**GUI LAYOUT Test case:**

|  |  |
| --- | --- |
| Test Case | 1 |
| Name of Test | GUI layout |
| Input | Resolution(width, height ) |
| Expected output | Display window specified by user resolution |
| Actual output | User specified window is displayed |
| Result | Successful |

**Input button’s Test case:**

|  |  |
| --- | --- |
| Test Case | 1 |
| Name of Test | Input button |
| Input | Number of buttons and there position in the window(column, row) |
| Expected output | Display button’s in specified column, row |
| Actual output | Buttons are displayed in the specified position |
| Result | Successful |

**Input video Capture Test case:**

|  |  |
| --- | --- |
| Test Case | 1 |
| Name of Test | **Input video** |
| Input | Select Video and get image/frame |
| Expected output | When user click on the select video , it should read frames from the video |
| Actual output | Input video selected display on the screen |
| Result | Successful |

**Display image in GUI Test case:**

|  |  |
| --- | --- |
| Test Case | 1 |
| Name of Test | **Display image in GUI** |
| Input | User selected input image |
| Expected output | Display user select image in GUI |
| Actual output | User Selected image displayed in GUI |
| Result | Successful |

**Predict/Analysis Button Test case:**

|  |  |
| --- | --- |
| Test Case | 1 |
| Name of Test | **Predict button** |
| Input | User selected input video |
| Expected output | Display predicted output in the GUI |
| Actual output | Predicted output was displayed |
| Result | Successful |

**Clear button Test case:**

|  |  |
| --- | --- |
| Test Case | 1 |
| Name of Test | **Clear button** |
| Input | User input / click |
| Expected output | To kill or destroy GUI text |
| Actual output | Text was erased when user click’s clear button |
| Result | Successful |