
CS 320: Lab02a: Web Applications II Lab Sign-Off

Tests for Web Applications II Lab (Lab02a) Sign-Off

- 1) Pull up **Lab02a** in Eclipse: Verify that the Project name has been changed to “**CS320_lab02a_username**”, where “username” is the student’s YCP username.
- 2) Pull up the **Index page**: Verify that there are links/buttons for **AddNumbers**, **MultiplyNumbers**, and **GuessingGame**.
- 3) Go to **Add Numbers** from the **Index page**: The **AddNumbers** page appears, with three number fields.
- 4) Enter **three numbers**: Get correct sum.
- 5) Delete the **third number**: Get correct error message: “**Please enter 3 numbers**” (required), with all fields still filled with the submitted values (optional extra credit).
- 6) Replace the **third number** with “**abc**”: Get correct error message: “**Invalid double**” (required), with all fields still filled with the submitted values (optional extra credit).
- 7) Go back to the **Index Page**
- 8) Go to **Multiply Numbers** from the **Index page**: The **MultiplyNumbers** page appears, with two number fields.
- 9) Enter **two numbers**: Get correct product.
- 10) Delete the **first number**: Get correct error message: “**Please enter 2 numbers**” (required), with all fields still filled with the submitted values (optional extra credit).
- 11) Replace **first number** with “**abc**”: Get correct error message: “**Invalid double**” (required), with all fields still filled with the submitted values (optional extra credit).
- 12) Go back to the **Index Page**.
- 13) Go to **Guessing Game** from the **Index page**: The **GuessingGame** page appears, with “**Start Game**” displayed.
- 14) Use **33** as the number trying to be guessed: Press the correct buttons for each guess, application eventually guesses 33 on its own. Correct sequence of guesses: **50 -> 25 -> 37 -> 31 -> 34 -> 32 -> 33**.
- 15) Pull up **Numbers.java**: Verify that it exists.
- 16) Pull up **addNumbersServlet.java**: Verify that it is **only** setting the **error message** and the **model** in the HTTP request before forwarding the HTTP request to the JSP.
- 17) Pull up **multiplyNumbers.JSP**: Verify that it is pulling data for the fields directly from the **Numbers.java** model, and **NOT** using values passed in as named parameters through the Servlet (except for **** error message**** and the **Numbers.java** model reference).
- 18) Run test cases for **NumbersController.java** controller and **Numbers.java** model: Test cases exist and pass. A complete set of test cases should cover the **constructor(s)**, the **getters**, **setter(s)**, and the **add** and **multiply** methods.