**Test Plan Results:**

**North Shore Extension Transit System**

**Train Model Subsystem**

Document Control

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| --- | --- |
| Name | Ademusoyo Awosika-Olumo |
| Team | The Little Engine that Code |
| Document Status | Version 1 |
| Date of Issue | 4/23/15 |

Change History

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| --- | --- | --- | --- |
| Doc. Version | Author | Date | Description / Change |
| 1 | Ademusoyo Awosika-Olumo | 4/23/15 | Document Creation |
|  |  |  |  |

Distribution List

|  |  |
| --- | --- |
| Name | Role |
| Chase Melius | Train Model |
| Jeffrey Josephs | Track Controller |
| Zach Barnes | Train Controller |
| Brian Rhindress | TrackModel |
| Soyo Awosika-Olumo | CTC Office |
| John Abraham | MBO |

Test Vectors:

1. Manually Schedule a Train
   1. User Starts the Program
   2. CTC GUI is Displayed
   3. User Enters an <int> for <Train ID>
   4. User selects Line
   5. User presses button <Load Stations> for a list of possible stations
   6. User selects Station
   7. User presses button <Schedule>
   8. Schedule is Generated on the table

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| **Author** | **Tester** | **Pass/Fail** | **Comment** |
| Ademusoyo Awosika-Olumo | Ademusoyo Awosika-Olumo | Pass |  |

1. Requesting an Automatic Train Schedule
   1. User Starts Program
   2. CTC GUI is Displayed
   3. User Presses button <Request Schedule>
   4. Schedule is generated on the table

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| **Author** | **Tester** | **Pass/Fail** | **Comment** |
| Ademusoyo Awosika-Olumo | Ademusoyo Awosika-Olumo | Pass |  |

1. Manually Routing a Train from Manual Schedule
   1. User Selects Route Button after Schedule has been Loaded
   2. Router initiates Train and places train on the track
   3. Router begins creating messages to send to the Track Controller for the Train to Proceed

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| **Author** | **Tester** | **Pass/Fail** | **Comment** |
| Ademusoyo Awosika-Olumo | Ademusoyo Awosika-Olumo | Pass | Train Stops listening to CTC at a certain Block but keeps moving |

1. Manually Routing a Train from Automatic Schedule
   1. Router places train after the Automated Schedule has been loaded
   2. Router initiates Train and places train on the track
   3. Router begins creating messages to send to the track controller for the train to proceed

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| --- | --- | --- | --- |
| **Author** | **Tester** | **Pass/Fail** | **Comment** |
| Ademusoyo Awosika-Olumo | Ademusoyo Awosika-Olumo | Pass | Train Stops Listening to CTC at a certain block but proceeds |

1. Monitoring Trains
   1. User either Routes the Train Automatically with Request Schedule Button or Manually with Route Button
   2. Transit System Window Pops up with the entire track layout
   3. Console displays where the track is at

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| **Author** | **Tester** | **Pass/Fail** | **Comment** |
| Ademusoyo Awosika-Olumo | Ademusoyo Awosika-Olumo | Pass |  |

1. Send speed and Authority
   1. User Types Speed in Text box on GUI
   2. User Types in Authority in Text box on GUI
   3. User Presses button Send
   4. Track Controller processes message

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| **Author** | **Tester** | **Pass/Fail** | **Comment** |
| Ademusoyo Awosika-Olumo | Ademusoyo Awosika-Olumo | Pass | Not integrated with actual Track Controller Subsystem |

1. Close/Open Track for Maintenance
   1. User Enters Block Number
   2. User Enters Line (green or red)
   3. User selects either open/close to open/close the block
   4. User Sends Maintenance Message to the track controller

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| **Author** | **Tester** | **Pass/Fail** | **Comment** |
| Ademusoyo Awosika-Olumo | Ademusoyo Awosika-Olumo | Pass |  |