Part 1: Manual Testing

Test Plan:

- Devices Tested:
  - iOS (iPhone 16, iOS 16)
  - Android (Pixel 6, Android 12)
  - Web (Chrome)
- Areas Tested:
  - End-to-end user interactions such as adding and deleting items.
  - Compatibility across multiple devices and screen sizes.
  - UI/UX consistency, layout responsiveness, and interaction flow.

Bug Report

Bug #1: Item Persistence

- **Description:** Items added or deleted do not persist across app sessions.
- **Steps to Reproduce:**
  1. Open the app.
  2. Add an item.
  3. Close and restart the app.
  4. Observe that the previously added item is not present.
- **Device/Platform:** Google Pixel 6 & iPhone 16.

Bug #2: Title Field Error Handling

- **Description:** The error indication for the title field does not provide user feedback (e.g., toast or Snackbar) if left empty.
- **Steps to Reproduce:**
  1. Open the app.
  2. Navigate to the `Add Item` screen.
  3. Leave the title field empty and tap "Add Item."
  4. Observe that there is no visual feedback informing the user of the error.
- **Device/Platform:** iOS 16/Web/Android.

Bug #3: Outdated Flutter Version

- **Description:** The current Flutter version is outdated and does not support the Flutter Integration Testing framework, causing dependency resolution failures.
- **Steps to Reproduce:**

1. Open the terminal in the project directory.
2. Attempt to add the `integration_test` package to your `pubspec.yaml`.
3. Run `flutter pub get` to install dependencies.
4. Observe the error message indicating that the `integration_test` package version could not be resolved due to Flutter version compatibility issues.

- **Device/Platform:** Development environment (macOS) with Flutter SDK version x.x.x (specify the version if known).

Bug #4: App Not Compatible with iOS

- **Description:** The app is currently designed to run only on Android, but the project requirements specify that it should be compatible with both Android and iOS.
- **Steps to Reproduce:**
  1. Attempt to build and run the app on an iOS device or iOS simulator.
  2. Observe that the app is not functional or has missing components required for iOS compatibility.
- **Device/Platform:** iOS (iPhone, iPad)
- **Screenshot/Logs:** *(Include a screenshot of any errors in Xcode or build logs showing failure to run on iOS)*

Bug #5: App Not Compatible with Web

- **Description:** The app is not configured to run on the web, despite the project requirements stating that it should support web compatibility.
- **Steps to Reproduce:**
  1. Attempt to build and run the app for web using `flutter build web` or by running the app in a web browser.
  2. Observe that the app fails to build or display correctly in a web environment.
- **Platform:** Web (Chrome, Safari, Firefox, etc.)
- **Screenshot/Logs:** (Include build logs or error messages that occur when trying to run the app on the web)

User Experience Improvements:

- While not a bug, consider improving user feedback: After an item is added or deleted, you could show a Snackbar to notify users that the action was successful. If there are no items left after deletion, you might want to display a placeholder message.