

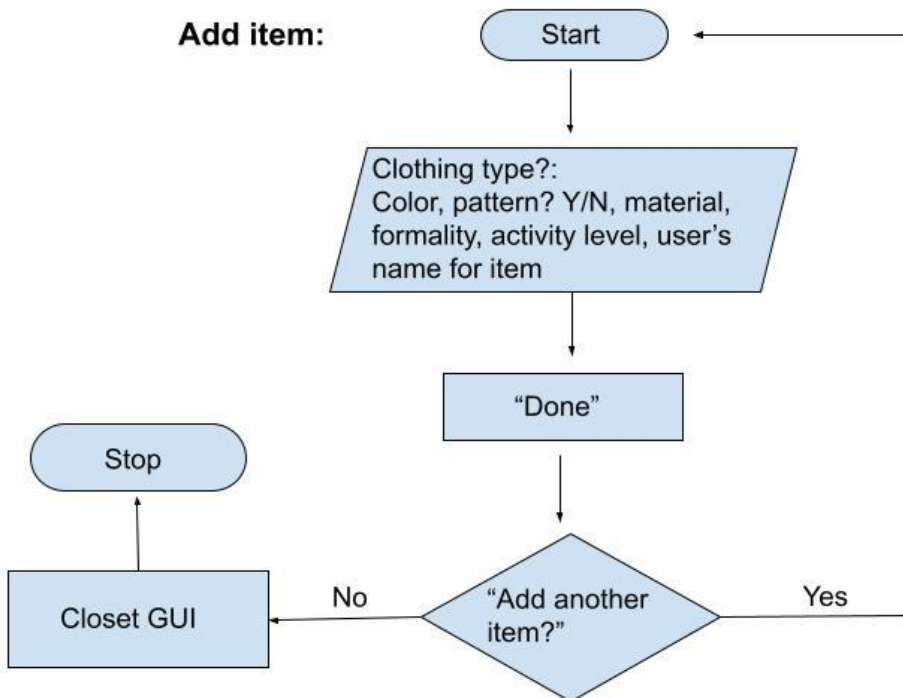
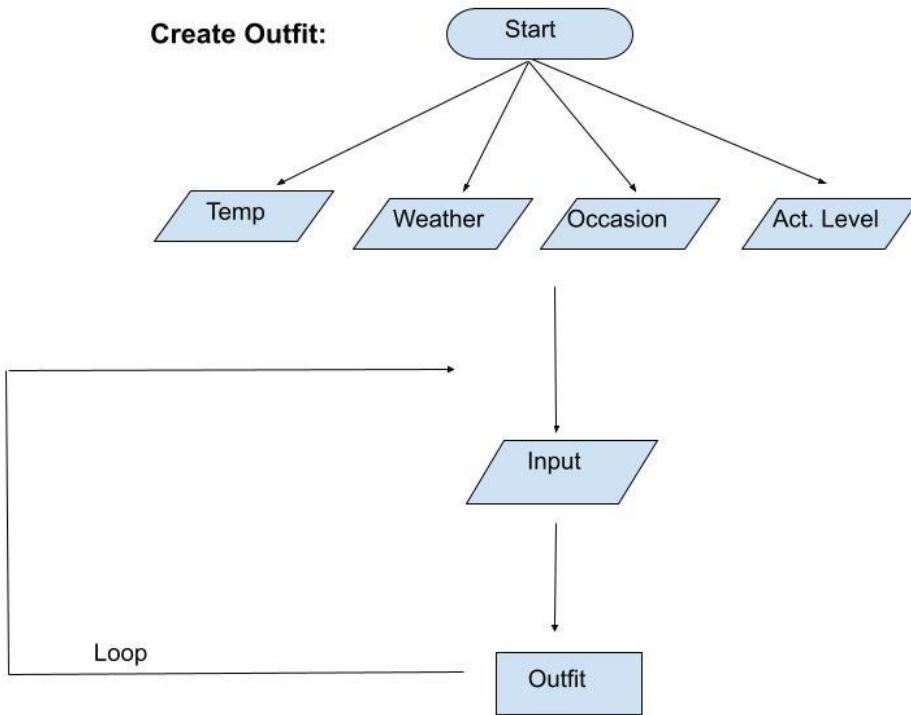
Criteria B: Design

Test Plan:

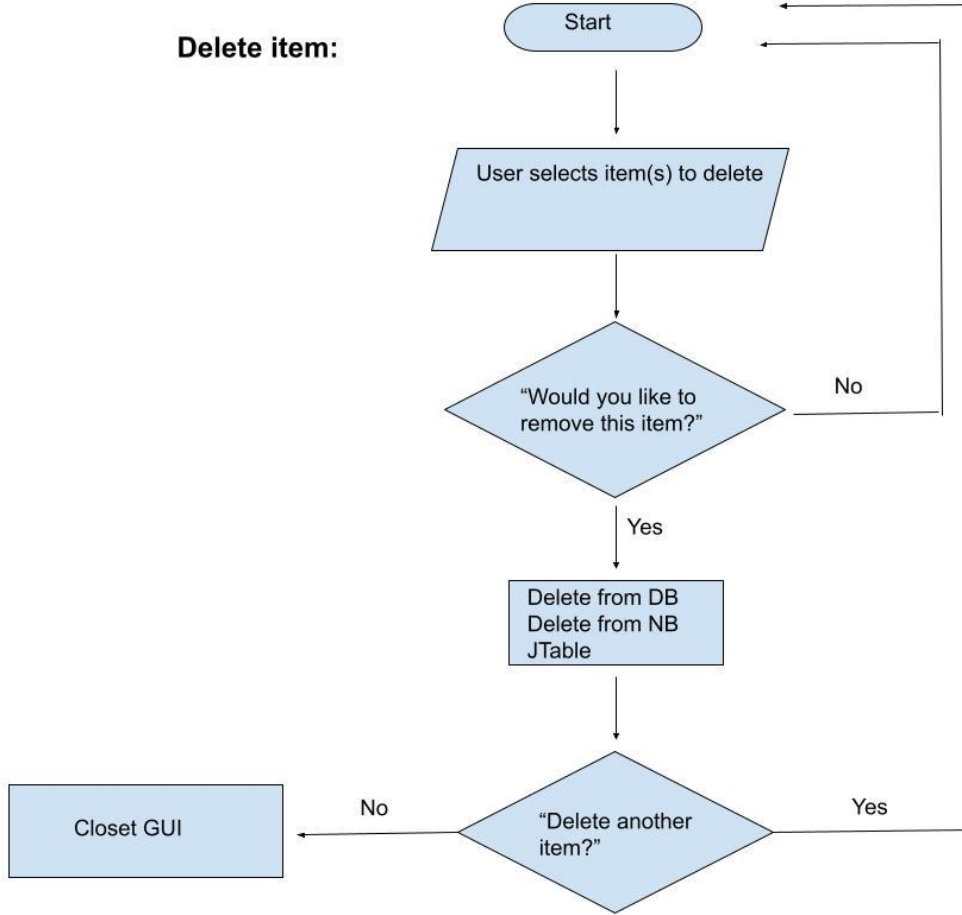
These tests need to be done in order to ensure that the program meets the client's success criteria.

Action to test	Method of testing & result expected
Input section takes in user input and interprets the data to make an outfit suitable for the client's needs	Try different combinations of input in which you would expect a certain obvious result. For example, if input is specifically for a winter day, the user would expect an outfit suitable for a cold, possibly snowy day.
2 Outfits are outputted by the program, displayed in descriptive words of each item so my client knows which clothes to choose from his closet	When the outfits are outputted, see if my client can correctly find the clothes that were chosen for him by the program.
Add clothes feature	Add in an item of clothes, carefully selecting its qualities. See if it is displayed correctly in the NetBeans table of the clients wardrobe, also in MySQL. Check its attributes within the program, as the client will not be able to see its qualities displayed in the final product's table.
Remove clothes feature	Remove an item of clothing from the client's wardrobe by selecting it and pressing delete. See if that item is still in the table, or if it has been successfully removed. Go into the database on MySQL, refresh, and check the table of clothes to do a final check.
Exit GUI	When this button is pressed, the program will exit.
Update Button	When this button is pressed, NetBeans and MySQL are updated in order to show what my client has in their closet.
Reset Button	When this button is pressed, the input fields will reset to their default values, and no longer have the user input.

Flowcharts:



Delete item:



Continue to the next page...

UML Diagram:

