SOFTWARE ENGINEERING

EXPERIMENT 07

AIM: Design Test Scenarios and Test Cases on the basis of the SRS document

IMPLEMENTATION:

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Test	**Test Objective**	**Precondition**	**Steps**	**Test data**	**Expected result**	**Post-condition**

Test	Test Objective	Precondition	Steps	Test data	Expected result	Post-condition
1	Successful booking of table	1. Valid QR should be give	1.In the registeration panel, enter the Full name and the other details	"A valid name"	"Booking successful"	The number of the table is displayed
		2. Table should be vacant	2. Enter the number of members			
		3. The customer credential should be correct	3. enter the arrival and departure timing	"A valid time according to IST"		
			4. Click on "Book"			
2	Booking of the table is unsucessful	1. Valid QR should be give	1.In the registeration panel, enter the Full name and the other details	"A valid name"	1.An error message is displayed and the user is asked to register again	1.The registration panel opens again
		2. Table should be vacant	2. Enter the number of members		2.The user is informed that no tables are vacant	2.The user is asked to come back later for bookin
		3. The customer credential should be correct	3. enter the arrival and departure timing	"A valid time according to IST"		
			4. Click on "Book"			
3	Verification of the customer who booked the table	1. The customer should be able to read properly	1. A recaptcha window is displayed	"Invalid recaptch"	"Verification successful"	The table is booked succcessfully
		2. There should no glitch on the website	2. After entering valid recaptch the user is verified	"System timeout"		
		3. The code should be entered before the window timeout				

Test	Test Objective	Precondition	Steps	Test data	Expected result	Post-condition
4	Successful Placement of Order	1. Valid QR should be provided for directing customer to menu options	1. Customer must scan the QR	"Valid QR"	"Display Menu"	
			2. Navigation to various parts of the menu	"Accessibility"		
			3. Add food items		"Food item successfully added"	Ordered food items displayed in a list
			4. Customise food items option		"Customisation successful/unsuccessful"	
			5. Confirm Order		"Order successful"	The order is placed successfully
5	Successful Customisation	1. Customer must select food item	1. Customer chooses "Customise" option			Customisation of selected food item succesfully
			2. Customise the food item according to his/her needs	"Items needed for customisation available"		
			3. Save the customisation and add to order		"Customisation Successful"	
6	Unsuccessful Customisation	1. Customer must customise a selected food item	1. Customer chooses "Customise" option			Customisation of selected food item unsuccessful
			2. Customise the food item according to his/her needs	"Items needed for customisation unavailable"		
			3. Save the customisation and add to oder		"Customisation Unsuccessful"	

Test	Test Objective	Precondition	Steps	Test data	Expected result	Post-condition
7	Order Unsuccessful	1. The kiosk should be functional.	1. Select items for ordering on the kiosk.	"Available Items selected for ordering"	"Order Unsuccessful"	The kiosk should return to the previous state, allowing the customer to retry the order or cancel.
		2. The customer should have selected items for ordering.	2. Proceed to the checkout/payment screen.	"Valid payment methods"		
		3. There should be no network or system issues.	3. Attempt to finalize the order.			
			4. Simulate scenarios where the order might not be placed, such as: Loss of network connectivity. Payment failure. System error during order processing. 5. Observe the result.			
8	Return Food Item	1. The customer must have purchased the food item.	1 .Select the food item to return.	"Wrong Food order(s)"	"Request for Return Food Item Successful"	1. The returned food item should be removed from the customer's order history.
		2. The food item must be in its original condition.	2. Initiate the return process through the system.	"Valid Reason for return"	"Refund Received"	2. The customer should be notified of the return status.
		3. The return policy must be valid (e.g., within a certain time frame).	3. Provide a reason for the return (if required).			
			4. Follow any additional steps as per the return policy.			
			5. Complete the return process.			

9	Payment Successful	1. Customer has selected items for purchase.	1. Proceed to the checkout/payment screen.	"Valid payment methods"	"Payment Successful"	1. The purchased items should be marked as paid.
		2. Payment method is selected and valid.	2. Enter payment details (e.g., card details, cash amount).		"Receipt Displayed"	2. The customer should receive a receipt (if applicable).
			3. Confirm the payment.			
			4. Verify the payment confirmation message.			
10	Payment Unsuccessful	1. Customer has selected items for purchase.	1. Proceed to the checkout/payment screen.	"Invalid payment methods"	"Payment Unsucessful"	The customer should be able to retry the payment or choose a different payment method.
		2. Payment method is selected.	2. Enter payment details (e.g., card details, cash amount).			
			3. Simulate scenarios where the payment might fail, such as: Invalid card details. Insufficient funds. Network error during payment processing.			