



DDWC 3723 SOFTWARE DEVELOPMENT
SOFTWARE TEST DEVELOPMENT (STD) REPORT
CALTACTOE APP DEVELOPMENT

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Revision History

Name	Date	Reason for Changes	Version
1. CalTacToe	20 April 2024	Initial release	1.0
2.			

1. Introduction

CalTacToe (calculator + tic tac toe) is a simple calculator app that perform regular arithmetic operations like addition, subtraction, division and multiplication with additional operation which is percentage. That's not all, CalTacToe also embedded with Tic Tc Toe for fun factor. A two-players strategic games with one player marked one of a 3x3 grid with noughts (O's) while other marking with crosses (X's) every turn. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row is the winner.

1.1 Purpose

The purpose of the STD is to provide clear and comprehensive information about the testing process for the CalTacToe app. It serves as a crucial reference for everyone involved in testing, including testers, developers, and stakeholders. The STD ensures that testing efforts are well-defined, organized, and aligned with project goals.

1.2 Scope

The scope of the STD encompasses all aspects related to testing the CalTacToe app. It includes:

1. Functional Testing:

- Verifying that the calculator and tic-tac-toe functionalities work correctly.
- Ensuring that user interactions (input, button clicks) yield expected results.

2. Integration Testing:

- Validating the seamless transition between calculator and tic-tac-toe modes.
- Confirming that player names are correctly captured and displayed.

3. Usability Testing:

- Assessing the user experience during gameplay.
- Verifying that the game board is intuitive and responsive.

4. Boundary Testing:

- Checking edge cases (like entering invalid player names, tapping outside the grid).
- Ensuring graceful handling of unexpected scenarios.

1.3 Definitions, Acronyms and Abbreviations

This subsection will provide the definitions of all terms, acronyms, and abbreviations required to interpret properly our Project or Software Testing Documentation.

Words / Phrases	Meaning
arithmetic	the branch of mathematics dealing with the properties and manipulation of numbers
grid	a network of lines that cross each other to form a series of squares or rectangles
nought	another word for circle

1.4 References

N/A

1.5 Overview

Every Sprint Review Meeting, we; developer team, team SCRUM Master, lecturer and our client, Mr. Md. Faiz Bin Mohd Subri will gathered in Multi Media Studio to test the app functionality. It will ensure that the app meets all of our customer's requirements and if we have any feedback, we mill make sure to use it as our guide in our next progress.

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2. Test Cases, Data and Expected Results

The table below summarizes the results of system testing.

2.1 TC001 - Calculator Mode

Test Case ID	Date Tested	Tester	Input data	Expected result	Actual result	Pass/Fail
TC001_01	18-04-2024	Muhammad Faiz	42	42 (enter first operand)	42	Pass
			“+”	“+” (enter operator)	+	Pass
			55	55 (enter second operand)	55	Pass
			(tap “=” button)	97 (result)	97	Pass
TC001_02	18-04-2024	Muhammad Faiz	42	42 (enter first operand)	42	Pass
			“*”	“*” (enter operator)	*	Pass
			55	55 (enter second operand)	55	Pass
			(tap “=” button)	2310 (result)	2310	Pass
TC001_03	18-04-2024	Muhammad Faiz	Tap “CLEAR” button	the result screen being cleared	the result screen being cleared	Pass
			Tap “OFF” button	exit app	app exited	Pass
			Switch mode between calculator and Tic Tac Toe, to and fro	no crashing	no crashing	Pass

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2.2 TC002 - Tic Tac Toe Mode

Test Case ID	Date Tested	Tester	Input data	Expected result	Actual result	Pass/Fail
TC001_01	18-04-2024	Muhammad Faiz	name	"Faiz"	"Faiz"	Pass
			Tap a grid to mark "X"	"X"	"X"	Pass
			" "	"Player 1/2 WIN!" / "DRAW"	"Player 1/2 WIN!" / "DRAW"	Pass
TC001_02	18-04-2024	Madam Husna	name	"Husna"	"Husna"	Pass
			Tap a grid to mark "O"	"O"	"O"	Pass
			" "	"Player 1/2 WIN!" / "DRAW"	"Player 1/2 WIN!" / "DRAW"	Pass

2.3 TC003 - Customer Service Button

Test Case ID	Date Tested	Tester	Input data	Expected result	Actual result	Pass/Fail
TC001_01	18-04-2024	Muhammad Faiz	(Tap "customer service" button)	user brought to Gmail	user brought to Gmail	Pass
			"Hello" (write message)	"Hello"	"Hello"	Pass
			(Tap "send message")	The developer received message ("Hello")	The developer received message ("Hello")	Pass

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3. Test Approach Analysis

3.1 TC001 - Calculator Mode

- ✓ Verify if a user can open app when tapping icon.
- ✓ Verify if a user can enter any length of operands.
- ✓ Verify if a user can enter any operators (“+”, “-”, “*” and “/”)
- ✓ Verify the operator’s and “=” functionality.
- ✓ Verify the “CLEAR” button functionality.
- ✓ Verify the “OFF” button functionality.
- ✓ Verify if the user can switch mode between calculator and tic tac toe, on and off.
- ✓ Verify if a user can divide any digits by zero
- ✓ Verify if a user can enter operators first instead of operands.
- ✓ Verify if the buttons and layout stay the same when change from portrait to horizontal view.

3.2 TC002 - Tic Tac Toe Mode

- ✓ Verify if a player 1 can enter their name.
- ✓ Verify if a player 2 can enter their name.
- ✓ Verify the players can enter X and O respectively.
- ✓ Verify the win and draw condition.

3.3 TC003 - Customer Service Button

- ✓ Verify if a button clickable and functional
- ✓ Verify if a user can enter message and send it to developer team
- ✓ Verify the developer team receive the message or not.
- ✓ Verify the user can also send message other interaction apps like Telegram, Facebook and WhatsApp besides Gmail.

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Appendix A: Test Report Approval

The undersigned acknowledge they have reviewed the <Project Name> Software Testing Documentation and agree with the approach it presents. Changes to this Software Testing Documentation will be coordinated with and approved by the undersigned or their designated representatives.

Prepared by

Signature :

Name : Ashif Abdul Malik Bin Kamarudin

Role : Team Leader

Date : 20 April 2024

Approved by

Signature :

Name : Madam Husna Binti Ibrahim

Role : Lecturer

Date : 20 April 2024