

# Manual Test Plan for cs242-final-week1

---

## Table of Contents

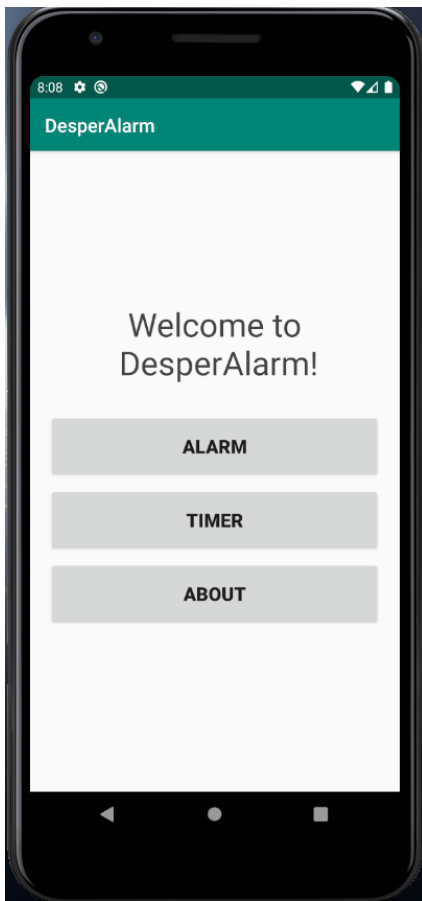
- Environment setup
- Test 1 - Start Screen Navigation
- Test 2.1 - Timer Basic
- Test 2.2 - Timer Advanced
- Test 3.1 - Regular Alarm add
- Test 3.2 - Regular Alarm delete
- Test 3.3 - Regular Alarm ring and stop
- Test 4.1 Desperalarm add
- Test 4.2 Desperalarm delete
- Test 4.3 Desperalarm ring and stop
- Test 5 About screen

## Environment setup

- Gradle 6.5
- Android Gradle Plugin 4.1.0
- Junit 4+
- Android Studio

Test 1 - Start Screen Navigation

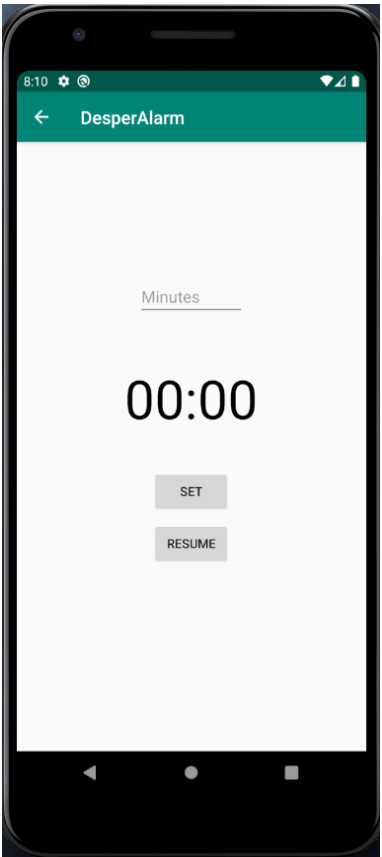
- You should see the following start screen when you launch the app



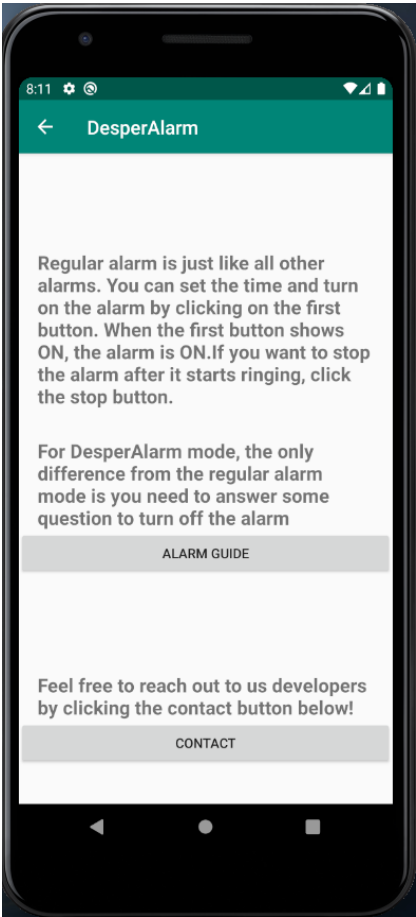
- Clicking the REGULAR ALARM button should take user to the following screen that shows existing alarms



- Clicking the back button in the top left corner should take user back to the start screen
- Clicking the TIMER button on the start screen should take user to the timer screen, which looks like the following.

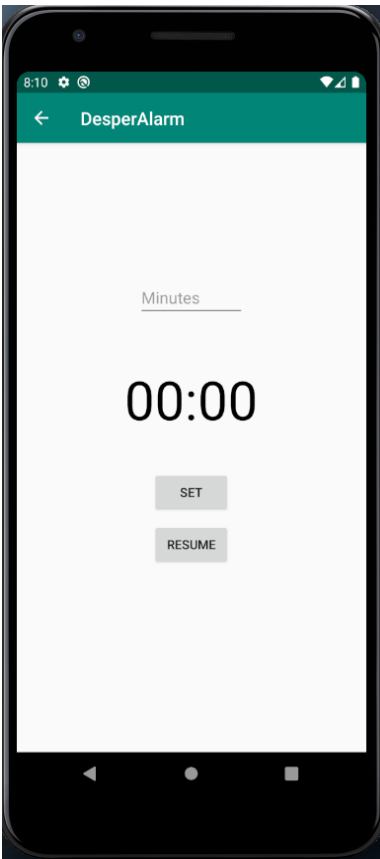


- Clicking the back button in the top left corner should take user back to the start screen
- Clicking the ABOUT button on the start screen should take user to the screen that shows instructions, which looks like the following.

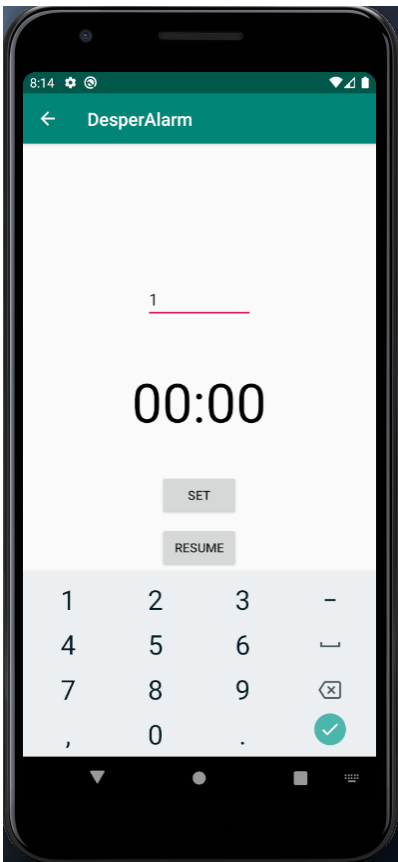


Test 2.1 - Tlmer Basic

- The timer screen looks like the following



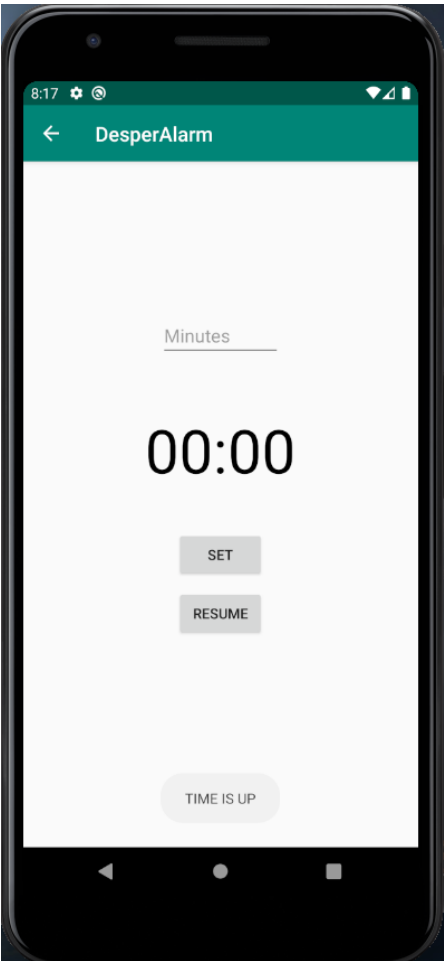
- Users should be able to set the length of the timer by entering the number of minutes in the input box on top of the screen



- Clicking on SET will start the timer.

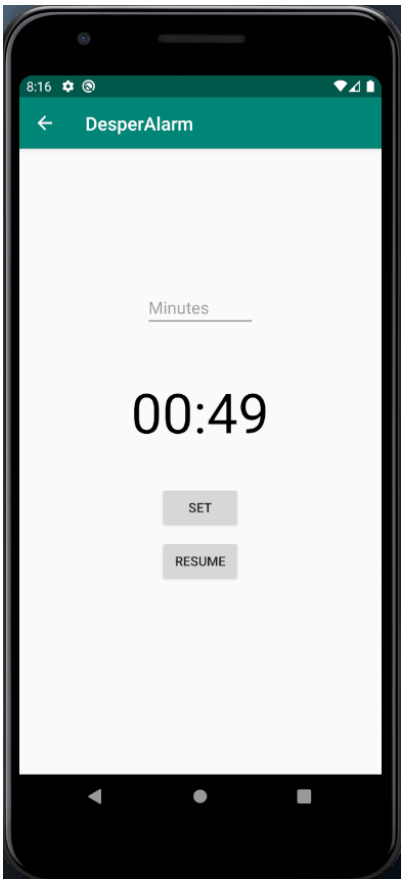


- When the timer reaches 00:00, a message “Time is up” will show up and the timer will stop



**Test 2.2 - Tlmer Advanced**

- Users can click PAUSE to pause the timer if there is an ongoing timer. A paused timer looks like the following

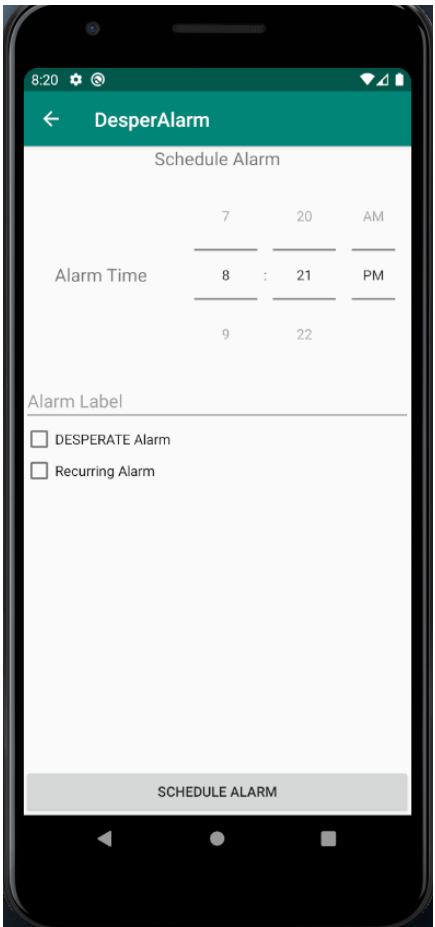


- When the timer is paused. The pause button will change to RESUME button. Clicking on the RESUME button will resume the timer



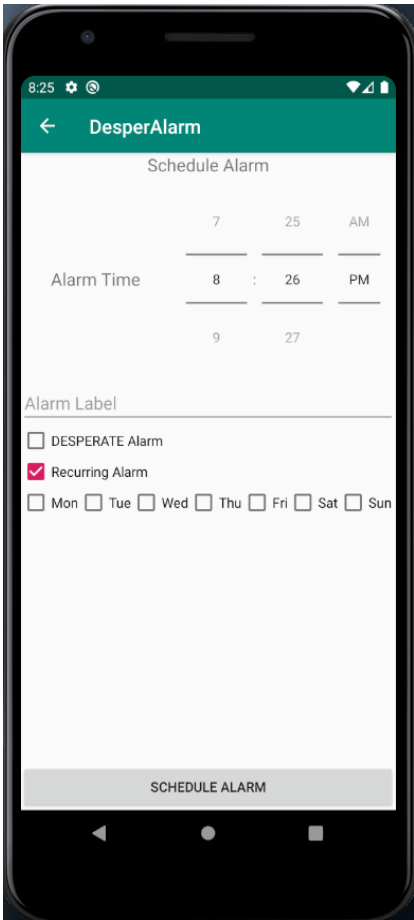
### Test 3.1 - Regular Alarm add

- Users can add an alarm by clicking the add alarm button in the alarm screen





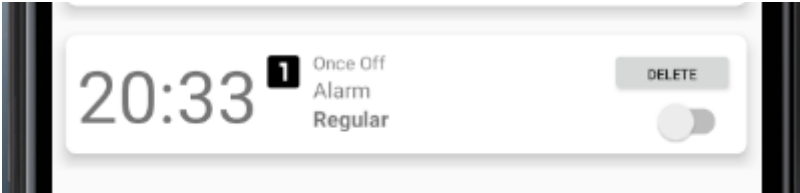
- To schedule an alarm, the user needs to pick a time and click the schedule alarm button. To set recurring alarms, simply check the recurring alarm checkbox and choose the recurring days. For this test, we are setting a **non-recurring** alarm.



- After clicking the schedule alarm, the alarm scheduled should show up in existing alarms. The type of alarm should be shown as regular.

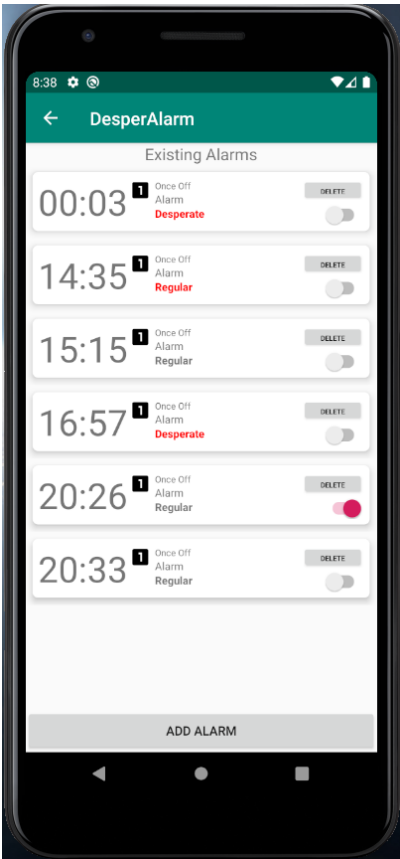
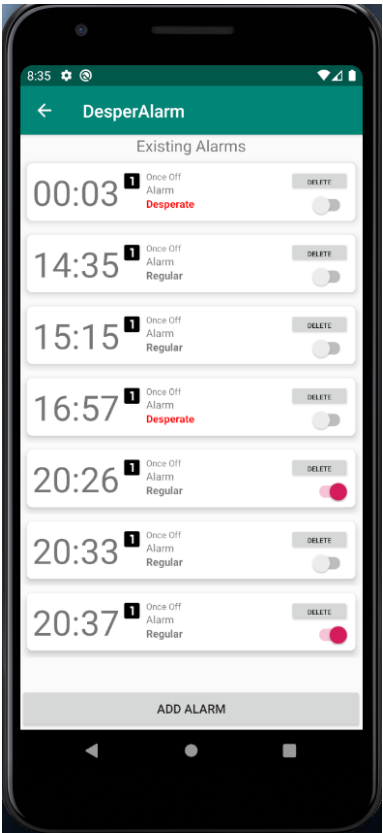


- Users can cancel an upcoming alarm by changing the toggle button to off



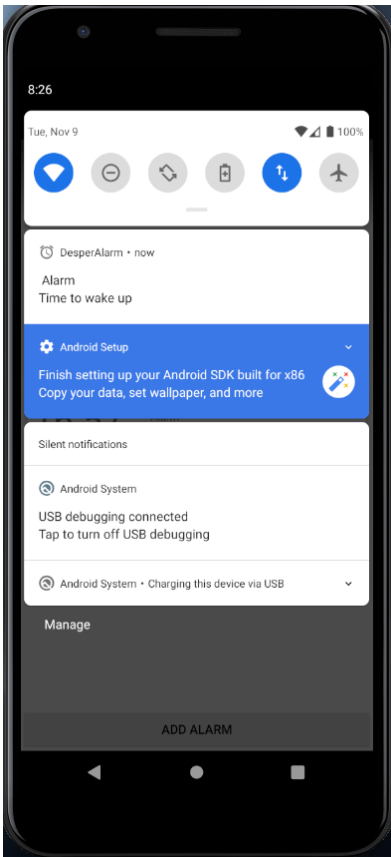
Test 3.2 - Regular Alarm delete

- Clicking the delete button located in each alarm should delete the alarm from existing alarms.
- Additionally, the alarm will be canceled and the user should receive nothing at the originally selected time.

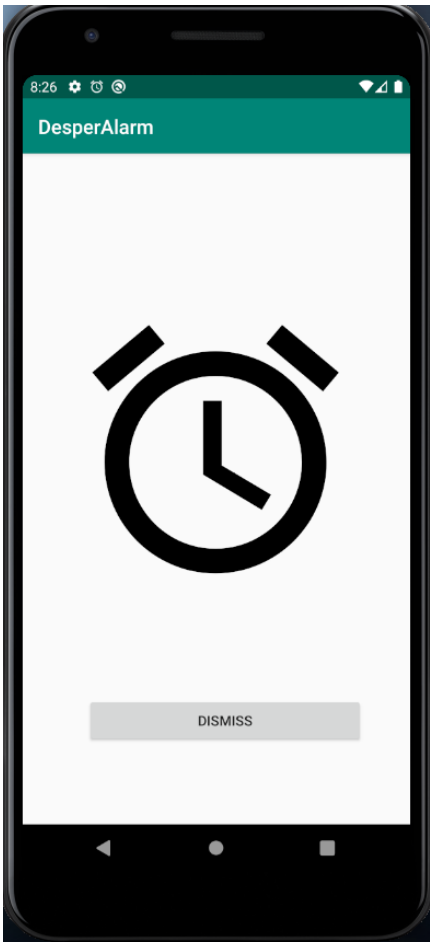


### Test 3.3 Regular alarm ring and stop

- At the selected time, the alarm will go off. The user should hear a ringtone and receive a notification.

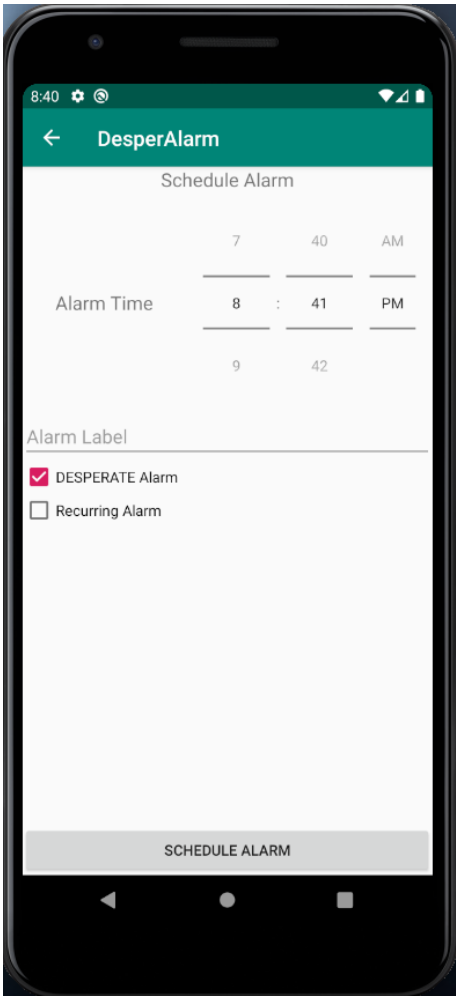
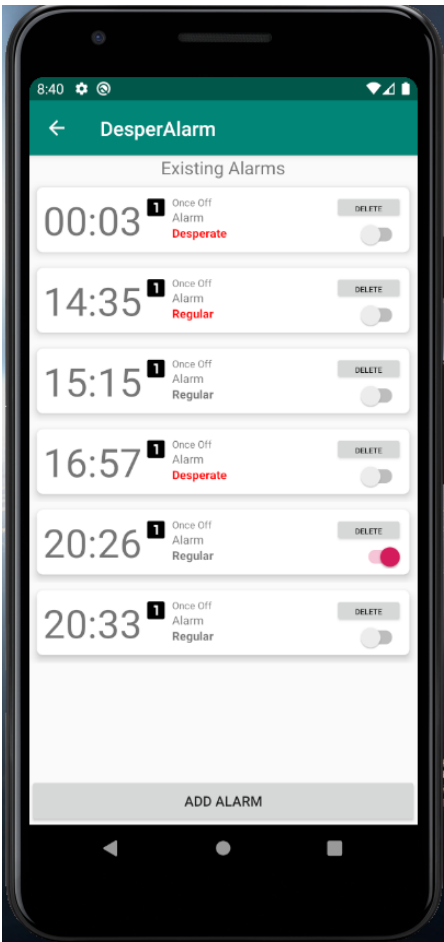


- Clicking a notification should take the user to the following screen. Clicking on dismiss should stop the alarm and close this screen.

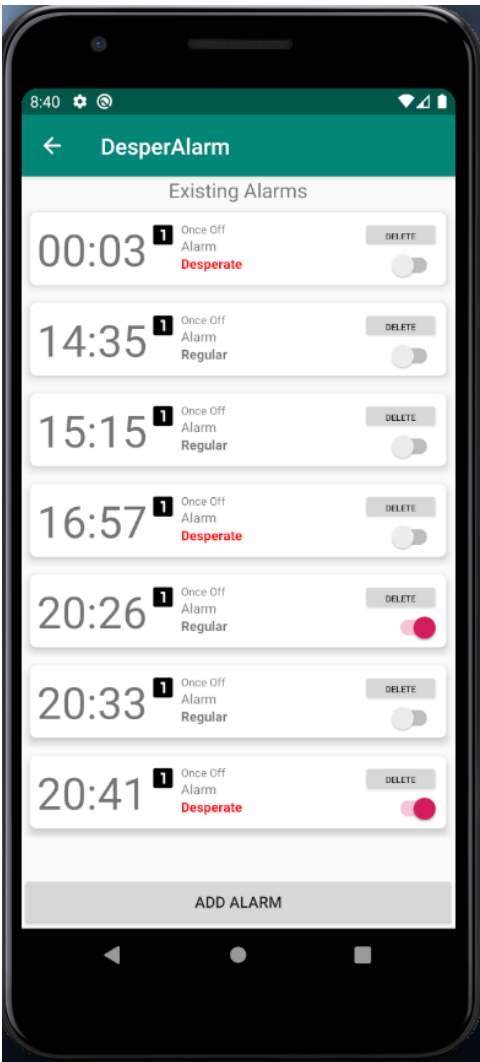


Test 4.1 - Desperalarm add

- Users can add an alarm by clicking the add alarm button in the alarm screen

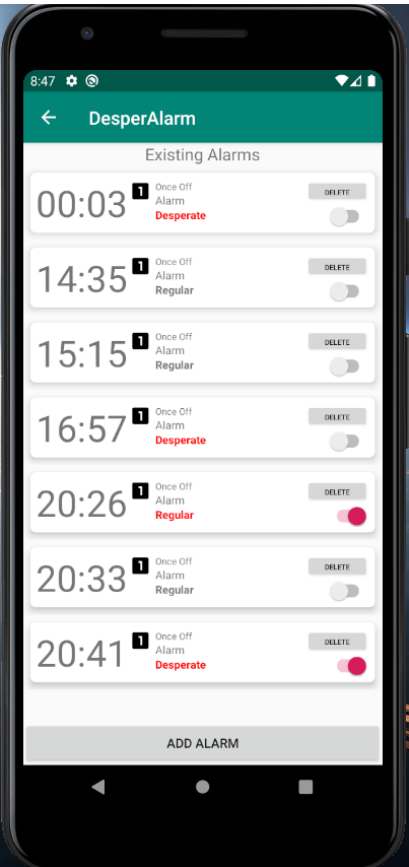
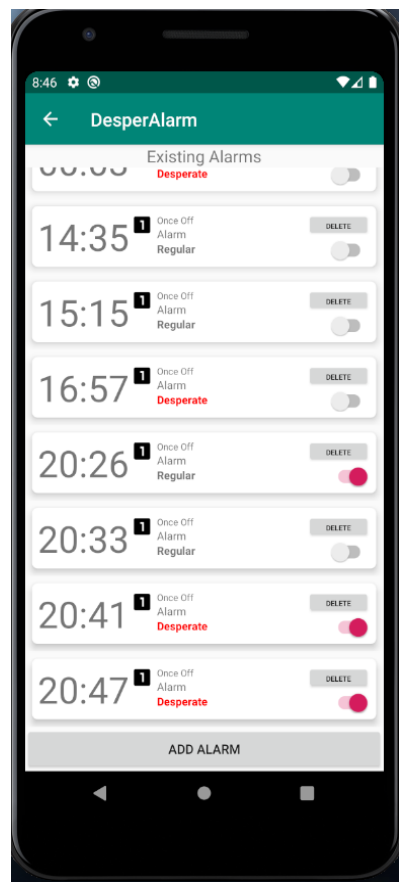


- To schedule a desperalarm, the user needs to check the DESPERATE alarm checkbox, pick a time, and then click schedule alarm.
- After clicking the schedule alarm, the alarm scheduled should show up in existing alarms. The type of alarm should be shown as desperate.



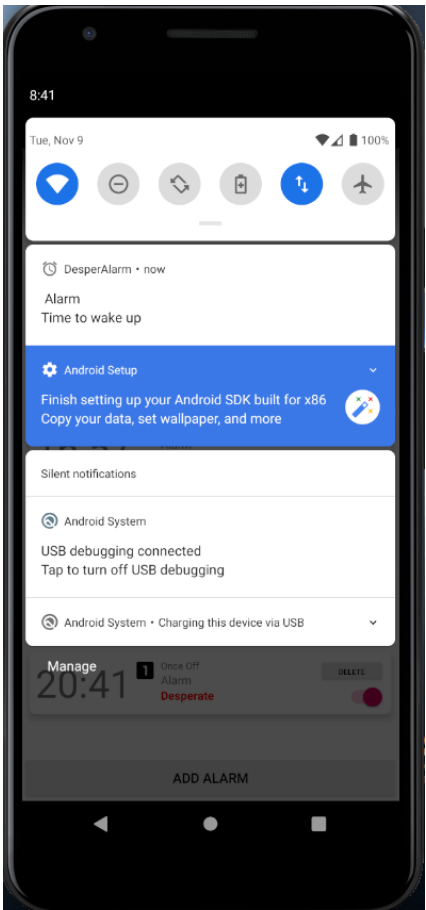
Test 4.2 - Desperlarm delete

- Clicking the delete button located in each alarm should delete the alarm from existing alarms.
- Additionally, the alarm will be canceled and the user should receive nothing at the originally selected time.



**Test 4.3 Desperalarm ring and stop**

- At the selected time, the alarm will go off. The user should hear a ringtone and receive a notification.

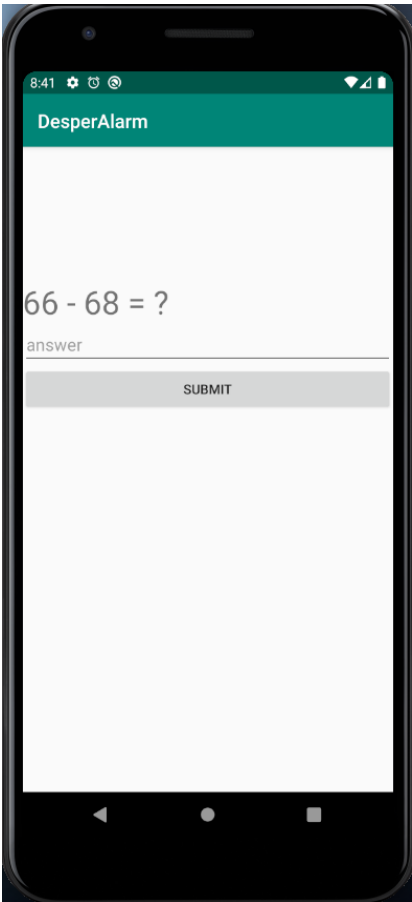


- Clicking on the notification will take the user to the following screen

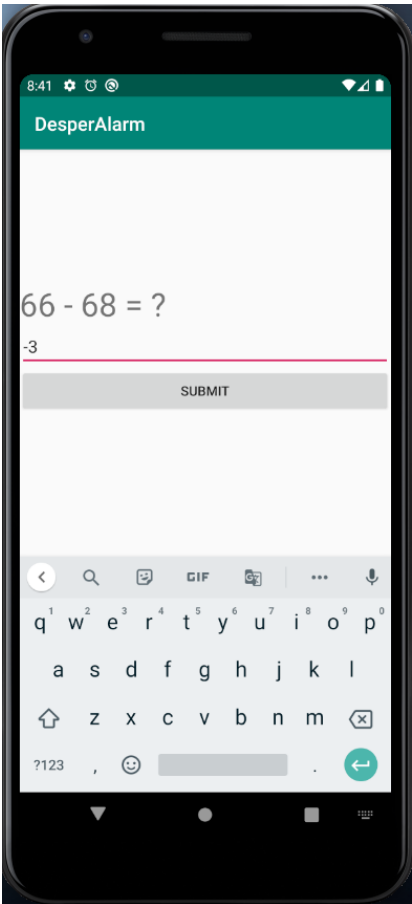


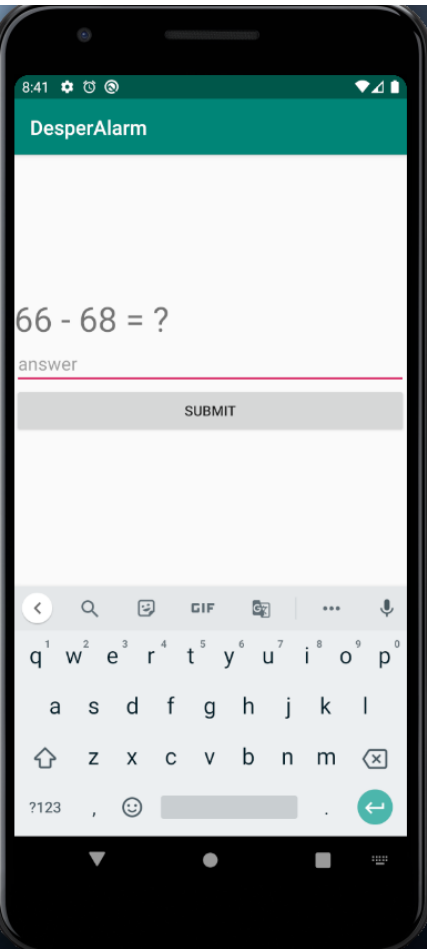


- Clicking on the hard dismiss button should take the user to a new screen that shows a simple math question. User needs to enter the correct answer for this question and click submit to stop the alarm.

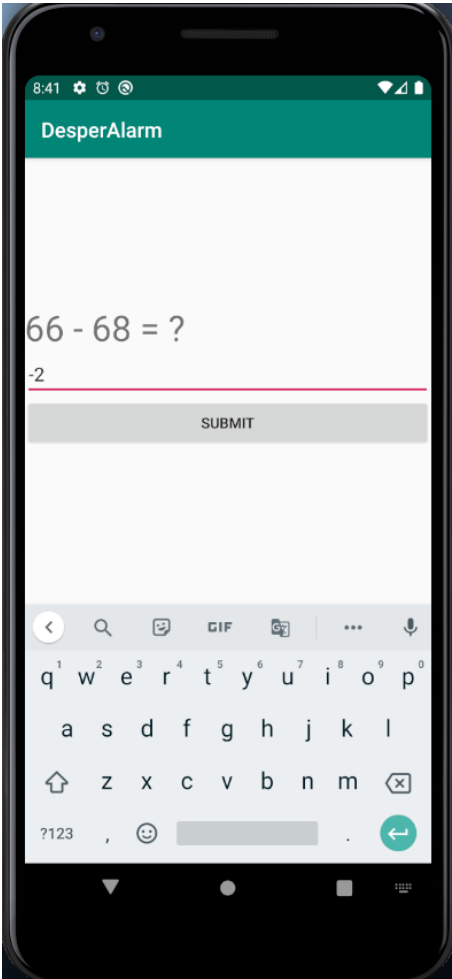


- If the submitted answer is wrong, the input field will be cleared and the alarm will not stop.



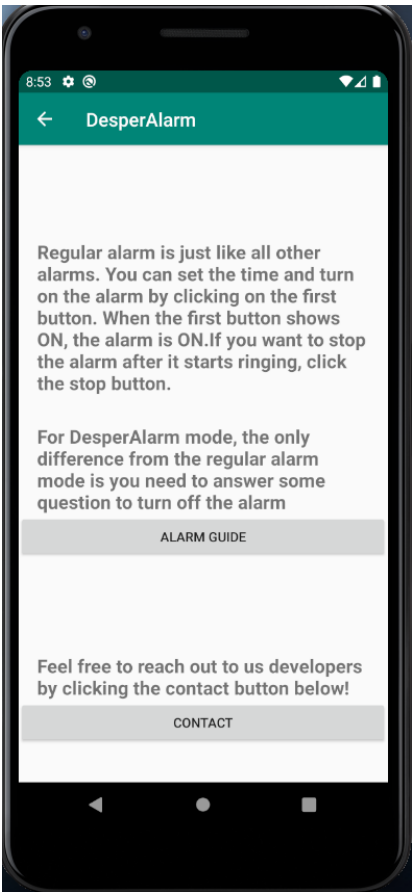


- When user enters the correct answer and click submit, the alarm will stop and the screen will be closed.

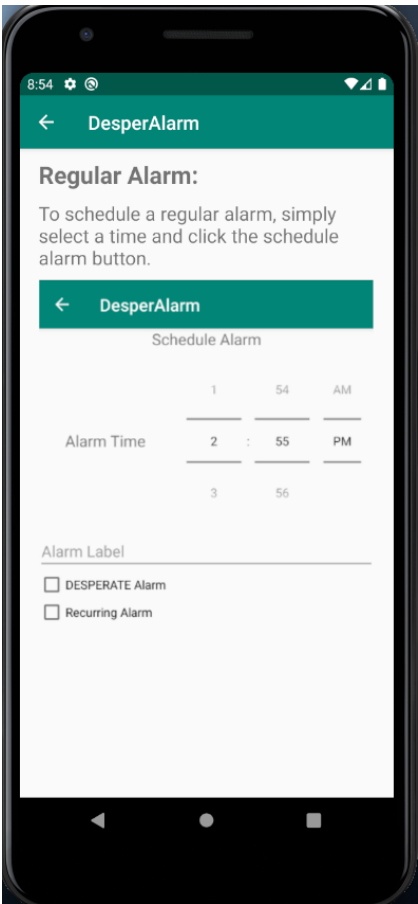


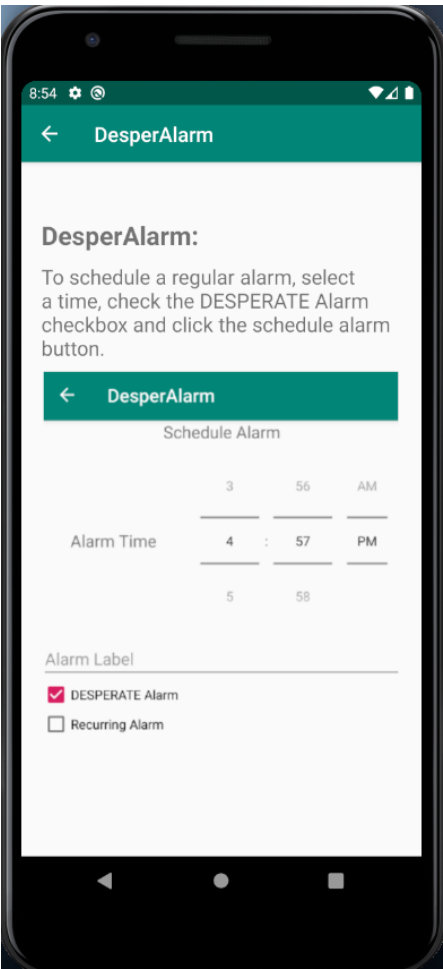
## Test 5 - About Screen

- The about screen shows instructions about how to use the app



- Clicking on the alarm guide button should take the user to a screen with more detailed instructions about alarms, including screenshots.





- Clicking on the contact button should take the user to gmail to send developers an email

