



International School

Capstone Project 2

CMU-SE 451 – C2SE.12

Test Plan Sprint 3

Version 1.1

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Learn English Together

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PROJECT INFORMATION

Project acronym	LET		
Project Title	Learn English Together		
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DOCUMENT APPROVALS

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REVISION HISTORY

Version	Date	Comments	Author
1.0	May 15 th , 2021	Initial Release	Ngoc My Ngo
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1. Introduce

This document is the Test Plan for the Learning English Together Website project, presented by Quality Assurance. It describes the testing strategy and approach to testing QA will use to validate this product's pre-release. It also contains the various resources needed to successfully complete this project.

1.1. Purpose

The purpose of this document is to provide an overview and guidance for the Website Learning English Together - Test Plan project. The objective is also to establish a level of general understanding to the client of the testing procedure addressed in this document.

1.2. Limit

This Test Plan is for 1.1 release
Sprint 2 includes 5 functions:

- Admin Dashboard
- Event

1.3 References

STT	References	Document information	Note
1	Documentation User Stories	This document provides a user story and goal-oriented perspective of the Learning English Together Website Project	
2	Sprint Backlog document	A list of tasks determined by the Scrum Team to be completed in each sprint.	

2. Test Plan

2.1 Test outline

- Unit testing
- Functional test
- Test the user interface
- Test configuration
- Acceptance test

2.2 Test requirement

The following list describes the functions that will be tested for Sprint 1:

Id	Function	Test case type	Note
FC01	Admin dashboard	<ul style="list-style-type: none"> • Test the user interface • Functional test • Acceptance test 	
FC02	Event	<ul style="list-style-type: none"> • Test the user interface • Functional test • Acceptance test 	

3. Test strategy

- The test strategy presented is the method to test the system.
- Test requirement must describe what should be tested; Test strategy outlines the ways that are used for testing.
- In this section, techniques and standards for assessment are the main content that needs attention...

3.1 Test type

3.1.1 Unit test

- Unit testing is a procedure used to determine if the source code (units) of software is working properly
- Unit testing is done by developers.

Test objectives:	Make sure the source code is working without errors, working well
Skill:	All functions, methods, processes, and classes are subjected to testing to ensure there are no risks and must be carefully tested and made sure that any minor errors are not ignored.
Completion criteria:	Debugging with no errors All functions, methods, classes, procedures are 100%
Special considerations:	

3.1.2 Functional test

Functional testing will be performed to verify all functional requirements have been met successfully. This will be done through black box testing.

Technical objectives:	Verify system functional requirements.
Skill:	<ul style="list-style-type: none"> ▪ Use the Black Box test ▪ Design test cases to perform functional testing ▪ Based on user stories to create test cases for the functional system: <ul style="list-style-type: none"> - Image Carousel - Medical Report Online - View latest new - View map of number statistics about Covid-19 in Viet Nam - View evolution of the disease - Patients details cases - New Video - Image Collection - View number of statistics about Covid-19 in patients - View information of support medical center related to COVID-19 - Regular Questions
Oracles:	
Required tools:	<ul style="list-style-type: none"> ● Instructions for use Test
Success criteria:	<p>All of the following have been tested successfully:</p> <p>All major use cases</p> <ul style="list-style-type: none"> • All major features

3.1.3 Test the user interface

User interface (UI) testing verifies user interaction with software. The goal of UI testing is to ensure that the UI provides users with proper access and navigation through the test target's functions. Additionally, UI testing ensures that the objects in the UI functionality are as expected and conform to company or industry standards.

Technical goals:	<p>Do the following to observe and record conformance to standard and target behavior:</p> <p>Navigating through business requirements and functions that reflect test goals, covering from window to window, field to field, and use of access methods (tab keys, mouse movements, keys acceleration).</p> <ul style="list-style-type: none"> Window objects and properties can be moved such as menu, size, position, status, and focus.
Skill:	Create or modify tests for each window to verify navigation and object status appropriate for each window and application object.
Oracles:	The tester will verify the matching function based on the requirement.
Required tools:	
Success criteria:	All windows objects can be done, properly navigated through test target and test target works as expected.

3.1.4 Test configuration

Test Configuration Verify that the test target works correctly under different software configurations and interacts with different software.

Technical goals:	Accurately verify the test target functionality on different platforms and in different configurations.
Skill:	<ul style="list-style-type: none"> Execute unrelated software on the same platform as the test target to verify no side effects.
Oracles:	Test target behavior.
Required tools:	<p>This technique requires the following tools:</p> <ul style="list-style-type: none"> Restore and restore the base configuration Install monitoring tool (registry, hard disk, CPU, memory, etc.)
Success criteria:	The test target worked as expected, and the software that wasn't the test target worked as expected

3.1.5 Acceptance test

Please refer to Acceptance Check attached in the documentation

3.2 Test tool

Work	Tools	Company
Manage test activities	Excel	Microsoft
Project management	Trello, Slack	Swap Up, Stewart Butterfield
Database system management	Mongoose DB	Microsoft
Test GUI	Test it manually	

3.3 Technical inspection (Equipment and hardware)

Purpose	Tools	Describe	Version
The Run commands	Browser	Testing web	Internet Explorer, Chrome

3.4 Pass / fail condition

A test case will have the script action, the condition, the input value, and the expected result.

- If the result of the test case is sequentially the same as the input provided, the result is correct with the expected result => Pass
- If result is failed, or differs from expected result => Fail

4. Test source

Role	Assigned to	Responsibility
Scrum master	Thanh Ha, Le	Provide management supervision for the project. <ul style="list-style-type: none"> • Define control points for error handling • Acquire the right resources for testing

		<ul style="list-style-type: none"> • Provide management reports
Tester	Ngoc My, Ngo	<p>Provide management supervision for testing. Ensures that the identified testing activities are traceable to the defined functional / business requirements.</p> <ul style="list-style-type: none"> • Identify what information people need to write and support. • System / function test, integration and system. • Test management • Test planning • Evaluation and coordination of testing strategies

5. Test schedule

5.1 Test plan

Task	Milestone Task	Responsible	Start day	End day
Admin dashboard	Test Plan	My, Ngo Ngoc	18/05/2021	18/05/2021
	Test case	My, Ngo Ngoc	19/05/2021	24/05/2021
	Execute Test case	My, Ngo Ngoc	25/05/2021	25/05/2021
Event	Test Plan	My, Ngo Ngoc	26/05/2021	26/05/2021
	Test case	My, Ngo Ngoc	27/05/2021	28/05/2021
	Execute Test case	My, Ngo Ngoc	28/05/2021	28/05/2021