error message for password entry |
| User enter valid username and leave password as blank and try to login into account | Should not allow and system ask user to enter password |
| User enter valid username and valid password click on Login in button | Login successful and display account page |

Requirement:🡪

* User login into account by entering valid username and valid password
* Email and password validate both same time

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Conditions** | Rule1 | Rule2 | Rule3 | Rule4 | Rule5 | Rule6 | Rule7 |
| Valid Username | T | T | F | F | T | - | - |
| Valid Password | T | F | T | F | - | T | - |
| **Actions** |  |  |  |  |  |  |  |
| Login Successful | T | F | F | F | F | F | F |

Requirement:🡪

* User login into account by entering valid username or Mobile number and valid password
* Email or mobile name and password validate both same time

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| **Conditions** | Rule1 | Rule2 | Rule3 | Rule4 | Rule5 | Rule6 | Rule7 | Rule8 | R9 | R10 | R11 | R12 |
| Valid Username | T | T | F | F | T | - | - | - | - | - | - | - |
| Valid Mobile | - | - | - | - | - | - | - | T | T | F | T | F |
| Valid Password | T | F | T | F | - | T | - | T | F | T | - | F |
| **Actions** |  |  |  |  |  |  |  |  |  |  |  |  |
| Login Successful | T | F | F | F | F | F | F | T | F | F | F | F |

Requirement:🡪

* User login in to account by entering valid Customer id and password
* Password entry possible after Customer id validation
* User can transfer money when account have sufficient balance

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| --- | --- | --- | --- | --- |
| Conditions | R1 | R2 | R3 | R4 |
| Valid Customer ID | F | T | T | T |
| Valid password | - | F | T | T |
| Sufficient balance | - | - | F | T |
| Actions |  |  |  |  |
| Login Successful | F | F | T | T |
| Transfer Money | F | F | F | T |

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| Test Steps | System Response |
| User enter invalid Customer ID and try to get access of password | Should not allow user to reach password field |
| User enter valid Customer id and Invalid password | Should display error for password field |
| User enter valid Customer and valid password | Should accept and login is successful |
| Verify money transfer with insufficient balance | Should not allow and display message your account have insufficient funds |
| Verify money transfer with Sufficient funds | Should allow user to transfer money |

Test Scenarios:

Verify user can transfer with insufficient funds

Verify user can transfer with sufficient funds

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| --- | --- | --- |
| Test name | Test Steps | Expected Result |
| Tc001 | 1. User navigate to Login Page 2. Enter valid Customer Id and Password 3. Select money transfer 4. Then attempt money transfer with insufficient funds | Login will be successful Should not allow to transfer money and show error message |
| Tc002 | 1. User navigate to login page 2. Enter valid Customer id and password 3. Select money transfer 4. Then attempt money transfer with sufficient funds | Login Success and should allow user to transfer money |

Client Requirement:🡪

A supermarket has a loyalty scheme that is offered to all customers. Loyalty card holders enjoy the benefits of either additional discounts on all purchases or the acquisition of loyalty points, which can be converted into vouchers for the supermarket or to equivalent points in schemes run by partners. Customer without a loyalty card receive an additional discount only if they spend more than $100 on any one visit to the store, otherwise only the special offers offered to all customers apply

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| --- | --- | --- | --- | --- |
| CONDITIONS | Rule1 | Rule2 | Rule3 | Rule4 |
| Customer Without Loyalty card holder | T | T | F | F |
| Customer with loyalty card holder | F | F | T | T |
| Special discount | T | T | T | T |
| Spend > 100$ | F | T | F | F |
| Actions |  |  |  |  |
| No discount | T | F | F | F |
| Loyalty points | F | F | T | F |
| Extra discount | F | T | F | T |

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| --- | --- | --- |
| Test name | User Actions | System Response |
| Tc001 | Customer without a loyalty card who spend less than 100$ | User should not get any discount |
| Tc002 | Customer without loyalty card who spend more than 100$ | User should get Extra discount |
| Tc003 | Customer with loyalty card and selected loyalty points | You should not get any extra discount only get loyalty points |
| Tc004 | Customer with loyalty card who selected extra discount | Should not get any loyalty points only instant discount applicable |
| Tc005 | Customer try to select loyalty and points and extra discount | Should not allow and display please select any one option |
| Tc006 | Customer with or without loyalty card try to select special discount | Should allow special offers to every customer |
| Tc007 | Customer without loyalty card who spend more than 100$ in more than one transaction within a day | Should not get additional discount but special offer is applicable |
| Tc008 | Customer without loyalty card who spend more than 100$ in other day | Should allow discount |

State transition technique:🡪

A hill walkers watch has two modes; Time & Altimeter. When ‘Mode’ button is pressed when the watch is in ‘Time’ mode it transitions into ‘Altimeter’ mode and when ‘Mode’ is pressed it transitions back into ‘Time’ mode. Pressing ‘Set’ has no effect on the watch in ‘Altimeter’ state.

When ‘Set’ is pressed in the Time mode watch displays ‘Set HRS’ and by pressing ‘Set’ hour value is incremented with 1 hr for each press. Pressing Mode button takes the watch to ‘Set Mins’ display and by pressing ‘Set’ Minutes are incremented at 1 Min for each press. Pressing Mode takes the watch into ‘Time’ mode.

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| --- | --- | --- |
| Test case ID | User Action | System Response |
| Tc001 | Pressing mode button when watch is in Altimeter | Should transitions to Time mode |
| Tc002 | Pressing mode button when watch is in time mode | Should transitions to Altimeter |
| Tc003 | Pressing Set button when it is in altimeter mode | Not Effect It remains in Altimeter |
| Tc004 | Pressing Set button when it is time mode | It display Hours |
| Tc005 | Pressing set button when hours displayed between 1 t 0 23 | Should increase one hour |
| Tc006 | Pressing set button when hours displayed 24 | Should start hours counting form 1 |
| Tc007 | Press mode button when time in hours | Should transitions to minutes |
| Tc008 | Press set button when minutes displayed between 1-59 | Should increase one minute |
| Tc009 | Press set button when minutes displayed at 60 minutes | Should start minutes counting from 1 |
| Tc010 | Press mode button when it is minutes | Should transitions to time |