

ECE 322

Progress Report

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1 What's been done

1.1 Unit Tests

Some unit tests were created in a white box testing manner. These tests were written using JUnit. <https://developer.android.com/training/testing/unit-testing/local-unit-tests>

Currently, we're testing ... things ...

Currently, the code coverage is We aim to reach

1.2 UI Tests

Automated user interface tests were created using the Espresso framework. <https://developer.android.com/training/testing/espresso>

Currently, we have tests for the app's functionality to add a mood event. We check each case of adding a mood event, making sure that an error dialog is shown if not enough information is shown, and testing the different optional inputs. For example, we have a test for just selecting the mood, another which does that and adds a comment. There are also tests for adding moods where the user's location is recorded, and where the test selects the number of people the user was hanging out with. These tests assert that the right data is shown on the main screen after entering the moods. For example, if the user entered 'HAPPY', that must be shown. Additionally, if the user selected 'ANGRY', and entered a comment, that comment should also be shown. If the location was entered, then NaN should not be shown as a coordinate.

At the end of each test, the mood is deleted, so the delete functionality is also covered by these tests.

The UI test for filtering moods is mostly done, but not quite yet.

should I add a test which combines everything mentioned above?

maybe a screenshot would be useful for explaining??

2 What we plan to do

2.1 Unit tests

2.2 UI Tests

We plan to complete UI tests for the Filter moods feature. We also plan to compile tests for following a friend.

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2.3 Database Tests

We plan to test the database functionality in the future.

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3 Conclusion