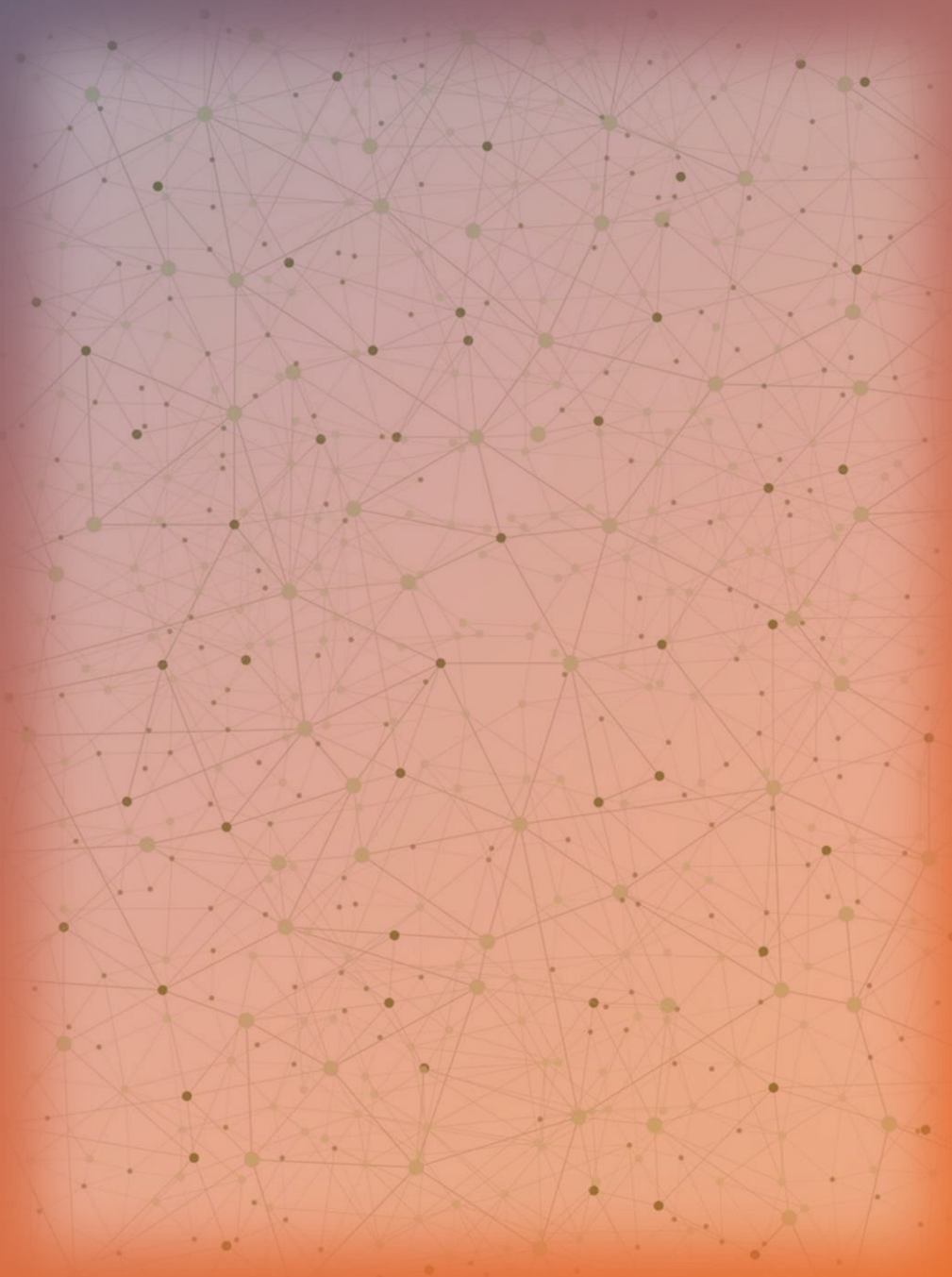
Software Test Report

Project Name: Pocket QA

Date: 24/07/2024 - 22/08/2024

Tester: Doron Haim



Entry Criteria & Exit Criteria

- ## Entry Criteria

Feature Completion: Core features are implemented and ready for testing.

Test Environment: Complete setup of testing devices and browsers.

Documentation: Test Plan, Test Cases, and bug tracking systems are in place.

Resource Availability: Testing tools and android devices along with payment methods.

Exit Criteria

Test Execution: At least 80% of test cases are executed.

Defect Documentation: Major bugs are documented with resolution plans.

Deliverables: Test Summary Report and Bug Reports are finalized.

Test Objective

The primary goal was to validate the functionality of key features within the Pocket app, including saving, tagging, and sharing content. Due to limited resources, the focus was on functional testing, with a minimal touch on security aspects such as login processes. Performance and recovery testing were not included, concentrating the effort on ensuring core features operate as expected.

Areas Covered

User Registration and Login

Saving Content

Sharing Saved Content

Offline Access

Reader function

Settings and Premium

Areas Not Covered

Saves Management

Tagging and Organizing

Search Functionality

Testing That cannot be done

Performance and recovery testing were not included due to resource constraints. The testing focus was primarily on functional aspects of the application. Accessibility testing was not conducted as the app lacks built-in accessibility features. Additionally, payment-related testing was not performed due to the absence of payment methods, making transaction and financial feature testing outside the project scope.

Testing Approach

Given the absence of a product requirement document for the Pocket app, I primarily relied on exploratory testing techniques to evaluate the app from a user perspective. This involved using various features of the app as a typical user would and applying critical QA practices such as boundary testing and functional testing. To support this approach, I utilized Android 12 and 13 devices, as well as BlueStacks to cover different virtual devices. The testing process was supported by Android's built-in tools

Platform Details

To evaluate the Pocket app's functionality and performance, I tested the app on Android versions 12 and 13. Additionally, I used BlueStacks to simulate various virtual devices, ensuring compatibility and performance across different device configurations.

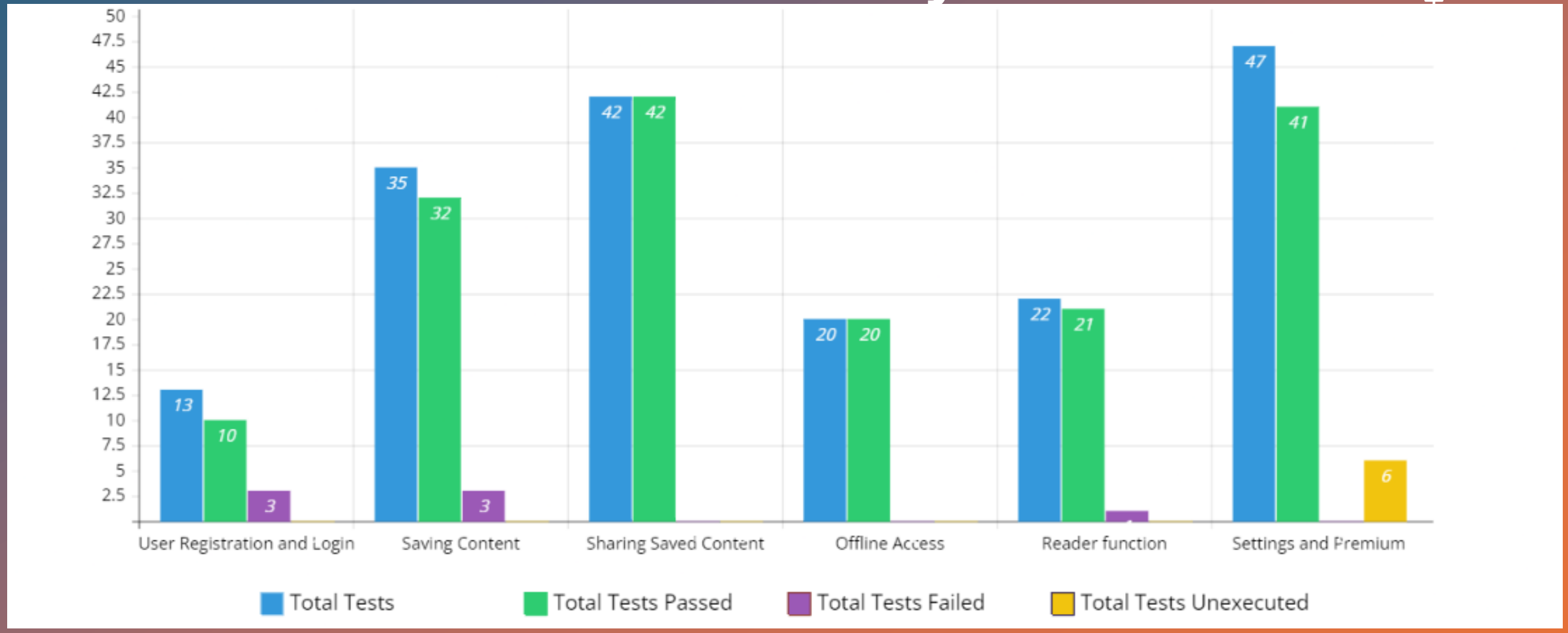
The testing was conducted on:

- Android 12 on physical devices
- Android 13 on physical devices
- Various virtual devices through BlueStacks

Defect Report

Title	Description	Severity	Statues	Bug-id
Logging In with Invalid Email Formats	The app fails to validate email formats during the login process. Instead of rejecting invalid email formats, the app allows users to proceed, which can lead to potential login issues and security risks. This issue occurs with various invalid formats such as "asd", "!@asdc", and non-Latin characters like "שהסב."	**High**	Open	D - 01
Logging In Without Email Input	The app fails to handle cases where the user attempts to log in without providing an email address. Instead of displaying an error message or prompt to enter an email, the app does not take any action, leaving the user confused about why the login process does not proceed.	**Medium**	Open	D - 02
Logging In Without Password Input	The app fails to handle scenarios where the user attempts to log in without providing a password. Instead of prompting the user to enter a password, the app does not take any action and does not provide any error message, which leaves the user without guidance on why the login attempt did not proceed.	**Medium**	Open	D - 03
Save an Existing Video	When attempting to save a video that has already been saved to Pocket, the app fails to display the expected message indicating that the video is already saved and should be bumped to the top of the list. Instead, the video is saved again without any message confirming its previous existence in the saved list.	**Medium**	Open	D - 04
Save an Existing Video with Tag	The expected behaviour is for the app to update the existing video with the newly added tag. However, instead of modifying the original saved video, the app creates a new entry for the video with the tag applied, leading to multiple instances of the same video with different or identical tags.	**Medium**	Open	D - 05
Save an Existing video with Tag from Pocket app	When attempting to save an existing video with a new tag from within the Pocket app, the app crashes and returns to the home screen after saving. The video is not saved with the new tag, despite the app displaying a "Changes saved" message.	**High**	Open	D - 06
Enable Auto-Archive After Listening	When the "Auto-Archive After Listening" feature is enabled, the article does not move to the archive automatically upon completion of the audio playback. Instead, the article remains in the list and only moves to the archive after the app is completely closed.	**Low**	Open	D - 07

Feature Test Summary Overview



Overall Test Results Distribution

Total Tests: 179, Total Tests Passed: 166, Total Tests Failed: 7, Total Tests Unexecuted:6

Summery

After thorough testing of the Pocket app, I found no critical issues that would prevent general use. The only critical bug, ID - 06, involves a rare crash. I recommend a hotfix to address this issue, as it is unlikely to affect most users. Given the critical nature of the crash issue is rare and a hotfix will be provided, and the non-critical bugs do not severely affect the app's usability, i recommend proceeding with the app release. Future updates can then address the remaining bugs to enhance overall user experience.