

Unit Test: Timer and Cat animations

Timer:

Driver: To start testing, I ran the Xcode Iphone XR simulator to test my user input timer. Then as the user I am brought to the start view where I click “Let’s Begin” and I’m brought to the homepage with all the cat animations. Then I click the Timer button to lead me to the Timer view

SUT: The software under test is the Timer view, to check if the Timer runs globally and runs in the background of other views.

Stub: The Timer takes in self-declared variables on the view; the user can choose from 30 minutes, 1 hour, 1 hour and 30 minutes, and 2 hours. I checked every button to see if the input shows the correct time the user choose, then click “Start Study Session” and see if the time is properly decrementing by one second. Since it worked locally then I go to a different view and go back to Timer and see if the time is properly updating.

Testing Fixture: The testing fixture is the entire app running on the simulator, because I need to check that the timer can run globally.

Set Up Phases: Xcode Iphone XR simulator and go to Timer tab.

Exercise Phase: Pick a time option: 30 minutes, 1 hour, 1 hour and 30 minutes, and 2 hours and click “Start Study Session” should properly decrement by one second. Check other views and see if the Timer is running globally by going to another view and coming back and seeing if the time is still decrementing (didn’t pause/reset).

Verify Phase: Check is the timer is running properly between views, and check break timer (see if it correctly pauses timer and runs break, after break end it plays an alarm sound and goes back to decrementing timer). At the end of study session the timer plays an alarm sound

Tear Down Phase: Quit Xcode Iphone XR simulator

Cat animations:

Driver: To start testing, I ran the Xcode Iphone XR simulator to test my user input timer. Then as the user I am brought to the start view where I click “Let’s Begin” and I’m brought to the homepage with all the cat animations.

SUT: The software under test is the main home view with the cat animations.

Stub: There is no user input (Timer) at the time of testing because I just wanted to conclude that the cat animations work in the simulator.

Testing Fixture: The testing fixture is the entire app running on the simulator, because I need to check that the timer can run globally.

Set Up Phases: run Xcode Iphone XR simulator and go to Home tab.

Exercise Phase: run Xcode Iphone XR simulator and look at Home tab

Verify Phase: Look at home view and see if the cats are correctly animating at the speed I wanted.

Tear Down Phase: Quit Xcode Iphone XR simulator

Cat animations with Timer:

Driver: To start testing, I ran the Xcode Iphone XR simulator to test my user input timer. Then as the user I am brought to the start view where I click “Let’s Begin” and I’m brought to the homepage with all the cat animations. Then I click the Timer button to lead me to the Timer view and create a study session and go back to home page with cats.

SUT: The software under test is the main home view with the cat animations working with global timer.

Stub: The user input is the Timer the user has chosen, (I only want to test whether a cat will appear if the timer reaches a certain time)

Testing Fixture: The testing fixture is the entire app running on the simulator, because I need to check that the timer can run globally with the home page with the cats.

Set Up Phases: run Xcode Iphone XR simulator and go to Home tab.

Exercise Phase: run Xcode Iphone XR simulator and click a Study Session and Go back to home page.

Verify Phase: Look at home view and verify if the cats are appear after 5 seconds have gone by in the time.

Tear Down Phase: Quit Xcode Iphone XR simulator