

## Testing

### Trash Toss

12/3/17

This document is a list of the tests we have performed. For each module, equivalence classes and their representative inputs are listed, as well as the results of each test case.

#### **Equivalence Class: All “Recycle” Items**

*Represented by: soda can*

1. Recycle
  - a. User Input: soda can is thrown in the recycle bin
    - i. Output: green arrow appears, signifying a correct toss; score increases by 10 points
2. Landfill
  - a. User Input: soda can is thrown in the landfill bin
    - i. Output: purple arrow appears over recycle bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
3. Compost
  - a. User Input: soda can is thrown in the compost bin
    - i. Output: purple arrow appears over recycle bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
4. Other
  - a. User Input: soda can is thrown in the other bin
    - i. Output: purple arrow appears over recycle bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
5. Sink
  - a. User Input: soda can is thrown in the sink
    - i. Output: purple arrow appears over recycle bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted

#### **Equivalence Class: All “Landfill” Items**

*Represented by: chip bag*

6. Recycle
  - a. User Input: chip bag is thrown in the recycle bin
    - i. Output: purple arrow appears over landfill bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
7. Landfill
  - a. User Input: chip bag is thrown in the landfill bin

- i. Output: green arrow appears, signifying a correct toss; score increases by 10 points
- 8. Compost
  - a. User Input: chip bag is thrown in the compost bin
    - i. Output: purple arrow appears over landfill bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
- 9. Other
  - a. User Input: chip bag is thrown in the other bin
    - i. Output: purple arrow appears over landfill bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
- 10. Sink
  - a. User Input: chip bag is thrown in the sink
    - i. Output: purple arrow appears over landfill bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted

**Equivalence Class: All “Compost” Items**

*Represented by: apple*

- 11. Recycle
  - a. User Input: apple is thrown in the recycle bin
    - i. Output: purple arrow appears over compost bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
- 12. Landfill
  - a. User Input: apple is thrown in the landfill bin
    - i. Output: purple arrow appears over compost bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
- 13. Compost
  - a. User Input: apple is thrown in the compost bin
    - i. Output: green arrow appears, signifying a correct toss; score increases by 10 points
- 14. Other
  - a. User Input: apple is thrown in the other bin
    - i. Output: purple arrow appears over compost bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
- 15. Sink
  - a. User Input: apple is thrown in the sink
    - i. Output: purple arrow appears over compost bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted

**Equivalence Class: All “Other” Items**

*Represented by: battery*

- 16. Recycle

- a. User Input: battery is thrown in the recycle bin
    - i. Output: purple arrow appears over other bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
- 17. Landfill
  - a. User Input: battery is thrown in the landfill bin
    - i. Output: purple arrow appears over other bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
- 18. Compost
  - a. User Input: battery is thrown in the compost bin
    - i. Output: purple arrow appears over other bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted
- 19. Other
  - a. User Input: battery is thrown in the other bin
    - i. Output: green arrow appears, signifying a correct toss; score increases by 10 points
- 20. Sink
  - a. User Input: battery is thrown in the sink
    - i. Output: purple arrow appears over other bin, signifying an incorrect toss; score decreases by 5 points; one life is deducted

**Equivalence Class: All Two-Step Complex Items**

*Represented by: cereal box containing plastic*

- 21. Recycle
  - a. User Input: cereal box containing plastic is thrown in the recycle bin
    - i. Output: text box appears, signifying an incorrect action; score decreases by 5 points; one life is deducted
- 22. Landfill
  - a. User Input: cereal box containing plastic is thrown in the landfill bin
    - i. Output: text box appears, signifying an incorrect action; score decreases by 5 points; one life is deducted
- 23. Compost
  - a. User Input: cereal box containing plastic is thrown in the compost bin
    - i. Output: text box appears, signifying an incorrect action; score decreases by 5 points; one life is deducted
- 24. Other
  - a. User Input: cereal box containing plastic is thrown in the other bin
    - i. Output: text box appears, signifying an incorrect action; score decreases by 5 points; one life is deducted
- 25. Sink
  - a. User Input: cereal box containing plastic is thrown in the sink
    - i. Output: text box appears, signifying an incorrect action; score decreases by 5 points; one life is deducted

26. Double-Tap

- a. User Input: cereal box containing plastic is double-tapped
  - i. Output: item disappears; an empty cereal box and plastic bag are spawned as two separate items, signifying a correct action; score is unaffected

**Equivalence Class: All Washable Complex Items**

*Represented by: dirty hummus container*

27. Recycle

- a. User Input: dirty hummus container is thrown in the recycle bin
  - i. Output: purple arrow appears on the sink, signifying an incorrect toss; score decreases by 5 points; one life is deducted

28. Landfill

- a. User Input: dirty hummus container is thrown in the landfill bin
  - i. Output: purple arrow appears on the sink, signifying an incorrect toss; score decreases by 5 points; one life is deducted

29. Compost

- a. User Input: dirty hummus container is thrown in the compost bin
  - i. Output: purple arrow appears on the sink, signifying an incorrect toss; score decreases by 5 points; one life is deducted

30. Other

- a. User Input: dirty hummus container is thrown in the other bin
  - i. Output: purple arrow appears on the sink, signifying an incorrect toss; score decreases by 5 points; one life is deducted

31. Sink

- a. User Input: dirty hummus container is thrown in the sink
  - i. Output: clean hummus container is spawned, signifying a correct toss; score is unaffected