

CSCI 3428 - Software Validation Test Procedure

Group 4

Wednesday 11th December, 2019

Purpose: To test the requirement that the login screen (Figure 2) looks right and is easily viewable.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4>

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Observe the username field.	It is easy to identify and is labeled with the word "Username".			
2	Observe the password field.	It is easy to identify and is labeled with the word "Password".			
3	Observe the "Remember Me" check.	It is checked and the "Remember Me" text is easy to read.			
4	Observe the Login button.	It is easy to read and easy to click using the navigation methods of the user.			

Purpose: To test the requirement 3.2.1.1 that says a user may login to their account with the correct username and password.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4>

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Click the login button.	The username and password fields are highlighted in red and warning text appears beneath each empty field.			
2	Type "Invalid" into the username and password fields.	The red highlight and red text disappears.			
3	Press the Login button.	A temporary popup will appear at the top of the screen notifying the user that the entered username or password is wrong.			
4	Delete the username from the username field.	The username field is highlighted in red and the text "Please input your username!" appears below the username field.			
5	Delete the password from the password field.	The password field is highlighted in red and the text "Please input your Password!" appears below the password field.			

6	Enter valid credentials username: admin password: admin and press the Login button.	The user is taken to a new page containing the conversation panel for the test account admin. Test account admin has two chats active with test accounts admin2 and admin3.			
---	--	---	--	--	--

Purpose: To test the requirement that the conversation panel page looks like Figure 3 and is easily viewable.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin)

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Observe the left sidebar.	Chats with users admin2 and admin3 are viewable.			
2	Click on admin2 on the sidebar.	The main frame briefly displays a small loading icon at the top of the screen, then the messages from the chat between admin and admin2 appear. A bar on top of the chat view window appears with the label “admin2” and the picture view button. The text bar appears at the bottom of the chat view window.			

3	Observe the chat bar at the bottom of the chat view.	It is large and easily identifiable.			
4	Observe the Send button at the bottom right of the chat view.	It is visible, but greyed out to indicate that it isn't clickable.			
5	Observe the image button at the bottom left of the image view.	It is easy to see and is close to the text bar. The user knows that this button is for sending image messages.			
6	Observe the image viewer button at the top right corner of the chat view.	It is easily identifiable as a button that toggles image viewer mode.			

Purpose: To test the requirement 3.2.1.2 that states a user can choose who they communicate with.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin)

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Click on the admin2 chat on the left sidebar.	The chat view window changes to view the messages sent between admin and admin2.			
2	Click on the admin3 chat on the left sidebar.	The chat view window changes to view the messages sent between admin and admin2.			

Purpose: To test the requirement 3.2.1.3 that states a user must be able to send text messages to other users.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin)

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Type some text in the text bar at the bottom of the chat view window.	The text typed into the text bar is large enough to view. The Send bar should become blue, indicating that it is			

		clickable.			
2	Click the Send button.	The text typed into the text bar is sent to the chat view as the most recent message. The text bar will clear and the Send button will be grayed out.			

Purpose: To test the requirement 3.2.1.4 that states a user must be able to send image messages to other users.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin)

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Click on the image button.	The user is prompted to select an image to upload from their device's memory. Depending on the operating system and the browser, the exact method will vary.			
2	Select an image to send.	The image is sent to the chat view as the most recent message.			

Purpose: To test the requirement 3.2.1.5 that states a user must be able to receive text messages from other users.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin). Open an incognito tab, navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin2 (username: admin2, password: admin)

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	From admin's account, select the admin2 chat from the sidebar.	The chat with admin2 opens, displaying the latest messages of the chat.			
2	From admin2's account in the incognito tab, select the chat with admin.	The chat with admin opens, displaying the latest messages of the chat.			
3	From admin2's account, send a text message to the chat with admin and view the window.	The new text message appears in the chat. It is identifiable as a message sent by the user.			
4	View the chat from admin's account and scroll down.	The new text message from admin2 is viewable in the conversation panel.			

Purpose: To test the requirement 3.2.1.6 that states a user must be able to receive image messages from other users.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin). Open an incognito tab, navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin2 (username: admin2, password: admin)

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	From admin's account, select the admin2 chat from the sidebar.	The chat with admin2 opens, displaying the latest messages of the chat.			
2	From admin2's account in the incognito tab, select the chat with admin.	The chat with admin opens, displaying the latest messages of the chat.			
3	From admin2's account, send an image message to the chat with admin and view the window.	The new image message appears in the chat. It is identifiable as a message sent by the user.			
4	View the chat from admin's account and scroll down.	The new image message from admin2 is viewable in the conversation panel.			

Purpose: To test requirement 3.2.1.7 that states that the loading icon will appear in the conversation panel until the app is able to connect to the server and gather messages from the server to display.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin).

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Disconnect the device from the Internet	Nothing will visibly change as the app has already loaded			
2	Select the chat with admin3	The loading icon will appear in the conversation panel. It will persist and no messages will load.			
3	Reconnect the device to the Internet, return to the app, and ensure the chat with admin3 is selected	The loading icon will persist briefly and then disappear once the chat messages appear			

Purpose: To test requirement 3.2.1.8 that states a user can log out of their account.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin).

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Hover the mouse over the username admin in the top left corner of the screen.	A dropdown menu appears with a single option, Log Out.			
2	Click the Log Out option from the dropdown menu.	The user is brought back to the login screen.			

Purpose: To test the requirement 3.3.1.1 that states the messages sent by the user in the chat are located on the left side of the conversation panel, and the messages received by the user are located on the right side of the chat panel.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin).

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Select the conversation with admin2	The conversation panel displays the most recent messages from the conversation with admin2.			

2	Observe the messages.	The chats that have been sent by admin are located on the right side of the conversation panel, and the messages sent by admin2 are located on the right side of the conversation panel.			
3	Send a message to the chat.	The new message appears in the conversation window. It is located at the bottom right of the conversation panel.			

Purpose: To test the requirement 3.3.1.2 that states the user can view the timestamps of messages.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin).

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Select the chat with admin2.	The conversation panel displays the most recent messages from the conversation with admin2.			
2	Observe the messages displayed on the screen.	Each message has a timestamp displayed beneath its content. If the message is younger than an hour and a half old, the timestamp displays how many minutes/hours ago the message was sent. If the message was sent that day, the message displays the time it was sent. If the message was not sent on that day, the timestamp displays the day it was sent.			

Purpose: To test the requirement 3.3.1.3 that states that messages in a chat are listed in chronological order with the most recent messages at the bottom.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin).

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Select the chat with admin2.	The conversation panel displays the most recent messages from the conversation with admin2.			
2	Observe the messages displayed on the screen.	The message at the very bottom has the most recent timestamp. Messages above the most recent message have timestamps that are the same as or are earlier than the bottom message.			
3	Scroll up the conversation panel and observe the messages.	The messages farther above have progressively earlier timestamps.			

Purpose: To test the requirement 3.3.1.4 that states that the user does not have to refresh the page to see new messages sent by the other user in the chat.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin). Have another device navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin2 (username: admin2, password: admin).

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	As admin, select the chat with admin2.	The conversation panel displays the most recent messages from the conversation with admin2.			
2	As admin2, select the chat with admin.	The conversation panel displays the most recent messages from the conversation with admin.			
3	As admin2, send a message to the chat with admin and view admin2's conversation panel.	The new message appears at the bottom of the chat.			
4	Scroll down admin's conversation panel.	The new message appears at the bottom of the chat.			

Purpose: To test the requirement 3.4.1.b.ii that states that the user must be able to easily view images in a chat.

Tools: Internet connection, Chrome v.78 or Firefox v.70 browser on Windows desktop or iPad.

Setup: Navigate to <http://ugdev.cs.smu.ca/~group4> and login to test account admin (username: admin, password: admin).

Step #	Method	Expected result	Actual result	PASS/FAIL	Comments
1	Select the chat with admin2.	The latest messages in the chat with admin2 appear in the conversation panel.			
2	Select the image viewer button in the top right corner.	All text messages in the chat disappear, leaving only the image messages visible.			
3	Click on an image in the conversation panel.	The image becomes enlarged in a widget that covers the conversation panel.			
4	Click on the X at the top right corner of the enlarged image.	The image collapses and the user is able to view the conversation window again.			
5	Click another image to enlarge.	The image becomes enlarged over the conversation window			
6	Click on the screen somewhere outside of the enlarged image	The image collapses and the user is able to view the conversation window again.			

