P5.1 TEST PLAN

RAPID GUI PROTOTYPE (ANDROID)

VERSION 1

NOV. 20, 2017

RICHARD CONSTANTINE

#7686561

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1 – TPP VERSION HISTORY

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason	Mark
1	Richard Constantine	11/20/2017				

2 - INTRODUCTION

2.1 PURPOSE OF THE TEST PLAN TEMPLATE DOCUMENT

The purpose of this test plan document is to test rapid GUI prototype, ensuring the correct elements are present. This GUI will only be a shell of the GUI, and will only show how the GUI will appear when implemented, however will currently offer no functionality.

3 – RAPID GUI PROTOTYPE (ANDROID)

3.1 TEST PLAN AND CASES

Item to Test	Test Description	Test Date	Responsibility
RAPID GUI PROTOTYPE (ANDROID)	The tester will open the client GUI and ensure all graphic elements required to connect to the provided time server and the MX7 board are included in the design. It acts only as a shell and provides no actual functionality.	Nov. 20, 2017	Richard Constantine

3.2 TEST PROCEDURE

Instruction		P/F
1.	Ensure the PC being used has an up-to-date version of Windows (Windows 7 or later) along with the Android Studio, ensuring to download the Java JDK (these can be found via google).	
2.	Go to the Google OneDrive URL sent via email. This should take you a folder called Richard Constantine - 7686561 - ECE 3740 - Assignment 9. Download and extract all files within P5.1.zip, and place its contents in a directory called C:\Users\<YourUsername>\ECE3740\Constantine_Richard_P5\P5.1.	
3.	Start Android Studio by doubling clicking the desktop icon, or locating the install folder and running the .exe.	
4.	Next, within Android Studio, open the RapidGUIPrototype project by selecting File –> Open Project. Browse to C:\Users\<YourUsername>\ECE3740\Constantine_Richard_P5\P5.1 and open the project called RapidGUIPrototype.	
5.	Within the Project tab of Android Studio, highlight/select the app folder and run the program by selecting Run -> Run 'app' from the top ribbon. Use the device emulator for a Nexus 6 and the Nexus 6 API 24 to emulate the device.	

6.	Check that the GUI compiles and runs. Note that there are buttons and a text field included to interact with the MX7 server via: buttons to control each LED, pushbutton and to retrieve the time, as well as a text field to display server feedback.	
7.	When the 'CONNECT' button is pressed, a message should appear in the 'Console Messages' confirming this button press.	
8.	When the 'DISCONNECT' button is pressed, a message should appear in the 'Console Messages' confirming this button press.	
9.	When the 'GET TEMP' button is pressed, a message should appear in the 'Console Messages' confirming this button press.	
10.	When one of the 'READ PB' buttons are pressed, it should alter the corresponding text box to say 'Up' or 'Down'. Currently prints the messages at a probability of 50% (no actual connection is yet made – this is only a GUI shell).	
11.	When one of the 'LED' buttons are pressed, a message should appear in the 'Console Messages' confirming this button press. Currently prints the messages at a probability of 50% (no actual connection is yet made – this is only a GUI shell).	
12.	Finally, exit the GUI by quitting the emulator or stopping the program using Run -> Stop.	

4 - TEST PLAN TEMPLATE APPROVAL

The undersigned acknowledge they have reviewed the P5.1 Test Plan Template document and agree with the approach it presents. Any changes to this Requirements Definition will be coordinated with and approved by the undersigned or their designated representatives.

Required Signatures:

- TA - Kaiser Nahiyan

Signature: _____ Date: _____

Print Name: _____

Title: _____

Role: _____

REFERENCES

[1] K. Ferens, "ECE 3740 Systems Engineering Principles 1," 15 September 2001. [Online]. Available: http://ece.eng.umanitoba.ca/undergraduate/ECE3740/. [Accessed 16 September 2017].