# Scenario 1.0: Paying a fine – bug 1

## Scenario Description

* This scenario tests to check that the correct amount is returned when user wants to pay a fine.
* A defect was raised where users are being told a fine amount when they return an item, but when they try to pay, the amount is 3 times greater than they were originally quoted.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 15/10/2022 | Ty Saunders | Initial Draft |
| 1.0 | 15/10/2022 | Ty Saunders | Initial Version |

## Test Scripts

The following scripts will cover this scenario:

* 1.1 Replicate Pay Fine overdue fine bug

## Use Case

* User returns an item late and wants to pay a fine.

## Test Components / Requirements

This test scenario covers the following high-level test requirements (see scripts below for specific requirements covered by each test script):

* Need a patron with an overdue fee of 1 day:
* Take out a loan for the patron for 1 item
* Increment date 3 days to trigger a 1 day overdue fee
* Return the item and see a fee of $1

## 

## Script 1.1: Pay Fine while overdue fine exists

### Script Description

A user attempts to pay a fine after returning an item which is 1 day overdue

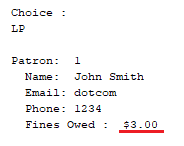
### Testing Requirements

This test script covers the following specific testing requirements:

* A member with a loan which is 1 day overdue should have a fine of $1.

### Setup

* A user has returned an item 1 day overdue and has had a fine added. This can be set up by:
  + Creating a loan for 1 item
  + Incrementing 3 days,
  + Return item – damaged ‘N’.
  + Confirm you have the correct data first by typing ‘LP’ and pressing enter, and checking the fine amount:



***Test Data***

|  |  |
| --- | --- |
| * Patron | * PatronId: 1; * First Name: John; * Last Name: Smith; * Email: dotcom; * Phone: 1234 * FinesOwed: ( 1 DAY FINE ) |

### Teardown

Pay the fine to clear it from the patron account

### Script Steps

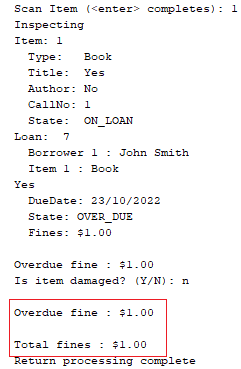
| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** | |
| --- | --- | --- | --- | --- |
| 1 | Type P press enter | Pay Fine UI opens | P | P |
| 2 | Type Patron number press enter: | Patron details and a fine of $1 should appear.    If the fine is greater than $1 then this is buggy. | F | P |

***Run 1 results:***

***FAILED.***

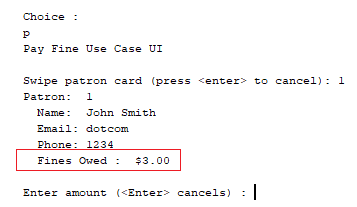
**Step 1:**

Began with a patron with a 1-day overdue loan, returned the item and see the overdue fine correctly displayed as $1:



**Step 2:**

Selected Pay Fine, the patron has $3.00 in fines incorrectly:

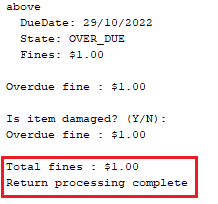


***Run 2 results:***

***PASSED.***

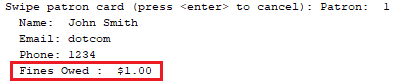
**Step 1:**

Began with a patron with a 1-day overdue loan, returned the item and see the overdue fine correctly displayed as $1:

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**Step 2:**

Selected the Pay Fine option, the fine is now correctly displayed:

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### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 15/10/2022 | Ty Saunders | Ty | System Cycle 1 | Failed |
| 15/10/2022 | Ty Saunders | Ty | BugFixed | Passed |