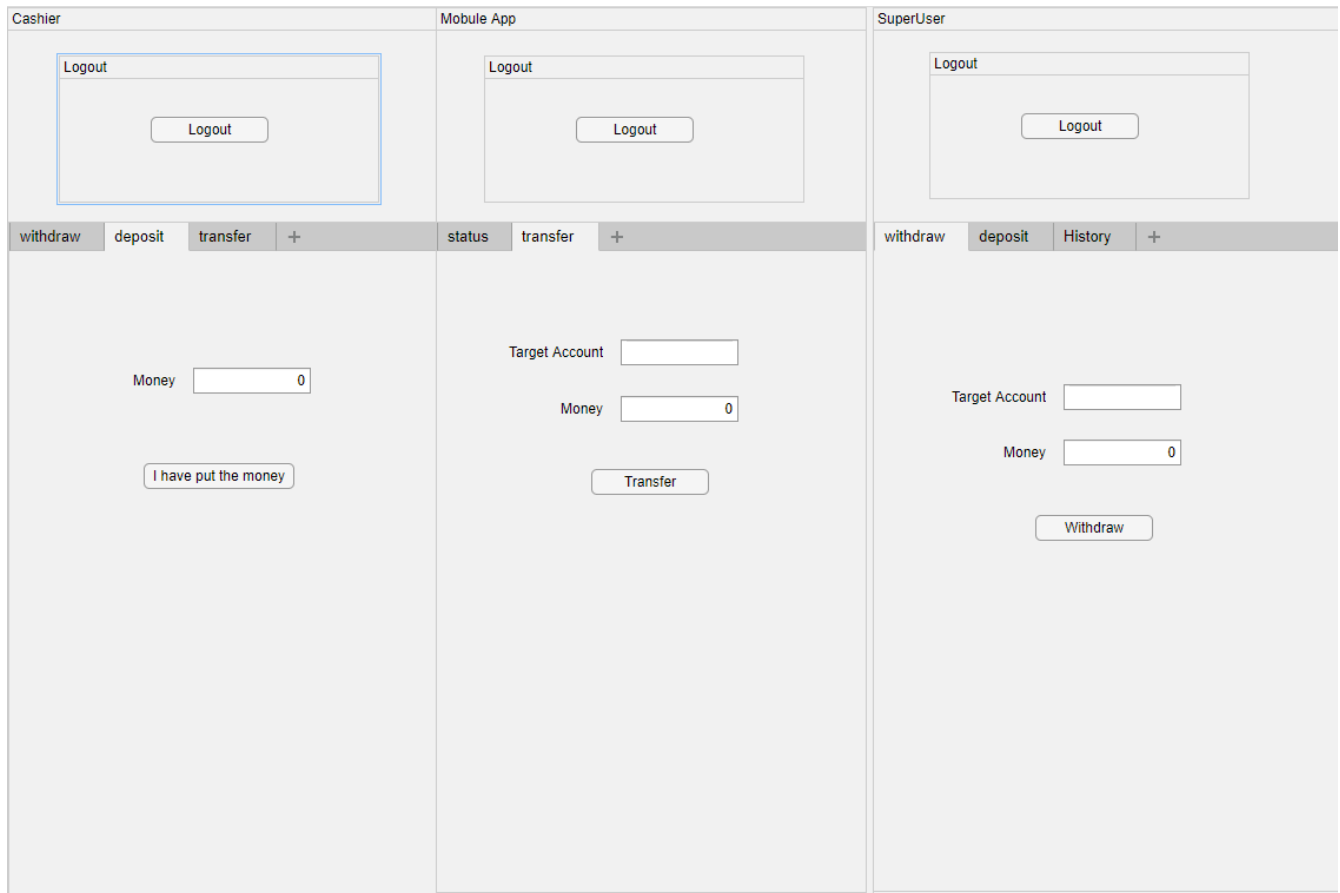


Banking System Validation Plan

Cashier	Mobile App	SuperUser
<div><div>Login Panel</div><div><div>Account</div><div></div></div><div><div>Password</div><div></div></div><div><div>Login</div><div>Register</div></div></div>	<div><div>Login Panel</div><div><div>Account</div><div></div></div><div><div>Password</div><div></div></div><div><div>Login</div><div>Register</div></div></div>	<div><div>Login Panel</div><div><div>Account</div><div></div></div><div><div>Password</div><div></div></div><div><div>Login</div><div>Register</div></div></div>



The above pictures are the demos of the banking system interface. These validation will be arranged for the interface and inter logics:

- First iteration:
 - Checkout the state machine model for implementation and try other tools to verify the correctness if possible (UPPAL is suitable here)
- The state machine used can not describe all kind of interaction, then we'll try larger searching space for no obvious problems:
 - Iterating different kinds of numbers as inputs
 - Iterating trivial numbers and big number to be inputs
 - Enumerating the different push sequences based on the state machine
 - Specifically, write scripts to make combination of pushing different buttons of different times.
- Finally, the test will be about the external interface with staffs outside the running system, and to keep the interface simple enough to be obvious correct.