91896 - Testing Document

**Unit Testing**

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| add\_new\_task function | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 22/6 | The easyGUI multenter box to enter a tasks title and description | Invalid | Entering nothing, entering only on box and leaving the other blank | A pop-up msgbox to appear saying that the user has not entered all the displayed fields and gives them the option to try again (remembering their previous inputs) | The code ran on as if it had scanned valid values although I had not entered anything | I printed my entered values in the terminal to get a better understanding of what inputs my code was registering and found that replacing None with ‘’ for my if statements led them to registering no enter values |
| 22/6 (Test 2 after changes made to code) | A screenshot of a computer  AI-generated content may be incorrect.  The pop-up now has appeared and gives users the option to return and full out the empty fields | N/A |
| 22/6 | Expected | A string in each box (letter, word or number which in this case would count as a string in case the users were to add numbers into the task’s title or description) | The code to continue and be signified by the multenterbox closing and the codes folder name (in my computer) to be printed | The code ran on just as expected with all combinations of inputs | N/A |
| 25/6 | The easyGUI multenter box to enter a tasks title and description (I have recently simplified the code and therefore I need to test this again) | Invalid | Entering nothing, entering only on box and leaving the other blank | A pop-up msgbox to appear saying that the user has not entered all the displayed fields and gives them the option to try again (remembering their previous inputs) | This still works just as it should so no additional changes should be made | N/A |
| 25/6 | Expected | A string in each box (letter, word or number which in this case would count as a string in case the users were to add numbers into the task’s title or description) | The code to continue to the choice box options for the next three steps of the add task process | A screenshot of a computer error message  AI-generated content may be incorrect.  Works just a expected still so no further changes need to be made |  |
| 14/7 | The easyGUI choiceboxes seen through either the add or edit task functions | Expected | Selecting the different navigation functions such as (next step, return to previous step and return to main menu) | The code to go back and forth between easyGUI screens when corresponding choices are selected (e.g. next step lad to going to the next choicebox) | I notice a bug with going back and forth between choiceboxes would re-add navigation choices that where already presentA screenshot of a computer  AI-generated content may be incorrect. | Made the code which added these choices to the list check whether they were already in to list or not and only add them if not |
| 15/7 (Test 2 after changes have been made) | Perfectly navigates back and forth between the different easyGUI choiceboxes with no sign of visual issues | N/A |
| 15/7 | That the completion process of creating a task successfully adds it to he chosen assignee’s ‘tasks assigned’ list in the team member dictionary | Expected | Going through each step of the ‘add task’ process and printing the assignee’s assigned task list both before and after the change to make sure that my code is accessing the right list | The terminal to print the assignee’s list before (as seen in the team member dictionary), the name of the newly created task (which should be “T6” in this case) and the assignee’s tasks assigned list after the change which should now include “T6” | Works just as expected with the terminal printing the original list, the item about to be added then the new list with the item added  A black screen with white text  AI-generated content may be incorrect. | N/A |
| 15/7 | (Above) as well as checking that it sorts the tasks in order | Expected | (Above) but I will change the order of the values in the team member dictionary to check that it correctly sorts    As opposed to [“T1”,”T2”] | (Above) but in this case the final list printing with be in order | This list didn’t seem to sort correctly from T2,T1 to adding T6 then finally becoming T1,T2,T6  A black screen with white text  AI-generated content may be incorrect. | I noticed that I was printing the final list before it was sorted  Clown with solid fill |
| 15/7 (Test 2 after changes have been made) | Works just as expected now | N/A |
| 25/7 | The formatting of the msgbox telling the users that the task has been successfully added | Expected | Completing adding a task as a user would therefore getting the success message | The success message should correctly output the new task’s details as well as sending the user back to the main menu | Outputs task details in a readible format as well as sending the user back to the main menu:  A screenshot of a computer  AI-generated content may be incorrect. | N/A |
| 27/7 | The final task’s preview text should include the id before the name of the task | I came across a problem with the initial value set in the integerbox in that I had the values set as an empty string when adding a new task: | I made a validation code that checks for if the user is adding or editing a task and removes the preselect variable from the integerbox if they are adding a new task |
| 27/7 (Test 2 after change have been made) | Works perfectly again:  A screenshot of a computer error message  AI-generated content may be incorrect.  As well as formating the task preveiw at the end correctly:  A screenshot of a computer program  AI-generated content may be incorrect. | N/A |

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| generate\_report function | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 17/7 | How the msgbox prints the current status of all the tasks so that I know that I’m accessing the right values | Expected | Pressing the generate report menu navigation button | The msgbox would print each task’s status next to its name | Works just as expected and after cross referencing this information with that in the actual task dictionary status value for each task they all seem to be correct  A screenshot of a computer  AI-generated content may be incorrect. | N/A |
| 18/7 | Checking that the code gets the correct amount of each status and displays it in a readable formalt | Expected | Pressing the generate report menu navigation button | The msgbox to correctly display the status and the correct amount of their frequency in the task dictionary next to it | I had made the terminal print “value : {the accessing value}” to make sure that my code is accessing the right value and it prints and empty string (‘’) so it therefore cannot access or make an int of an empty string A screenshot of a computer program  AI-generated content may be incorrect. | Instead of giving and empty sting to each of he values in the amount\_of\_status string I made them the integer 0 which I should have done before  Clown with solid fill |
| 18/7 (Test 2 after changes have been made | The code work and then I realised that I accidentally tried to make the name of the status an integer  A computer screen with white text  AI-generated content may be incorrect. | I just deleted the int() around the name getting code |
| 18/7 (Test 3 after changes have been made) | My code now prints the name of the status as the value (minor bug to fix)  A screenshot of a computer program  AI-generated content may be incorrect. | I noticed that I was telling the code to access the wrong list (status\_list as opposed to amount\_of\_status\_list) so that was changed |
| 19/7 (Test 4 after changes have been made) | Now works perfectly and after double checking with the actual dictionary values, all is correct  A screenshot of a computer  AI-generated content may be incorrect. | N/A |
| 27/7 | Found a bug that increases each of the values in the generate report function by 1 every entry into it (I only had 5 tasks but entered and exited the generate report function 2 to 3 times):  A screenshot of a computer  AI-generated content may be incorrect. | VS code was bugging out but I changed it so that the “amount\_of\_statuses” variable was set inside the function and it now works perfectly again. |

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| priority\_integerbox within the add\_new\_task function | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 19/7 | The visual output of this easyGUI integerbox | Expected | Going through the add task steps to get to this | The easyGUI integer box should state the highest and lowest priority ratings with the information about pressing ‘Cancel’ to return to the previous step as I have done with choicebox prior to it | I seemed to have forgotten to tell the code to enter the task\_edit\_or\_add\_value\_sets through the “Priority” route before getting the desired value in that list’s position  A screenshot of a computer screen  AI-generated content may be incorrect. | I added the extra route to the actual “Priority” of the dictionary |
| 19/7 (Test 2 after changes have been made) | Works just as designed now and looks great:  A screenshot of a computer message  AI-generated content may be incorrect. | N/A |
| 21/7 | That the easyGUI can successfully get an integer value for the new/updated task’s details | Expected | 1,2 or 3 then pressing ‘OK’ | The code to print the output in the terminal and with “Next step” so I know that it will reach the area where it will be sent back to go to the next choicebox | Prints “Next step” in the terminal so I know that the code will work when I tell it to return to the choicebox steps:  A black screen with white text  AI-generated content may be incorrect. | N/A |
| 21/7 | How the easyGUI integerbox handle users entering the wrong values (either strings or outside the boundaries) | Boundary | 0,4 | The integer box to display an error message and let the user go back and re-enter in the integerbox | All the results from the enterings all display a correct error message and work perfectly:  ‘0’:A screenshot of a computer  AI-generated content may be incorrect.  ‘4’: A screenshot of a computer  AI-generated content may be incorrect. | N/A |
| Invalid | banana (str), None | All the results from the enterings all display a correct error message and work perfectly:  ’banana’:A screenshot of a computer  AI-generated content may be incorrect.  None:  A screenshot of a computer  AI-generated content may be incorrect. | N/A |
| 22/7 | How the user can navigate through both this easyGUI integerbox and its surrounding choiceboxes | Expected | Pressing the ‘Cancel’ button and choosing ‘Next step’ and ‘Previous step’ to go back and forth between the integerbox and the surrounding choiceboxes | Each choicebox and the integerbox in between are easy to navigate back and forth between with no issue | There was a minor error with VS code but after a reset the navigation between the choices works fine! | N/A |

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| update\_task function | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 27/7 | That the user is able to successfully choose a task to update and that the preassigned values of the chosen task appear in place | Expected | Choosing update task from the main menu | The code runs as the add task would except it has preselected values | Seemed to work fine in giving me the choice of which task to pick:    Although, the initial values didn’t turn up in the multenterbox:  A screenshot of a computer error message  AI-generated content may be incorrect. | After running a debug, I noticed that I hadn’t actually defined what the preselected values where when navigating to the multenterbox  Clown with solid fill |
| 27/7 (Test 2 after changes have been made) | Now the preexisting values appear as desired in the multenterbox:  A screenshot of a computer error message  AI-generated content may be incorrect.  But there is a problem of the next step of preexisting values in the choiceboxes:  A screen shot of a computer program  AI-generated content may be incorrect. | I made it so that instead of making the preselect value the name of the value to select automatically it checks in which position of the list it is and sets the initial value to that positions selection |
| 27/7 (Test 3 after changes have been made) | I noticed that I hadn’t told the code which of the values to use as the preselected value: | At each choicebox/integerbox step I tell the code which initial value to uses out of the three |
| 27/7 (Test 4 after changes have been made) | I noticed that my code already had a line which did this but it was written incorrectly by me previously and I also them noticed that my I didn’t check if the assignee was None to therefore add the first value into the preselect list as the list for the “Fix nav…” task had only two values and not the expected three | Fixed the line as stated and then added to the code a way to check if the accessing tasks assignee had no value an if so would provide the preselects list with the first value of “Next step” (in the form of its position value in the choicebox) |
| 27/7 (Test 5 after changes have been made) | I did not notice that I incorrectly tabbed a line of code within an if statement that would only be checked if the user wasn’t going into the integerbox. That was the code that got the preassigned value in the first place so now the code work once that was sorted:  A screenshot of a computer error message  AI-generated content may be incorrect. | N/A  (Although I fixed that the integerbox’s message said “Exit” instead of “Cancel”) |
| 27/7 | The navigation through the different update task easyGUI boxes | Invalid | Selecting update task from the main menu and choosing one of the tasks then making a change in the multenterbox before clicking cancel | The user should be navigated back to the selection of the task to update and when they enter back into the same task none of the preexsisting values should have changes | The values stayed after I edited them but I was navigated to the main menu instead of back to the update task choice screen | Made the code check if the user was editing or just adding a new task, if they where editing they would be sent back to the task choicebox as intend |
| 27/7 (Test 2 after changes have been made) | I noticed that when the user entered the “Fix nav…” task and when to the assignee choicebox, pressed cancel to return to main menu and them entered the same task, going through all the steps to get to the assignee choicebox, the assignee choicebox would have a different preselect as I noticed that I had added the values to “Next step”, “Return to previous step” and “Return to main menu” to the dictionary that I was previously checking the length of | I made a validation code to check whether the values had been added or not and if so, took 3 (len(“Next step”, “Return to previous step”, “Return to main menu”) = 3) away from the length of the list to get the desired number |
| 27/7 (Test 3 after changes have been made) | Now works perfectly and keeps the initial value on the “Next step” choice | N/A |
| 27/7 | How the code reacts to certain parts of the task being updated | Expected | Continuing and editing the task as a user should (changing title, description, assignee, priority and status) | The task’s details should be updated as the user chose with the assignee being changed around accordingly | I successfully updated a task as a user would (found I need to display the updated task’s new details like I’ve done after you add a task):  A screenshot of a computer  AI-generated content may be incorrect.  But although it appears that I’ve assigned the task to John Smith such as the first two where:  A screenshot of a computer  AI-generated content may be incorrect.  It’s not showing in his team member details:  A screenshot of a computer  AI-generated content may be incorrect. | After running a debugging session I notice I was comparing the wrong values (name against ID):  A screenshot of a computer screen  AI-generated content may be incorrect.  So, I made the code check for the same type of values by using the ID to get the corresponding name from the team members dictionary |
| 27/7 (Test 2 after changes have been made) | I found that I had included an unnecessary bracket around my variable in the for loop causing the code to read the line wrong, but the code now adds the task to the newly chosen members dictionary:  A screenshot of a computer  AI-generated content may be incorrect.  Although I tested this again but instead changed the assignee of a task that already had an assignee assigned which successfully added the task to the new assignee’s task list (T1 was added):  A screenshot of a computer  AI-generated content may be incorrect.  But didn’t take it away from the original assignee’s assigned task list (there shouldn’t be T1 here):  A screenshot of a computer  AI-generated content may be incorrect. | I notice that I have also used the unnecessary brackets here too, so I got rid of those and it works as expected now (T1 has disappeared from the previous list of [“T1”, “T2”]):  A screenshot of a computer  AI-generated content may be incorrect. |
| 27/7 | I tested if the code deletes the task from the team members “Tasks assigned” list if I set its status to complete:  A screen shot of a computer  AI-generated content may be incorrect.  And it works just as expected:  A screenshot of a computer  AI-generated content may be incorrect.  Although, when checking if it was also recorded in the task report I notice a few bugs with what was printed but it was counted as a task completed:  A screenshot of a computer  AI-generated content may be incorrect. | Made the code get this detail at the start before it changes it later on so it will always be the same values even after change have been made |
| 27/7 (Test 2 after changes have been made) | Works just as intended again: | N/A |
| 27/7 | The formatting of the update task choicebox | Expected | Clicking the update task button from the main menu | The choice’s text should include the id before the name of the task | Looks perfect and works too (reusing the code used for this in the search function):  A screenshot of a computer  AI-generated content may be incorrect. | N/A |
| 27/7 | The formatting of the task preview show after the task was successfully updated | Expected | Clicking the update task button from the main menu and updating it such as a user would | The final task’s preview text should include the id before the name of the task | Works just as expected:  A screenshot of a computer  AI-generated content may be incorrect. | N/A |

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| search function | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 23/7 | That the search for task correctly outputs its details | Expected | Clicking the search task and choosing each of the options for tasks to open | Each of the tasks to open in an msgbox when chosen in a readable format | It seems that I didn’t need to identify that I was accessing the dictionaries items which make the code format the user’s choice incorrectly:  A computer screen with white text  AI-generated content may be incorrect. | I removed the unnecessary .items() from the end of the for loop |
| 23/7 (Test 2 after changes have been made) | I accidentally printed all the items of all the dictionaries instead of just the chosen one:  A screenshot of a computer program  AI-generated content may be incorrect. | I changed the access code so that it wouldn’t loop through the entire dictionary and only the task that the user selects |
| 24/7 (Test 3 after changes are made) | Formatting is perfect and easy to read:  A screenshot of a computer error  AI-generated content may be incorrect.  Although when I press cancel while in the choicebox to choose the task to access an empty msgbox opens instead of going back to the start of the function:  A white screen with a black border  AI-generated content may be incorrect. | I notice I hadn’t told the code what to do is cancel or exit was press to I added in if statement for that |
| 24/7 (Test 4 after changes have been made) | Works perfectly now and I’m able to easily go back and forth between the task choices and the main menu | N/A |
| 24/7 | That the search for team member correctly outputs its details | Expected | Clicking the search team member and choosing each of the options for tasks to open | Each of the team members to open in an msgbox when chosen in a readable format | It works perfectly but I would prefer for the list of tasks assigned to the accessing assignee would print in a more readable formant other than just a list format:  A screenshot of a computer  AI-generated content may be incorrect. | Make the code check if they type of the value was a list and if so joins it together into one string with “, ” in between the strings |
| 25/7  (Test 2 after changes have been made) | Now it formats the list of tasks assigned correctly:  A screenshot of a computer  AI-generated content may be incorrect. | N/A |
| 27/7 | The formatting of the choicebox choices so it’s easier for the user to know the task/team member id and name | Expected | Entering the search function from the main menu and selecting both search task and team member before going through and checking the further formatting of the msgbox text | The choices and msgbox text should include the id before the name of the task or team member | The choiceboxes work just as expected:  A screenshot of a computer  AI-generated content may be incorrect.  A screenshot of a computer error message  AI-generated content may be incorrect.  Although when they’re entered the msgbox appears with no text in it | I made a code to essentially get the position of the choicebox choice in the choices list and then convert it to that position in the task dictionary to get the name of the accessing task/team member |
| 27/7 (Test 2 after changes have been made) | Works perfectly:  A screenshot of a computer  AI-generated content may be incorrect.  A screenshot of a computer  AI-generated content may be incorrect. | N/A |

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| print\_tasks function | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 27/7 | The formatting of the msgbox | Expected | Clicking the “Task summary” button from the main menu | The msgbox to format the tasks in a readable format | Formats perfectly:  A screenshot of a computer screen  AI-generated content may be incorrect. | N/A |

*Continue the same format for all functions and features*

**System Testing**

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| Whole Program | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 31/7 | That the links in the main menu send the user to their respected use | Expected | Pressing each of the links | The links corresponding function to run | All links work and navigate the users to their functions as intended with no issues | N/A |
| 31/7 | The add\_task function with its navigation back to the main menu from editing it | Invalid | Beginning to fill in a task but pressing cancel about halfway through | The program to uninterruptedly return to user to the main menu | Works just as expected by returning the user back to the main menu with no problem about the entered information | N/A |
| 31/7 | Updating a task saves the details so that users can always go back and check what changes they have made | Expected | Fully edit all of the values in an at least two different task and change them both to (g ,g , JSM ,2 ,In Progress) before entering and exiting the task summary and report a few times to see if they retain these new values | The program should correctly account for all the changes that have been made in both the task report and task summary functions without changes for as long as the terminal remains active | This worked fine although I noticed if I were to name multiple tasks with the same name my code would print all tasks with that name | I changed the formatting code so that instead of looking for a specific name the code looks for the task’s id and it now works perfectly |

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| User testing | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 30/7 | The whole program | Expected/Invalid depending on what he inputs | Phoenix Naera | The program to work as it should with the transitions between functions having no issues | Feedback:   * It would be nice to have an exit option or hint on how to leave search function as cancel isn’t as clear as exit * The formatting for generate report seems a bit off in the way that the items of the report are not together and spaced apart (Purely personal opinion, don’t rage pls) | * I edited the choicebox text in the search function so that it clearly outlines that the ‘Cancel’ button will return to user to the search main buttonbox: A white background with black text    AI-generated content may be incorrect. * I personally felt that I didn’t need to change the formatting of the report generation function as it is easy to read and understand so no changes where made to this |
| 31/7 | Mrs Smith | There was only one issue which was with closing the program from the main menu after entering add task and selecting no values, then exiting that to get to main menu | I added it so that the main menu function checks if the user didn’t press any of the buttonbox options and if so, quits the program with the inbuilt quit() function and it works perfectly again |