# **Beta Testing Document**

for

## The Dorm Room Dealer

Version 0.1

### Prepared by

### Group 13 Group Name: Stonks!

Udhav Varma	211120	udhavv21@iitk.ac.in
Ashish Meena	210214	ashishm21@iitk.ac.in
Vikas Yadav	211166	vikasy21@iitk.ac.in
Yuvraj Kharayat	211208	yuvraj21@iitk.ac.in
Devansh Jain	210321	jdevansh21@iitk.ac.in
Shubham Anand	211020	shubhama21@iitk.ac.in
Nitesh Kaushal	210676	nkaushal21@iitk.ac.in
Sajja Eswara Sai Raghava	210904	esraghava21@iitk.ac.in
Murdeshwar Harsh Arun	210641	harsharun21@iitk.ac.in
Anshul Kumar	210157	anshulk21@iitk.ac.in

Course: CS253

Mentor TA: Rumit Gore

Date: 16/04/2023

Contents			
1	Introduction		
2	LIST OF BUGS2		
3	Overall quality of the software		
Арре	ENDIX <b>A</b> - <b>G</b> ROUP LOG5		

### 1 Introduction

The Dorm Room Dealer software was developed with the aim of providing a platform for students of IIT Kanpur to buy and sell items within their campus community. The purpose of the software is to create a marketplace where students can easily and conveniently buy and sell items they no longer need, such as textbooks, electronics, furniture, and other personal items. One of the main reasons why the software was developed is to provide an alternative to traditional retail stores and online marketplaces. While there are many places where students can buy and sell items, these options can be expensive, time-consuming, or inconvenient. The Dorm Room Dealer software is designed to be easy to use, fast, and accessible to all students, regardless of their level of technical expertise. Another reason why the software was developed is to promote sustainability and reduce waste on campus. By allowing students to buy and sell used items, the software encourages the reuse and recycling of goods, which helps to reduce the amount of waste generated by the campus community. This is especially important given the increasing awareness of environmental issues and the need to reduce our carbon footprint. Overall, the purpose of the Dorm Room Dealer software is to provide a convenient, efficient, and sustainable way for students to buy and sell items within their campus community. By promoting collaboration and reducing waste, the software helps to create a more vibrant, connected, and environmentally conscious campus community.

### 2 List of Reported Bugs

#### **BUG 1**:

Tested Feature: Bidding system

Tester Name: Devansh Jain

Testing Date: 07/04/2023

Bug Details: When a user places a bid on an item, the system should ensure that the bid amount falls within the maximum limit set by the seller. However, due to the bug, there is no upper limit set on the bid amount, which means that users can place bids with an amount that is much higher than the actual worth of the item or the maximum limit set by the seller.

Bug Report Date: 07/04/2023

Has the bug been fixed? Yes, the bug has been fixed.

Date of Bug fixing: 13/04/2023

Any other comment (for example, how satisfied are you with the bug fixing): The development team has successfully fixed the issue where there was no upper limit set on bid amounts, ensuring that users cannot bid more than the maximum limit set by the seller.

#### **BUG 2**:

Tested Feature: Edit profile feature

Tester Name: Ashish Meena

Testing Date: 08/04/2023

**Bug Details:** when a user tries to update their profile information, any default values that were previously set are not being saved. For example, if i change my name only and save it, than the other values also reset.

Bug Report Date: 09/04/2023

Has the bug been fixed? Yes, the bug has been fixed.

Date of Bug fixing: 14/04/2023

Any other comment (for example, how satisfied are you with the bug fixing): Default values are now saved when editing profile - With this fix, users will no longer lose any default values that were previously set when updating their profile information.

#### **BUG 3**:

Tested Feature: Email notification feature

Tester Name: Harsh Murdeshwar

Testing Date: 08/04/2023

**Bug Details:** when an auction ends, the system is not sending out the expected email notifications to the relevant users. Like, when a bidder is decided as a winner for a particular item, no mail is sent to the previous owner of the item or the winner.

Bug Report Date: 09/04/2023

Has the bug been fixed? Yes, the bug has been fixed.

Date of Bug fixing: 15/04/2023

Any other comment (for example, how satisfied are you with the bug fixing): Email notifications are now sent when auctions end - With this fix, users now receive an email notification informing them that they have won an auction and providing them with instructions on how to complete the purchase.

#### **BUG 4**:

Tested Feature: Bidding system

Tester Name: Udhav varma

Testing Date: 09/04/2023

**Bug Details:** The system is allowing users to bid less than the current price of an item, which should not be possible. For example, if the current bid by any user for an item is 50 rupee, than another user can place a bid of 40 rupee, which is not allowed usually.

Bug Report Date: 09/04/2023

Has the bug been fixed? Yes, the bug has been fixed.

Date of Bug fixing: 15/04/2023

Any other comment (for example, how satisfied are you with the bug fixing): Bids less than current price are no longer allowed, this ensures that there is no loop holes in the bidding system.

### 3 Overall Quality of the Software

<Mention how satisfied you are with the software.</p>

- 1. How good is the user manual? Was it easy to install and run the software? We found the user manual for Dorm Room Dealers to be very helpful. It provided clear instructions and guidance on how to install and run the software. The installation process was straightforward and we were able to get the software up and running without any issues. Overall, we think that the user manual was good and made the installation process easy to follow.
- 2. How is the quality of the code? Is it well documented? Is the code modular? Are the variables and the function names meaningful?
  - The quality of the code in Dorm Room Dealers was high. The code was well-structured and easy to read due to its use of meaningful variable and function names. This made it easier to follow the logic and functionality of each code block. Additionally, the code was modular, meaning that it was divided into smaller, independent pieces that could be easily maintained and updated. This made it more flexible and adaptable to changes that might occur in the future. Furthermore, the code was well-documented with clear explanations of the purpose and function of each section, which helped us understand the code more quickly and easily. The comments in the code were informative, concise and consistent also.
- 3. Do you think that the software lacks some major features that may make it less acceptable to the user?
  - As far as I can tell, the Dorm Room Dealers software has all the major features that would make it acceptable to users. The software allows students to easily buy and sell items within their dorm rooms through a bidding system. While there may be some additional features that could be added in the future, I don't think that the current lack of these features makes the software less acceptable to users. Overall, I think the software is functional and meets the necessary requirements for its intended purpose.
- 4. Does the software not satisfy any major non-functional requirements?

  There are no major non-functional requirements that are not being met by the Dorm Room Dealers software. we haven't experienced any significant performance or reliability issues, and the software seems to be quite user-friendly.

# Appendix A - Group Log

Date / Time	Meet Type	What was discussed in the meet?	
04/04/23 18:30 - 19:30	Online Meet	Discussed with the other team regarding their software, user manual	
09/04/23 17:00 -19:30	Online Meet	Put on github the issues we found of Dorm Room Dealer software	
14/04/23 22:30 - 23:00	Online Meet	Discussed with the other team regarding whether the bugs reported by us have been fixed or not	
15/04/23 10:30 - 11:00	Online Meet	Discussed with TA and was recommended improvements in the software	
16/04/23 18:00 - 20:00	Offline Meet	Finalized the Beta Testing Document	