

Test Plan

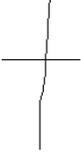
1. Purpose

The purpose of this Test Plan is to record the test procedures applicable to our Stylus to text app.

We will create as many automated tests to help us with regression testing. Depending on the language and IDE we end up using these automated tests (black box and white box testing) could be JUnit, coded UI tests (CUITS), unit tests, etc. Besides that we will also create manual test cases for black box testing.

2. Test Plan

| # | Feature | Test Steps | Input | Expected Output | Pass /Fail |
|---|--|--|--|---|------------|
| 1 | Pen input outputs dots on a graph in a separate window | 1. User draws an a on one window with a stylus 2. The dots are recorded in a different window 3. When the dots are traced they resemble the same shape drawn in step 1, an a | a | dots that look like an 'a' | |
| | | | A | dots that look like an 'A' | |
| | | | a line | a line of dots | |
| | | | two separate letters | a graph representation of two separate letters | |
| | | | an 'a' in the upper left corner of the screen | dots that look like a complete 'a' in the upper left of the graph | |
| | | | an 'a' in the lower right corner of the screen | dots that look like a complete 'a' in the | |

| | | | | | |
|---|-------------------------------|---|---|---|--|
| | | | | lower right of the graph | |
| 2 | Interpret the dots as letters | 1. someone draws 2. the letter is printed out | draw an 'A' on the screen | a 'A' is printed out | |
| | | | draw an 'a' on the screen | a 'a' is printed out | |
| | | | draw a smiley face on the screen | a message is displayed 'Can't determine input' | |
| | | | draw an incomplete f on the screen:  | an 'f' is printed out. | |
| | | | draw a line that looks like a lower case l:  Lift your pen up for 25 seconds and then draw a line that makes the l look like a t:  | An 'l' is outputted at first. and then once the second keystroke is done the 'l' disappears and a 't' is displayed. | |
| 3 | Interpret the dots as numbers | 1. someone draws a number 2. a number is outputted | draw a 1 | | |
| | | | draw a 0 | | |

| | | | | | |
|--|--|--|---|------------------------------------|--|
| | | | draw a backwards 3 | An 'E' is printed to the screen | |
| | | | draw a 2 | A '2' is printed to the screen | |
| | | | draw a 'fancy' 2:  | A '2' is printed to the screen | |
| | | | draw an 8 multiple ways:  | An '8' is printed to the screen | |