

Hardcopy for Records (Paint Test)

---

---

1.	Paint Interface	1
1.1.	Paint Interface	1-3
2.	Opening Paint	4
2.1.	Open Paint	4
3.	Open an Image in Paint	5
3.1.	Open Image in Paint	5
4.	Edit Image	6
4.1.	Annotate Image	6
4.2.	Resize The Image	6
4.3.	Invert Image Color	6
5.	Saving The Image	7
5.1.	Save As Option	7
5.2.	Save With An Alternative File Extension.	7
6.	Glossary	8

## 1 Paint Interface

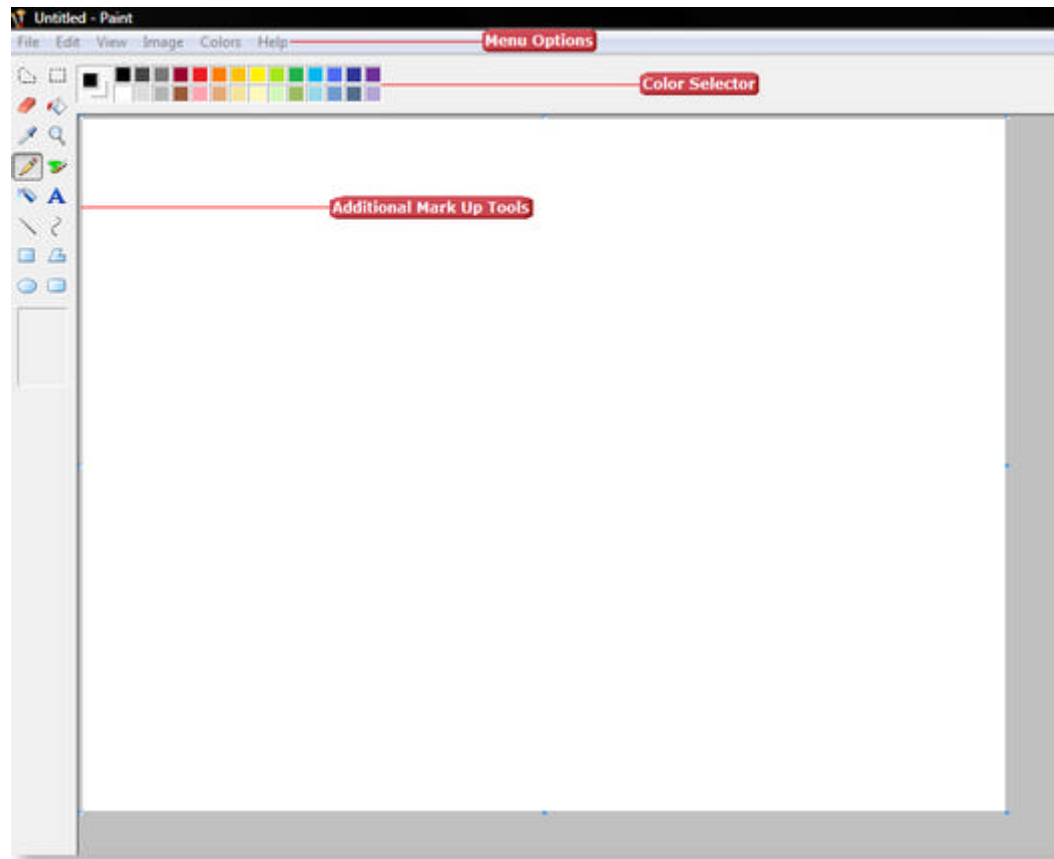
---

### 1.1 Paint Interface

---

This is to give the tester a overview of the Paint *UI*. For reference purposes.

#### Test Setup



#### ▶ File Menu

File	Edit	View	Image	Colors	Help
New					Ctrl+N
Open...					Ctrl+O
Save					Ctrl+S
Save As...					
From Scanner or Camera...					
Print Preview					
Page Setup...					
Print...					Ctrl+P
Send...					
Set As Background (Tiled)					
Set As Background (Centered)					
Set As Background (Stretched)					
1 C:\Users\...\Garden.bmp					
2 C:\Users\...\Garden.jpg					
3 C:\Users\...\Garden.jpg					
4					
Exit					Alt+F4

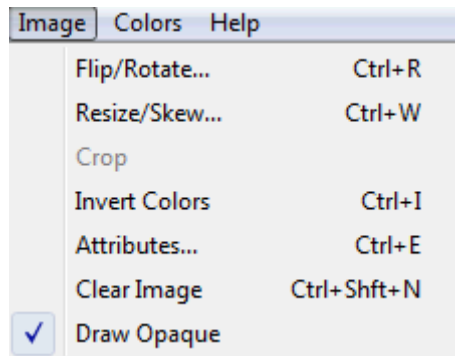
▶ **Edit Menu**

Edit	View	Image	Colors	Help
Undo				Ctrl+Z
Redo				Ctrl+Y
Cut				Ctrl+X
Copy				Ctrl+C
Paste				Ctrl+V
Clear Selection				Del
Invert Selection				
Select All				Ctrl+A
Copy To...				
Paste From...				

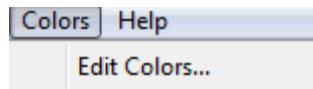
▶ **View Menu**

View	Image	Colors	Help
<input checked="" type="checkbox"/>	Tool Box		Ctrl+T
<input checked="" type="checkbox"/>	Color Box		Ctrl+L
<input checked="" type="checkbox"/>	Status Bar		
Text Toolbar			
Zoom ▶			
View Bitmap			Ctrl+F

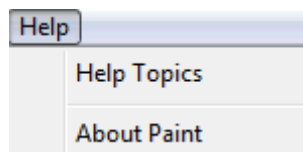
▶ **Image**



▶ **Colors Menu**



▶ **Help Menu**



## 2 Opening Paint

---

### 2.1 Open Paint

---

This will test that the Paint accessory can be opened successfully.

#### **Test Setup**

##### **▶ Opening Paint**

- Click on the Start menu.
- Select **All Programs/Accessories**.
- In the **Accessories** dialog select **Paint**.

#### **Expected Results**

The inbuilt windows accessory Paint has been opened successfully using the Start Menu.

## 3 Open an Image in Paint

---

### 3.1 Open Image in Paint

---

This test will verify an image can be successfully opened by the windows Paint application.

#### Test Setup

Using the **File** menu select **Open. Paint Interface (Section 1.1)**

#### ▶ Navigate to Sample Image

- In the **Open** dialog (Paint defaults to the Pictures folder in My Documents) select **Sample Images**.
- Select any of the Sample Images available.
- Once selected click **Open**.

 Image name not specified as differing OS will have different Sample Images.

#### Expected Results

A sample image has been opened in Paint successfully.

## 4 Edit Image

---



### 4.1 Annotate Image

---

This test will *Annotate* the Sample Image.

#### Test Setup

##### ▶ Enabling the Text Tool

- In the left hand options pane select the  button.
- Now the option has been enabled click on the  button.

Place the cursor on the Image and click the primary mouse button and draw out a region using the mouse.

Once this region is specified type in "Test Annotation".

#### Expected Results

The text 'Text Annotation' appears overlaid on top of the image.

### 4.2 Resize The Image

---

This is to test the image can be resized using the Image menu.

#### Test Setup

Using the **Image** menu select **Resize Paint Interface (Section 1.1)**.

Edit the **Horizontal** value to 75%.

Edit the **Vertical** value to 75%.

Click **OK**.

#### Expected Results

Verify the image is now 75% of the original size.

### 4.3 Invert Image Color

---

This test will perform an Invert operation on the sample image.

#### Test Setup

Using the Image menu select the **Invert Colors** option. **Paint Interface (Section 1.1)**

Verify the Image colors have been Inverted correctly.



When the colors are inverted the Image will have a photo negative effect.

#### Expected Results

The Image has had its colors inverted correctly.

## 5 Saving The Image

---

### 5.1 Save As Option

---

This will test the Image can be saved in an alternative Location.

#### **Test Setup**

Using the **File** menu select the **Save As** option. **Paint Interface (Section 1.1)**

#### **▶ Save As Dialog**

- In the **Save As** dialog select **Documents** click on the **New Folder** button.
- Name this folder **Save Test**.
- Click **Open**.
- Click **Save**.

#### **Expected Results**

The Image has been correctly saved in an alternative location using the **Save As** option.

### 5.2 Save With An Alternative File Extension.

---

This will test an image can be saved with an alternative file extension.

#### **Test Setup**

With the test image still open use the **File** menu to select **Save As**. **Paint Interface (Section 1.1)**

#### **▶ Save As Dialog**

- Make sure the Test Folder "Save test" is selected for a location in the **Save As** dialog.
- Using the **Save as type** drop down select **24-bit Bitmap (\*.bmp;\*.dib)**.
- Click **Save**.

#### **Expected Results**

Navigate to the Test Folder and verify the Image has been saved using the file extension (**.bmp**). The test image has been successfully saved with a different file extension.

6 Glossary

---

**A**

**Annotate**  
To add text

**O**

**OS**  
This is a generic abbreviation for "Operating System"

**U**

**UI**  
This is a generic abbreviation for "User Interface"

**Test Setup****A**

**Annotate**  
To add text

**O**

**OS**  
This is a generic abbreviation for "Operating System"

**U**

**UI**  
This is a generic abbreviation for "User Interface"

**Expected Results****A**

**Annotate**  
To add text

**O**

**OS**  
This is a generic abbreviation for "Operating System"

**U**

**UI**  
This is a generic abbreviation for "User Interface"