Unit Testing

TC - 1: Tests login functionality and accuracy

TC - 2: Tests user ability to select dine in

TC - 3: Tests users ability to takeout food from the menu

TC - 4: Tests user ability to reserve table before hand

TC - 5: Tests menu viewability

TC - 6: Tests ability to select an available table

TC - 7: Tests that user sat at the correct table by scanning QR

TC - 8: Tests payment is implemented correctly and that the order is confirmed

TC - 9: Tests users ability to rate food

TC-10: Tests managers ability to view reports regarding restaurant

TC-11: Tests users ability to register for an account

TC-12: Tests estimation time for food arrival

Test-Case Identifier: TC - 1

Use Case Tested: UC - 10

Pass/Fail Criteria: Test passes if the user is able to login to their account with their combination of email and password. Test fails if the user is able to login to their account with the wrong username or password.

Input Data: email, password

Test Procedure:	Expected Result:	Actual Result:
Step 1: Enter a username and password combination that is valid for customers and select login.	The app sees that the enter credentials are valid and takes the user to the user's main page.	The app displays the customer home page.
Step 2: Enter a username and password combination that is valid for manager and select login.	The app sees that the entered credentials are valid for manager and displays the manager main page.	The app displays the main page for the manager.
Step 3: Enter a username and password combination that is valid for chef and select login.	The app takes the user to the main page for the chef after confirming that information is valid.	The app displays the main page for the chef

Step 4: Enter a username and password combination that is invalid and select login	The app stays at the main page and displays an error message.	App states that the login was not successful.

Test-Case Identifier: TC - 2

Use Case Tested: UC - 1

Pass/Fail Criteria: The test passes if the available tables screen is shown on button click. The test fails if no screen is loaded or the wrong screen is loaded.

Input Data: Button selection

Test Procedure:	Expected Result:	Actual Result:
Step 1: Click on Dine In button.	The available table screen is loaded for the user to select from.	The available table screen is loaded for the user to select from.

Test-Case Identifier: TC - 3

Use Case Tested: UC - 2

Pass/Fail Criteria: Test passes if the take out menu button is clicked and it opens up the takeout menu options for the customers to pick from. Customer can then click to add items and click confirm to confirm order. Test will fail if the takeout menu does not open or the items are not added.

Input Data: Button click

Test Procedure:	Expected Result:	Actual Result:
Step 1: Click on takeout button.	Takeout menu screen opens.	Takeout menu screen opens
Step 2: Add item and check that it appears on the ordered list	Ordered item appears on ordered list with quantity and price displayed along the side.	Ordered item appears on the list with price and quantity shown.
Step 3: Delete item from the list and check ordered list is properly updated	Items are deducted in quantity and the price is adjusted accordingly.	Items are deducted in quantity and the price is adjusted accordingly.
Step 4: Confirm purchase and click order.	Order is sent to the queue for the chef to select and make.	This has yet to be implemented

Test-Case Identifier: TC - 4

Use Case Tested: UC - 3 and UC -5

Pass/Fail Criteria: This test will pass if a customer can select an unreserved table. This test will fail if the customer is able to reserve a table that is previously reserved or if the table the customer reserved is not marked as reserved.

Input Data: Button selection

Test Procedure:	Expected Result:	Actual Result:
Test 1: Select time for which the table is to be reserved.	Only tables that are available during this are shown as available while the rest are marked as taken.	All tables in the restaurant is shown without any distinctions.
Test 2: Select an available table to reserve in advance.	Table is set to be reserved for time the user has chosen.	This feature has yet to be implemented.
Test 3: Select a table that is marked as reserved or taken.	Table cannot be selected by the user.	This feature has yet to be implemented.
Test 4: Select a table for the current time (not reserving table)	Table screen is taken to the QR scan code page to confirm that the user is sitting at the selected table.	The screen with the QR code confirmation is loaded.

Test-Case Identifier: TC - 5

Use Case Tested: UC - 4

Pass/Fail Criteria: This test will pass if menu items are all seen but cannot be selected. The test will fail if the item can be ordered from the view menu or if the menu is not displayed correctly.

Input Data: Button selection

Test Procedure:	Expected Result:	Actual Result:
Step 1: Click on View Menu button.	A screen with the full menu appears	A screen with a menu appears
Step 2: Select items on the menu.	No items in the menu are selectable.	Items can be selected and a purchase can be made which links to confirm payment page.

Test-Case Identifier: TC - 6

Use Case Tested: UC - 6

Pass/Fail Criteria: The test will pass if the camera is able to be opened, camera detects the correct QR and then loads the next screen. The test will fail if the camera cannot open or if the QR cannot read the correct QR code or reads the wrong code as correct.

Input Data: Button Selection

Test Procedure:	Expected Result:	Actual Result:
Step 1: Load the scan QR page on the app.	The camera opens within the app and is ready to scan the QR code.	If the app is not allowed to use the camera, the user must first allow access and then manually reload the page. Otherwise the camera opens properly.
Step 2: Steady the camera over the QR code of the table the user has selected.	The system recognizes that the QR code corresponds with the table and loads the next screen.	The system recognizes the QR code and makes a Scan QR button visible. Clicking on this button loads the next page.
Step 3: Steady the camera over the QR code of a table that does not correspond with the table that is selected.	The system does not confirm the QR code and prompts the user to go to the correct table.	The system does not confirm the QR code and prompts the user to go to the correct table.

Test-Case Identifier: TC - 7

Use Case Tested: UC - 7

Pass/Fail Criteria: The test will pass if the customer can pay with credit or cash and the order is sent to the chef afterwards. The test will fail if customer cannot pay or if the chef does not receive the order.

Input Data: Button selection and numerical input for credit card

Test Procedure:	Expected Result:	Actual Result:
Step 1: Select to pay with cash.	The system continues and someone will come later to retrieve the cash.	The system continues but there is nothing in place to notify a worker to come and collect the cash.
Step 2: Select to pay by card.	The app will provide fields for the person to type credit card	This feature has not been implemented.

	information in and enter.	
Step 3: Select the submit payment button.	The app will send the order the customer has paid for to the chef's queue.	This feature has not been implemented.

Test-Case Identifier: TC - 8

Use Case Tested: UC - 8

Pass/Fail Criteria: The test will pass if the review the user is able to review and that review is stored for the user to use later on. The test will pass if the review does not work properly or if the review is not stored.

Input Data: User Star Selection

Test Procedure:	Expected Result:	Actual Result:
Step 1: Load the confirm payment page.	Foods that are ordered should appear along with a star rating system next to each type of food the user has ordered.	Foods that are ordered appear along with a star rating system next to each type of food the user has ordered.
Step 2: Select a number of stars corresponding to what to rate the food.	The appropriate number of stars can be selected out of the maximum number of stars there are.	The stars cannot be selected or changed.
Step 3: Submit the review	The submitted reviews are stored in the user profile.	This feature has not been implemented yet.
Step 4: Load the menu page	The menu should be appear with a star rating system next to each item.	The menu appears with a star rating system next to each item.
Step 5: Select a number of stars corresponding to what to rate the food.	The appropriate number of stars can be selected out of the maximum number of stars there are.	The appropriate number of stars can be selected out of the maximum number of stars there are.
Step 6: Order food which are rated.	The rated objects should be stored in the user profile.	This feature has not been implemented yet.

Could not be implemented

Test-Case Identifier: TC - 9

Use Case Tested: UC - 9

Pass/Fail Criteria: The test will pass if the user can favorite food items and these food items appear in their profile

for the next time they order. If this does not happen then the test fails.

Input Data: Button selection

Test Procedure:	Expected Result:	Actual Result:
Step 1: Load the confirm payment page.	Foods that are ordered should appear along with a favorite button next to each type of food the user has ordered.	
Step 2: Select the favorite button	The food item next to the selected button is shown as favorited.	
Step 3: Submit the review	The food items the user clicked the favorite button on are stored in the user profile.	These features have not been implemented.
Step 4: Load the menu page	The menu should be appear with a favorite button next to each item.	
Step 5: Select a favorite button next to the food item.	The button displays that the food item is favorited.	
Step 6: Select confirm payment page.	The food items the user clicked the favorite button on is selected.	

Test-Case Identifier: TC - 11

Use Case Tested: UC - 11

Pass/Fail Criteria: The test will pass if the manager can view the reports on clicking view reports button. Test will fail if this does not occur.

Input Data: Button selection

Test Procedure:	Expected Result:	Actual Result:
Step 1: Select category inventory	Display the current inventory in a graph.	An older version of the inventory is displayed.
Step 2: Login as a customer and order an item. Log back in as a manager and select category inventory.	The inventory should be updated with the ordered item using up some inventory.	The same version of the inventory as before is displayed.

Could not implement

Test-Case Identifier: TC - 12

Use Case Tested: UC - 12

Pass/Fail Criteria: Test passes if the user is able to register account when the user enters a username that is not in use already and password that is at least six characters long. Test fails if the user users a username and password combination that is already in use to register.

Input Data: email and password

Test Procedure:	Expected Result:	Actual Result:
Step 1: Type in username that is already in use and an invalid password	System will not allow the user to register an account. System will ask user to choose a username that not in use or a valid password.	These features have not yet been implemented.
Step 2: Type in new email address and valid password	System will notify user that a new account has been created to indicate a successful registration; access to user enabled to use other features	

Test-Case Identifier: TC - 13

Use Case Tested: UC - 13

Pass/Fail Criteria: The test passes if the chef is able to update the wait time for food arrival. The test fails if this is not so.

Input Data: Wait time

Test Procedure:	Expected Result:	Actual Result:
Step 1: Login to Chef account and navigate to the Order Queue.	The Order queue is displayed along with the percentage of each dish the chef has completed.	This has yet to be implemented.
Step 2: Update the status of one of the dishes.	The wait time for the order should now decrease.	