RAJALAKSHMI ENGINEERING COLLEGE RAJALAKSHMI NAGAR, THANDALAM - 602 105



CS23432 SOFTWARE CONSTRUCTION

Laboratory Record Note Book

Name :
Year / Branch / Section :
Register No.:
Semester :
Academic Year:



RAJALAKSHMI ENGINEERING COLLEGE (AUTONOMOUS) RAJALAKSHMI NAGAR, THANDALAM – 602 105

BONAFIDE CERTIFICATE

NAME GOKULA SRINITHI M	REGISTER NO. 211623100104
ACADEMIC YEAR 2024-25 SEMESTER -	IV BRANCH : B. Tech Informatio
Technology [AD/AE]. This Certification is the Bor	nafide record of work done by the above
student in the CS23432- Software Construction	Laboratory during the year 2024-2025
	Signature of Faculty -in – Charge
Submitted for the Practical Examination held on	
Internal Examiner	External Examiner

LAB PLAN

CS19442-SOFTWARE ENGINEERING LAB

Ex No	Date	Торіс	Page No	Sign				
1	21/01/2025	Study of Azure DevOps						
2	28/01/2025	Problem Statement						
3	04/02/2025	Agile Planning						
4	18/02/2025	Create User Stories						
5	25/02/2025	Sequence Diagram						
6	04/03/2025	Class Diagram						
7	11/03/2025	Use Case Diagram						
8	18/03/2025	Activity Diagram						
9	25/03/2025	Architecture Diagram						
10	01/04/2025	User Interface						
11	08/04/2025	Implementation						
12	15/04/2025	Testing – Test Plan And Test Cases						

Course Outcomes (COs)

Course Name: Software Engineering Course Code: CS23432

004130 00400 0020 102						
CO 1	Understand the software development process models.					
CO 2	Determine the requirements to develop software					
CO 3	Apply modeling and modeling languages to design software products					
CO 4	Apply various testing techniques and to build a robust software products					
CO 5	Manage Software Projects and to understand advanced engineering concepts					

CO - PO - PSO matrices of course

PO/PSO															
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
co															
CS23432.1	2	2	3	2	2	2	2	2	2	2	3	2	1	3	-
CS23432.2	2	3	1	2	2	1	-	1	1	1	2	-	1	2	-
CS23432.3	2	2	1	1	1	1	1	1	1	1	1	1	2	2	1
CS23432.4	2	2	3	2	2	2	1	0	2	2	2	1	1	2	1
CS23432.5	2	2	2	1	1	1	1	0	2	1	1	1	2	1	-
Average	2.0	2.2	2.0	1.6	1.6	1.4	1.3	1.3	1.6	1.4	1.8	1.3	1.4	2.0	1.0

Correlation levels 1, 2 or 3 are as defined below:

1: Slight (Low) 2: Moderate (Medium) 3: Substantial (High) No correlation: "-"

EX NO: 1 DATE:21/01/2025

Study of Azure DevOps

AIM:

To study how to create an agile project in Azure DevOps environment.

STUDY:

Azure DevOps is a cloud-based platform by Microsoft that provides tools for DevOps practices, including CI/CD pipelines, version control, agile planning, testing, and monitoring. It supports teams in automating software development and deployment.

1. Understanding Azure DevOps

Azure DevOps consists of five key services:

1.1 Azure Repos (Version Control)

Supports Git repositories and Team Foundation Version Control (TFVC). Provides features like branching, pull requests, and code reviews.

1.2 Azure Pipelines (CI/CD)

Automates build, test, and deployment processes.

Supports multi-platform builds (Windows, Linux, macOS).

Works with Docker, Kubernetes, Terraform, and cloud providers (Azure, AWS, GCP).

1.3 Azure Boards (Agile Project Management)

Manages work using Kanban boards, Scrum boards, and dashboards. Tracks user stories, tasks, bugs, sprints, and releases.

1.4 Azure Test Plans (Testing)

Provides manual, exploratory, and automated testing. Supports test case management and tracking.

1.5 Azure Artifacts (Package Management)

Stores and manages NuGet, npm, Maven, and Python packages.

Enables versioning and secure access to dependencies.

Getting Started with Azure DevOps

Step 1: Create an Azure DevOps

Account Visit Azure DevOps.

Sign in with a Microsoft Account.

Create an Organization and a

Project. Step 2: Set Up a Repository

(Azure Repos)

Navigate to Repos.

Choose Git or TFVC for version control. Clone the repository and push your code.

Step 3: Configure a CI/CD Pipeline (Azure Pipelines)

Go to Pipelines → New Pipeline

Select a source code repository (Azure Repos, GitHub, etc.).

Define the pipeline using YAML or the Classic Editor. Run the pipeline to build and deploy the application.

Step 4: Manage Work with Azure Boards

Navigate to Boards.

Create work items, user stories, and tasks.

Organize sprints and track progress.

Step 5: Implement Testing (Azure Test

Plans) Go to Test Plans.

Create and run test cases

View test results and track bugs.

Result:

The study was successfully completed.

EX NO:2 DATE: 28/01/2025

PROBLEM STATEMENT

AIM:

To prepare PROBLEM STATEMENT for given project.

Problem Statement:

Effective communication is a critical need in both personal and professional environments. In today's fast-paced world, users require a simple, reliable, and efficient method of sending and receiving messages. Despite the wide range of messaging platforms available, many users still face challenges when it comes to managing conversations, particularly when communicating with multiple contacts at once.

Traditional SMS systems often lack advanced functionalities such as group messaging, editable contact groups, message history management, and visibility controls. Existing solutions can be fragmented, unintuitive, or fail to meet the diverse needs of users who need to coordinate information quickly across several individuals or groups. This gap leads to inefficiencies, miscommunication, missed opportunities, and user frustration.

Our project aims to design and build a robust **SMS/Text Messaging System** that focuses on providing a seamless user experience with core features tailored to modern communication needs. Key functionalities will include:

- **Group Messaging:** Users will have the ability to create groups with multiple contacts, enabling them to send and receive messages within a group context.
- Editable Groups: Users can edit group names, add or remove members, and manage group settings dynamically.
- Visibility and Transparency: All group members will have access to the full message history and updates, ensuring transparency and improved collaboration.
- Reliable Delivery: Messages should be delivered promptly with clear status updates to avoid uncertainty in communication.

The system will be designed to prioritize **usability**, **security**, and **scalability**. It will provide a clean interface suitable for both individual users and organizations, supporting use cases like internal team communication, customer support via SMS, event coordination, and more.



EX NO: 3

AGILE PLANNING

DATE: 04/02/2025

Aim:

To prepare an AgilePlan.

THEORY

Agile planning is a part of the Agile methodology, which is a project management style with an incremental, iterative approach. Instead of using an in-depth plan from the start of the project—which is typically product-related—Agile leaves room for requirement changes throughout and relies on constant feedback from end users.

With Agile planning, a project is broken down into smaller, more manageable tasks with the ultimate goal of having a defined image of a project's vision. Agile planning involves looking at different aspects of a project's tasks and how they'll be achieved, for example:

- · Roadmaps to guide a product's release ad schedule
 - · Sprints to work on one specific group of tasks at a time

· A feedback plan to allow teams to stay flexible and easily adapt to change User stories, or the tasks in a project, capture user requirements from the end user's perspective Essentially, with Agile planning, a team would decide on a set of user stories to action at any given time, using them as a guide to implement new features or functionalities in a tool. Looking at tasks as user stories is a helpfulway to imagine how a customer may use a feature and helps teams prioritize work and

focus on delivering value first.

· Steps in Agile planning process

- 1. Define vision
- 2. Set clear expectations on goals
- 3. Define and break down the product roadmap
- 4. Create tasks based on user stories

- 5. Populate product backlog
- 6. Plan iterations and estimate effort
- 7. Conduct daily stand-ups
- 8. Monitor and adapt

Result:

Thus the Agile plan was completed successfully.

EX.NO:4 DATE:18/02/2025

CREATE USER STORIES

Aim:

To create User Stories

THEORY

A user story is an informal, general explanation of a software feature written from the perspective of the end user. Its purpose is to articulate how a software feature will provide value to the customer.

User story template

"As a [role], I [want to], [so that]."

Epic 1: to create a user account, login process, and the user data management

Feature:

forgot password options

User Story 1: forgot password option

as a user , I want forgot password option so if i forgot my password ,i can reset the password and access the service .

Acceptance Criteria:

- user verification through email id or phone number by providing a code or opt.
- the code or opt should match the users input
- allow user to change password and save the password.
- if the code or opt is wrong ,give option to repeat the process.

User Story 2: To create an user account

as a user, i want to create account so i can access the service.

Acceptance Criteria:

- allow user to enter the details required
- all mandatory fields should be filled.
- user details should be stored.
- allow user to login and logout.

Epic 2: Messaging Core System

Feature:

Group Messaging

Acceptance Criteria:

- **User can create a group with multiple contacts.**
- **Group messages are visible to all members.**
- **Solution** Group name and members are editable.

*

Feature:

One-to-One Messaging

User Story1: One-to-One Messaging

As a user, I want to send and receive messages so that I can chat with my contacts.

Acceptance Criteria:

- User can type and send text messages.
- Time stamp is displayed for every message
- Messages sent are visible in the chat.

Feature : handling trash messages

User Story 1: Create product listing

As a user, I want to create groups to chat with multiple at once.

User Story 1: Messages in Trash

As a user, I want to push the unwanted messages to the trash.

Acceptance Criteria:

1.able to see the deleted messages or messages in the trash

2.able to restore the messages

3.able to permenantly delete the message

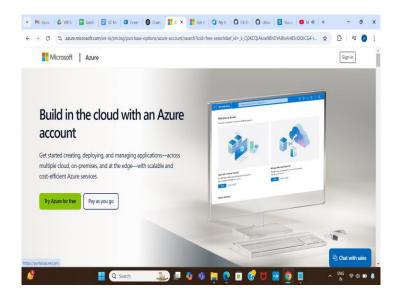
4.able to see the count of messages in trash on the top of trash icon

5.messages in trash will be deleted automatically after a year

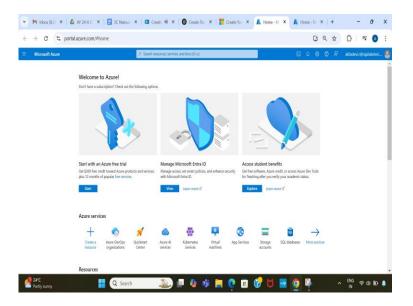
6.able to change the automatic delete option(6months/year)

Procedure:

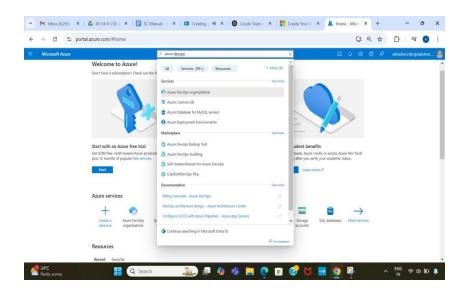
- 1. Open your web browser and go to the Azure website: https://azure.microsoft.com/en-in Sign in using your Microsoft account credentials. If you don't have an account, you'll need to create one.
- 2._If you don't have a Microsoft account, you can sign up for
 https://signup.live.com/?lic=1



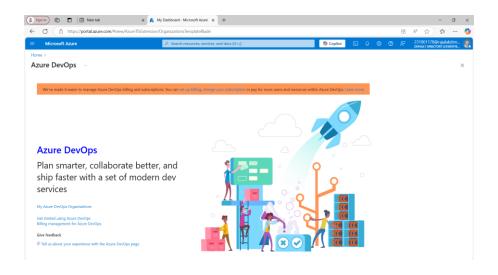
3. Azure home page

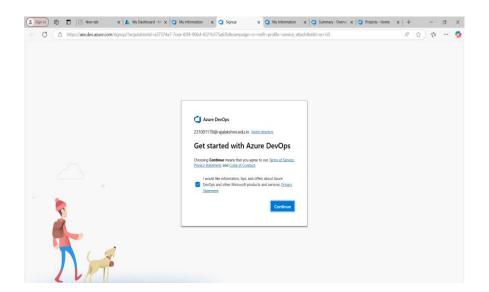


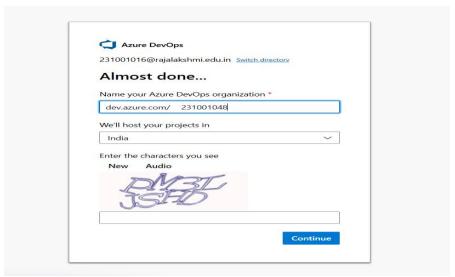
4. Open DevOps environment in the Azure platform by typing AzureDevOps Organizations in the search bar.



5. Click on the My Azure DevOps Organization link and create an organization and you should be taken to the Azure DevOps OrganizationHome page.



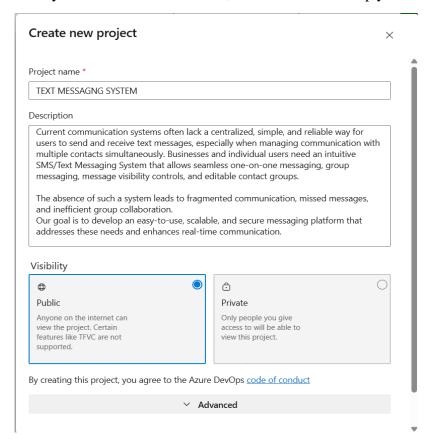




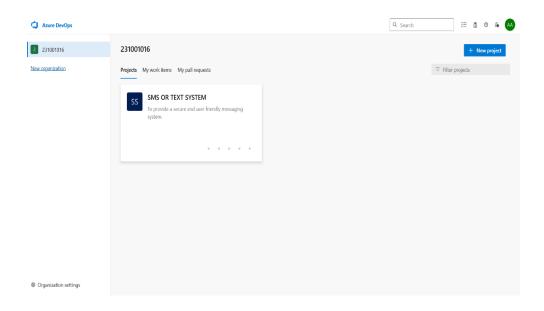
1. Create the First Project in Your Organization

After the organization is set up, you'll need to create your first **project**. This is where you'll begin to manage code, pipelines, work items, and more.

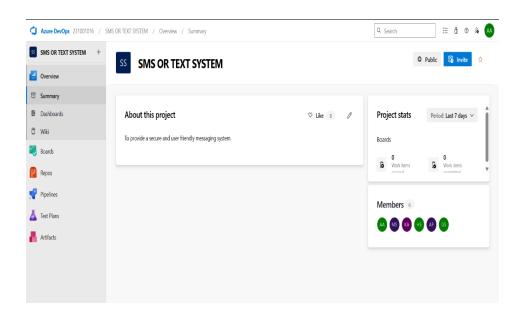
- i. On the organization's **Home page**, click on the **New Project** button.
- ii. Enter the project name, description, and visibility options:
 - Name: Choose a name for the project (e.g., LMS).
 - Description: Optionally, add a description to provide more context about the project.
 - Visibility: Choose whether you want the project to be Private
 (accessible only to those invited) or Public (accessible to anyone).
- iii. Once you've filled out the details, click **Create** to set up your first project.



2. Once logged in, ensure you are in the correct organization. If you're part of multiple organizations, you can switch between them from the top left corner (next to your user profile). Click on the Organization name, and you should be taken to the Azure DevOps Organization Home page.

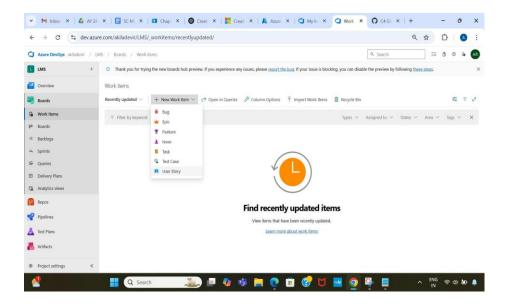


3. Project dashboard

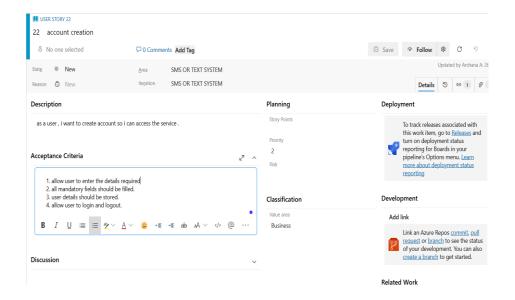


4.To manage user stories

- a. From the left-hand navigation menu, click on Boards. This will take you to the main Boards page, where you can manage work items, backlogs, and sprints.
- b. On the work items page, you'll see the option to Add a work item at the top. Alternatively, you can find a + button or Add
 New Work Item depending on the view you're in. From the Add a work item dropdown, select User Story. This will open a form to enter details for the new User Story.



5.Fill in User Story Details



Result:

The user story was written successfully.

SEQUENCE DIAGRAM

Aim:

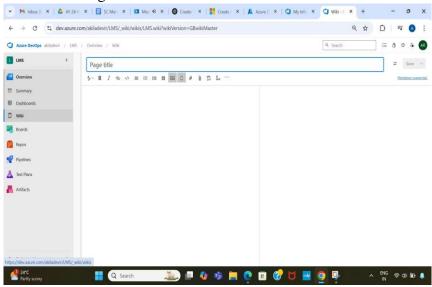
To design a Sequence Diagram by using Mermaid.js

THEORY:

A Sequence Diagram is a key component of Unified Modelling Language (UML) used to visualize the interaction between objects in a sequential order. It focuses on how objects communicate with each other over time, making it an essential tool for modelling dynamic behaviour in a system.

Procedure:

- 1. Open a project in Azure DevOps Organisations.
- 2. To design select wiki from menu



3. Write code for drawing sequence diagram and save the code.

sequenceDiagram

%% User Account Creation

participant User

participant AccountService

participant Database

User ->> AccountService: createAccount(name, phone, email, password)

AccountService ->> Database: storeUserData()

Database -->> AccountService: success

AccountService -->> User: accountCreated()

%% User Login

User ->> AccountService: login(phone, password)

AccountService ->> Database: validateCredentials()

Database -->> AccountService: validationResult()

alt valid credentials

AccountService -->> User: loginSuccess()

else invalid credentials

AccountService -->> User: loginFailed()

end

%% Forgot Password

User ->> AccountService: requestPasswordReset()

AccountService ->> Database: findUser()

Database -->> AccountService: userExists()

AccountService -->> User: sendResetLink()

%% One-to-One Messaging

User ->> MessagingService: sendMessage(receiver, content)

MessagingService ->> Database: storeMessage()

Database -->> MessagingService: messageStored()

MessagingService ->> SMSGateway: sendToReceiver()

SMSGateway -->> User: messageSent()

%% Group Messaging

User ->> GroupChatService: sendGroupMessage(groupId, content)

GroupChatService ->> Database: storeGroupMessage()

Database -->> GroupChatService: messageStored()

GroupChatService ->> GroupMembers: deliverMessage()

%% Message History & Sync

User ->> SyncManager: syncContacts()

SyncManager ->> Database: fetchContacts()

Database -->> SyncManager: contactList()

SyncManager -->> User: contactsSynced()

User ->> SyncManager: syncMessageHistory()

SyncManager ->> Database: fetchMessageHistory()

Database -->> SyncManager: messageHistory()

SyncManager -->> User: historySynced()

%% Trash & Deletion

User ->> TrashService: moveMessageToTrash(messageId)

TrashService ->> Database: updateMessageStatus()

Database -->> TrashService: updated

TrashService -->> User: messageMovedToTrash()

User ->> TrashService: restoreMessage(messageId)

TrashService ->> Database: updateMessageStatus()

Database -->> TrashService: restored

TrashService -->> User: messageRestored()

%% Notifications

MessagingService ->> NotificationService: triggerNotification(user)

NotificationService -->> User: displayNewMessageAlert()

Explanation:

participant defines the entities involved.

->> represents a direct message.

-->> represents a response message.

+ after ->> activates a participant.

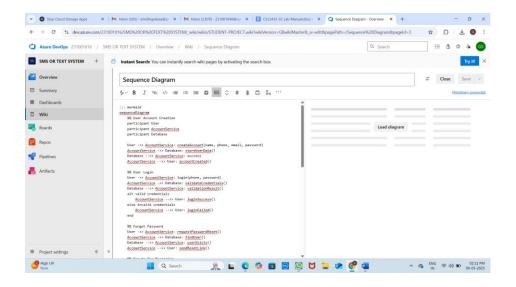
- after -->> deactivates a

participant. alt / else for

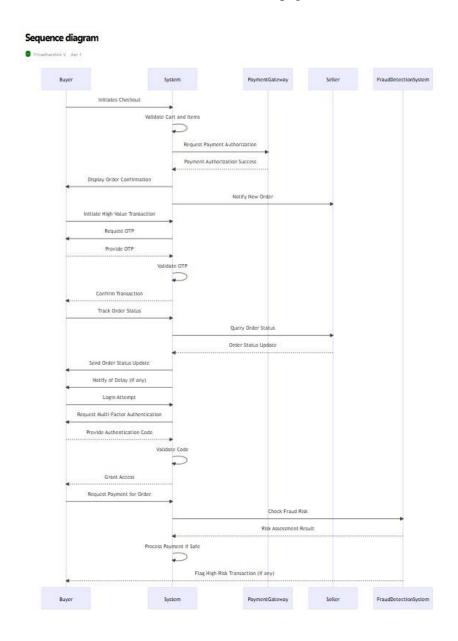
conditional flows.

loop can be used for repeated actions.

- -> Solid line without arrow
- --> Dotted line without arrow
- ->> Solid line with arrowhead
- -->> Dotted line with arrowhead
- <>->> Solid line with bidirectional arrowheads (v11.0.0+)
- <-->> Dotted line with bidirectional arrowheads (v11.0.0+)
- -x Solid line with a cross at the end
- --x Dotted line with a cross at the end
- -) Solid line with an open arrow at the end (async)
- --) Dotted line with a open arrow at the end (async)



4. click wiki menu and select the page



Result:

The sequence diagram was drawn successfully.

EX NO. 6 DATE: 04/03/2025

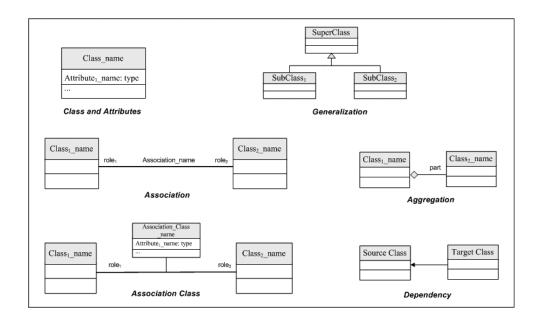
CLASS DIAGRAM

AIM:-

To draw a sample class diagram for your project or system.

THEORY

A UML class diagram is a visual tool that represents the structure of a system by showing its classes, attributes, methods, and the relationships between them.

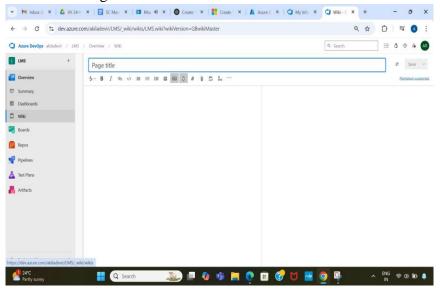


Notations in class diagram

Procedure:

1. Open a project in Azure DevOps Organisations.

2. To design select wiki from menu



3. Write code for drawing class diagram and save the code class Diagram

```
class User {
    +int userId
    +String name
    +String phoneNumber
    +String email
    +String password
    +createAccount()
    +login()
    +resetPassword()
    +manageData()
}

class Contact {
    +int contactId
    +String contactName
```

%% User Management

```
+String phoneNumber
         +syncContacts()
       }
class AccountManagement {
  +createUserAccount()
  +loginUser()
  +forgotPassword()
  +manageUserData()
}
%% Messaging System
class Message {
  +int messageId
  +User sender
  +User receiver
  +String content
  +Date timestamp
  +send()
  +delete()
  +moveToTrash()
}
class Conversation {
  +int conversationId
  +List<User> participants
  +addMessage()
  +getMessages()
```

```
class GroupChat {
  +int groupId
  +List<User> members
  +addMember()
  +removeMember()
  +sendGroupMessage()
}
class Trash {
  +List<Message> deletedMessages
  +restoreMessage()
  +deletePermanently()
%% System Functions
class SMSGateway {
  +String provider
  +sendMessage()
  +receiveMessage()
class Notification {
  +int notificationId
  +Message message
  +Boolean isRead
  +notifyUser()
```

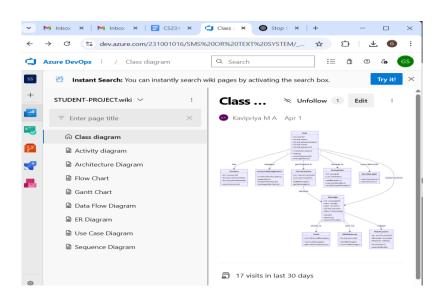
}

```
+markAsRead()
}
class SyncManager {
  +syncContacts()
  +syncHistory()
}
%% Relationships
Buyer --> Cart : Manages
Cart --> Order : Creates
Order --> Payment : Makes
Order --> Shipment : Ships
Buyer --> User : Authenticates
Seller --> Product : Owns
Product --> Inventory : Manages
Seller --> Inventory : Updates
User --> FraudDetection : Uses
AutoScaling --> DatabaseOptimization : WorksWith
```

Relationship Types

Type Description

- < Inheritance
- ***** Composition
- o Aggregation
- > Association
- < Association
- > Realization



Result:

The use case diagram was designed successfully.

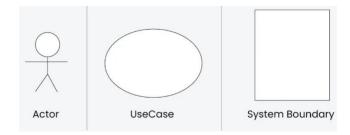
USECASE DIAGRAM

Aim:

Steps to draw the Use Case Diagram using draw.io

Theory:

- UCD shows the relationships among actors and use cases within a system which Provide an overview of all or part of the usage requirements for a system or organization in the form of an essential model or a business model and communicate the scope of a development project
 - Use Cases
 - Actors
 - Relationships
 - System Boundary Boxes



Procedure

Step 1: Create the Use Case Diagram in Draw.io

- Open Draw.io (diagrams.net).
- Click "Create New Diagram" and select "Blank" or "UML Use Case" template.
- Add Actors (Users, Admins, External Systems) from the UML section.
- Add Use Cases (Functionalities) using ellipses.
- Connect Actors to Use Cases with lines (solid for direct interaction, dashed for <<include>> and <<extend>>).
- Save the diagram as .drawio or export as

PNG/JPG/SVG. Step 2: Upload the Diagram to Azure DevOps

Option 1: Add to Azure DevOps Wiki

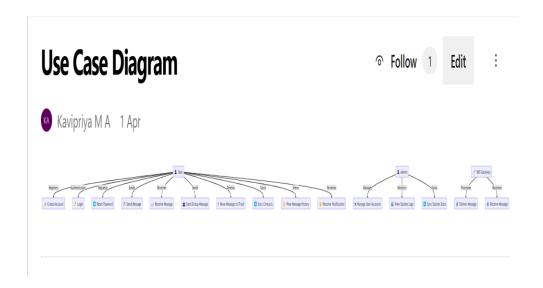
- Open Azure DevOps and go to your project.
- Navigate to Wiki (Project > Wiki).
- Click "Edit Page" or create a new page.
- Drag & Drop the exported PNG/JPG image.
- Use Markdown to embed the diagram:
- ![Use Case Diagram](attachments/use_case_diagram.png)

Option 2: Attach to Work Items in Azure Boards

- Open Azure DevOps \rightarrow Navigate to Boards (Project > Boards).
- Select a User Story, Task, or Feature.
- Click "Attachments" → Upload your Use Case Diagram.
- Add comments or descriptions to explain the use case.

```
::: mermaid
graph TD;
   %% Actors
   User[" LUser"]
   Admin[" Admin"]
   SMSGateway[" # SMS Gateway"]
   %% Use Cases for User
   UC1[" > Create Account"]
   UC2[" / Login"]
   UC3[" Reset Password"]
   UC4[" Send Message"]
   UC5[" Receive Message"]
   UC6["  Send Group Message"]
   UC7["@ Move Message to Trash"]
   UC8[" Sync Contacts"]
   UC9[" View Message History"]
   UC10[" A Receive Notification"]
   %% Use Cases for Admin
   UC11["★ Manage User Accounts"]
   UC12[" | View System Logs"]
   UC13[" Sync System Data"]
   %% Use Cases for SMS Gateway
   UC14[" & Deliver Message"]
   UC15[" . Receive Message"]
   %% Relationships (User)
   User --> Registers | UC1
   User --> Authenticates | UC2
   User --> Requests UC3
   User --> |Sends | UC4
   User --> Receives | UC5
   User --> |Sends | UC6
   User --> |Deletes | UC7
   User -->|Syncs| UC8
   User --> | Views | UC9
   User --> Receives | UC10
   %% Relationships (Admin)
   Admin --> | Manages | UC11
   Admin -->|Monitors| UC12
   Admin -->|Syncs| UC13
   %% Relationships (SMS Gateway)
   SMSGateway --> Processes UC14
   SMSGateway --> | Receives | UC15
:::
```

33



Result:

The use case diagram was designed successfully

EX NO. 8 DATE:18/03/2025

ACTIVITY DIAGRAM

AIM:-

To draw a sample activity diagram for your project or system.

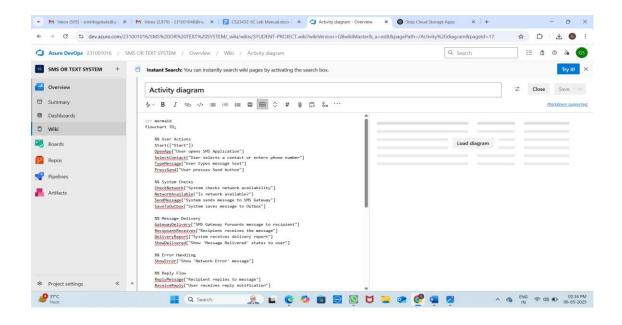
THEORY

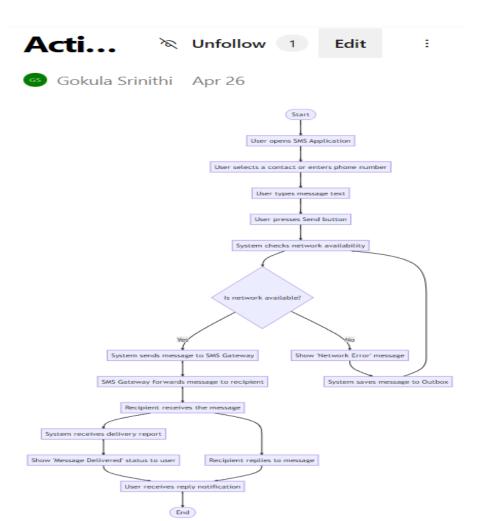
Activity diagrams are an essential part of the Unified Modelling Language (UML) that help visualize workflows, processes, or activities within a system. They depict how different actions are connected and how a system moves from one state to another.

Notations	Symbol	Meaning
Start		Shows the beginning of a process
Connector		Shows the directional flow, or control flow, of the activity
Joint symbol	1	Combines two concurrent activities and re- introduces them to a flow where one activity occurs at a time
Decision	\Diamond	Represents a decision
Note		Allows the diagram creators o communicate additional messages
Send signal		Show that a signal is being sent to a receiving activity
Receive signal		Demonstrates the acceptance of an event
Flow final symbol	\otimes	Represents the end of a specific process flow
Option loop		Allows the creator to model a repetitive sequence within the option loop symbol
Shallow history pseudostate	Э	Represents a transition that invokes the last active state.
End	•	Marks the end state of an activity and represents the completion of all flows of a process

Procedure

- 1. Draw diagram in draw.io
- 2. Upload the diagram in Azure DevOps wiki





Result:

The activity diagram was designed successfully

EX NO. 9 DATE: 25/03/2025

ARCHITECTURE DIAGRAM

Aim:

Steps to draw the Architecture Diagram using draw.io.

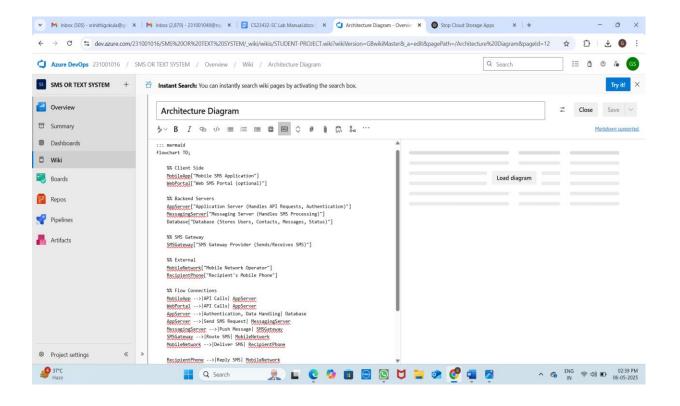
Theory:

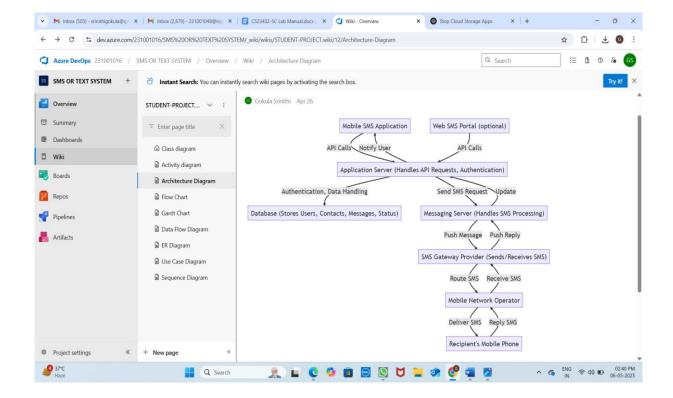
An architectural diagram is a visual representation that maps out the physical implementation for components of a software system. It shows the general structure of the software system and the associations, limitations, and boundaries between each element.



Procedure

- 1. Draw diagram in draw.io
- 2. Upload the diagram in Azure DevOps wiki





Result:

The architecture diagram was designed successfully

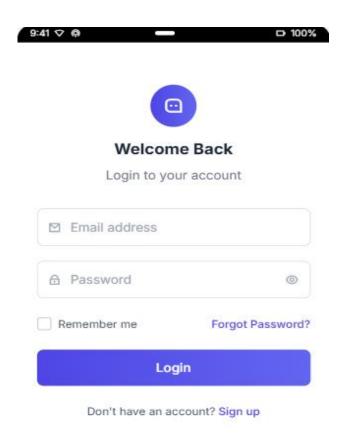
USER INTERFACE

Aim:

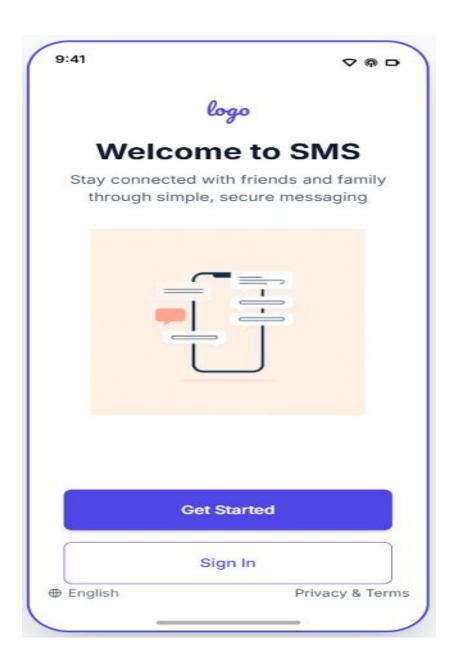
Design User Interface for the given project

PROCEDURE:

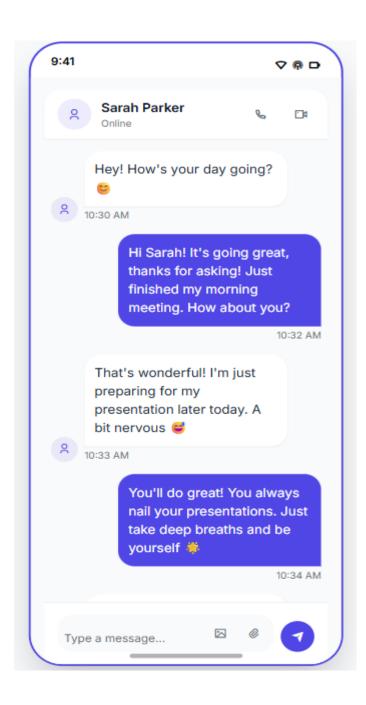
1. Login page:



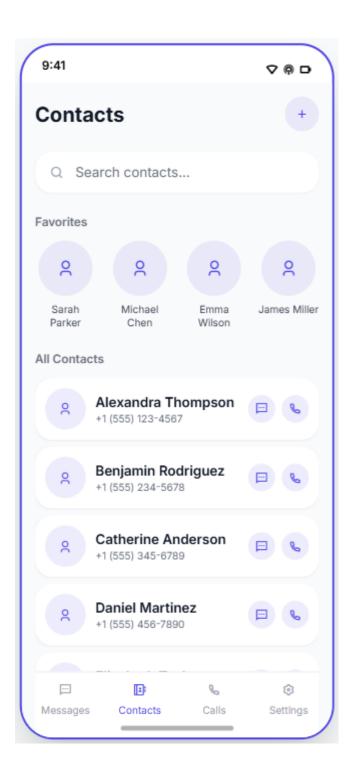
2. LANDING PAGE:



3.CHAT PAGE:



4.SYNCING CONTACTS:



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The UI was designed successfully.

EX NO. 11 DATE: 08/04/2025

IMPLEMENTATION

Aim:

To implement the given project based on Agile Methodology.

Procedure:

Step 1: Set Up an Azure DevOps Project

- Log in to Azure DevOps.
- Click "New Project" → Enter project name → Click "Create".
- Inside the project, navigate to "Repos" to store the code.

Step 2: Add Your Web Application Code

- Navigate to Repos → Click "Clone" to get the Git URL.
- Open Visual Studio Code / Terminal and

```
run: git clone <repo_url> cd <repo_folder>
```

- Add web application code (HTML, CSS, JavaScript, React, Angular, or backend like Node.js, .NET, Python, etc.).
- Commit & push:

```
git add .

git commit -m "Initial commit"
git push origin main
```

Step 3: Set Up Build Pipeline (CI/CD - Continuous Integration)

- Navigate to Pipelines → Click "New Pipeline".
- Select Git Repository (Azure Repos, GitHub, or Bitbucket).
- Choose Starter Pipeline or a pre-configured template for your framework.
- Modify the azure-pipelines.yml file (Example for a Node.js app):

trigger:

- main

pool:

vmImage: 'ubuntu-latest'

steps:

- task: UseNode@1

inputs:

version: '16.x'

- script: npm install

displayName: 'Install dependencies'

- script: npm run build

displayName: 'Build application'

- task: PublishBuildArtifacts@1

inputs:

pathToPublish: 'dist'

artifactName: 'drop'

Click "Save and Run" → The pipeline will start building app.

Step 4: Set Up Release Pipeline (CD - Continuous Deployment)

- Go to Releases → Click "New Release Pipeline".
- Select Azure App Service or Virtual Machines (VMs) for deployment.
- Add an artifact (from the build pipeline).
- Configure deployment stages (Dev, QA, Production).
- Click "Deploy" to push your web app to Azure.

Result

Thus the application was successfully implemented.

EXP NO:12 DATE: 15/04/2025

TESTING – TEST PLANS AND TEST CASES

Aim:

Test Plans and Test Case and write two test cases for at least five user stories showcasing the happy path and error scenarios in azure DevOps platform.

Test Planning and Test Case

Test Case Design Procedure

1. Understand Core Features of the Application

- User Signup & Login
- Viewing and Managing Playlists
- Fetching Real-time Metadata
- Editing playlists (rename, reorder, record)
- Creating smart audio playlists based on categories (mood, genre, artist, etc.)

2. Define User Interactions

 Each test case simulates a real user behaviour (e.g., logging in, renaming a playlist, adding a song).

3. Design Happy Path Test Cases

- Focused on validating that all features function as expected under normal conditions.
- Example: User logs in successfully, adds item to playlist, or creates a category-based playlist.

4. Design Error Path Test Cases

- Simulate negative or unexpected scenarios to test robustness and error handling.
- Example: Login fails with invalid credentials, save fails when offline, no recommendations found.

5. Break Down Steps and Expected Results

- Each test case contains step-by-step actions and a corresponding expected outcome.
- Ensures clarity for both testers and automation scripts.

6. Use Clear Naming and IDs

- Test cases are named clearly (e.g., TC01 Successful Login, TC10 Save Playlist Fails).
- Helps in quick identification and linking to user stories or features.

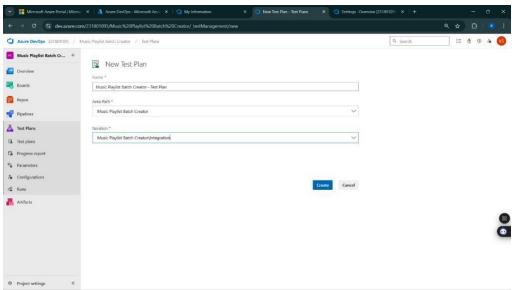
7. Separate Test Suites

- Grouped test cases based on functionality (e.g., Login, Playlist Editing, Recommendation System).
- Improves organization and test execution flow in Azure DevOps.

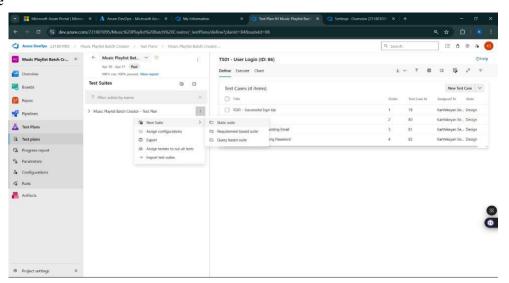
8. Prioritize and Review

- Critical user actions are marked high-priority.
- Reviewed for completeness and traceability against feature requirements.

1.New test plan



2.Test suite



3.Test case

Give two test cases for at least five user stories showcasing the happy path and error scenarios in azure DevOps platform.

Music Playlist Batch Creator – Test Plans

USER STORIES

- As a user, I want to sign up and log in securely so that I can access my playlists (ID: 79).
- As a user, I need to see my playlist in one place (ID: 76).
- As a user, I should be able to create an audio playlist as needed (ID: 73).
- As a user, I should be able to rename, record, and change the playlist (ID: 68).
- As a user, I need to have real-time metadata (ID: 65).

Test Suites

Test Suit: TS01 - User Login (ID: 86)

1. TC01 – Successful Sign Up ○ Action:

- ☐ Go to the Sign-Up page.
- ☐ Enter valid name, email, and password.
- Click "Sign Up".

o Expected Results:

- ☐ Sign-Up form is displayed.
- ☐ Fields accept values without error.
- Account is created, and the user is redirected to the dashboard.
- o Type: Happy Path

2. TC02 - Secure Login

o Action:

- ☐ Go to the Login page.
- ☐ Enter valid email and password.
- □ Click on "Login".

o Expected Results:

- □ Login form is displayed.
- ☐ Fields accept data without error.
- User is logged in and redirected to the dashboard.
- o **Type:** Happy Path

3. TC03 – Sign Up with Existing Email

o Action:

- ☐ Go to the Sign-Up page.
- ☐ Enter a name and an already registered email.
- Click on "Sign Up".

o Expected Results:

- ☐ Fields accept data.
- ☐ Error message "Email already registered" is displayed.
- o **Type:** Error Path

4. TC04 - Login with Wrong Password

- o Action:
 - ☐ Go to the Login page.
 - ☐ Enter valid email and incorrect password.
 - □ Click on "Login".

o Expected Results:

- ☐ Input is accepted.
- ☐ Error message "Invalid username or password" is shown.
- o **Type:** Error Path

Test Suit: TS02 - View Playlists (ID: 87)

1. TC05 – View Playlist Page

- o Action:
 - Log in successfully.
 - □ Navigate to "My Playlists" section.
- Expected Results:
 - ☐ All created playlists are displayed clearly.
- o **Type:** Happy Path
- 2. TC06 Playlist Loading Failure
 - o Action:
 - Disconnect from the internet.
 - □ Navigate to "My Playlists".
 - Expected Results:
 - □ Network is offline.
 - ☐ Error message "Unable to load playlists" is shown.
 - o **Type:** Error Path

Test Suit: TS03 - Real-Time Metadata (ID: 88)

1. TC07 – Real-Time Metadata Display o Action:

- Play a song.
- □ Observe the metadata panel.

Expected Results:

- ☐ Metadata (title, artist, album, duration) is displayed and updates in real time.
- o **Type:** Happy Path

2. TC08 – Metadata Not Updating o

Action:

- □ Play a different song.
- □ Observe the metadata panel.

Expected Results:

- Metadata remains static or shows default/fallback message.
- o **Type:** Error Path

Test Suit: TS04 - Playlist Editing (ID: 89)

1. TC09 – Rename Playlist Successfully o Action:

- □ Navigate to "My Playlists".
- ☐ Click "Rename" next to a playlist.
- ☐ Enter a new name and click "Save".

Expected Results:

- ☐ Playlist name updates successfully.
- o **Type:** Happy Path

2. TC10 – Rename with Blank Name o Action:

- ☐ Click "Rename" on a playlist.
- Leave the field blank.
- ☐ Click "Save".

Expected Results:

- ☐ Error message "Playlist name cannot be empty" is shown.
- o **Type:** Error Path

3. TC11 – Change Playlist Order o

Action:

- Open a playlist.
- Drag and drop songs to reorder.
- Click "Save".

Expected Results:

Playlist order is updated and saved.

o **Type:** Happy Path

4. TC12 – Change Playlist Order Fails o Action:

- Login and go to "My Playlists".
- ☐ Select a playlist.
- ☐ Go offline or simulate server error.
- Reorder songs and click "Save Order".

o Expected Results:

- Error message: "Failed to update order. Please check your connection".
- o **Type:** Error Path

Test Suit: TS05 - Smart Playlist Creation (ID: 90)

1. TC13 – Generate Playlist Based on Various Categories \circ

Action:

- Login with valid credentials.
- ☐ Click on "Generate Playlist".
- Select categories.
- ☐ Click "Generate Playlist".

Expected Results:

- Playlist is generated based on selected mood and categories.
- o **Type:** Happy Path

2. TC14 – Fail to Generate Playlist Due to Missing Category Selection or Invalid Input \circ

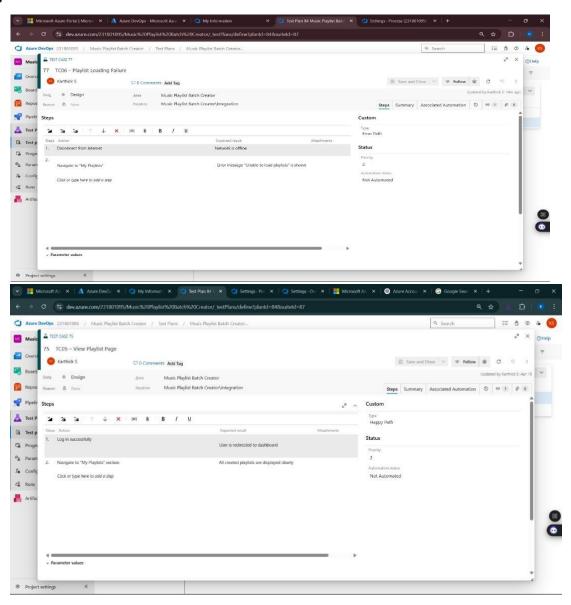
Action:

- ☐ Login with valid credentials.
- ☐ Click on "Generate Playlist".
- Select categories.
- ☐ Click "Generate Playlist".

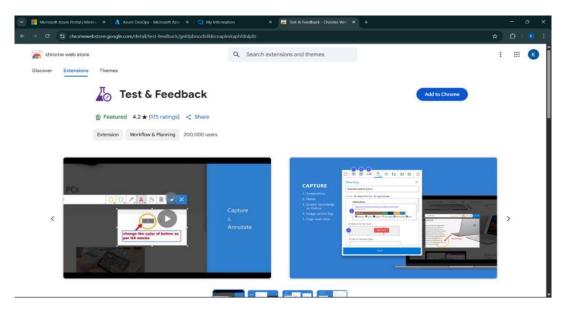
Expected Results:

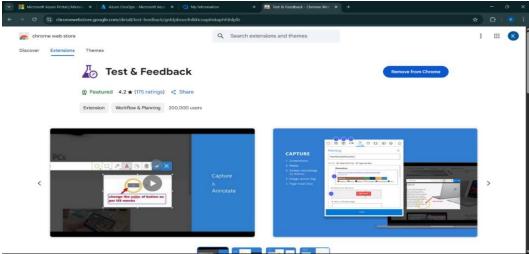
- Error message: "Please select at least one valid category" or "No recommendations found for the selected filters".
- o **Type:** Error Path

Test Cases



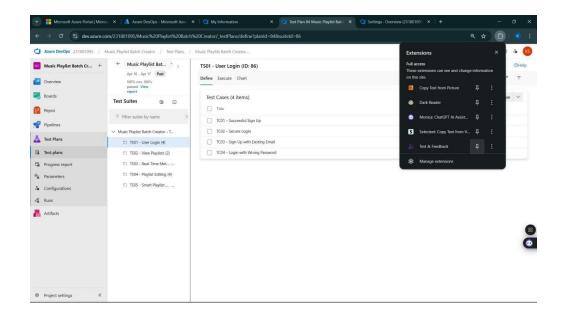
4.Installation of test



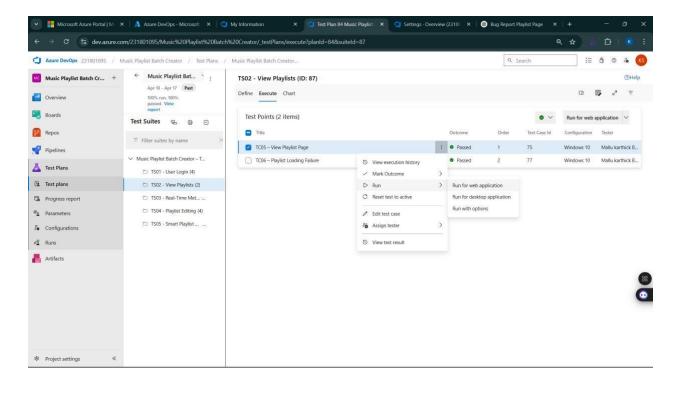


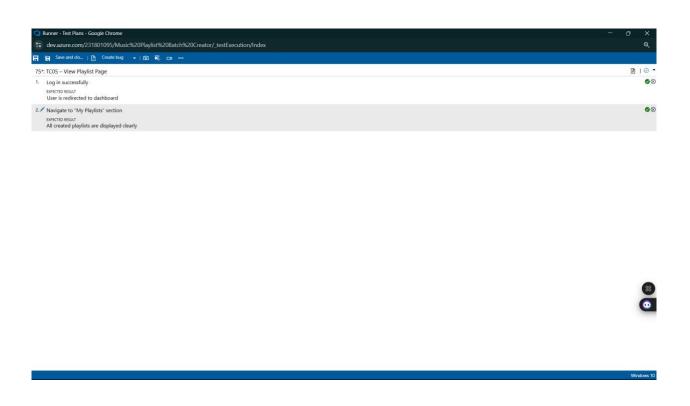
Test and feedback

Showing it as an extension

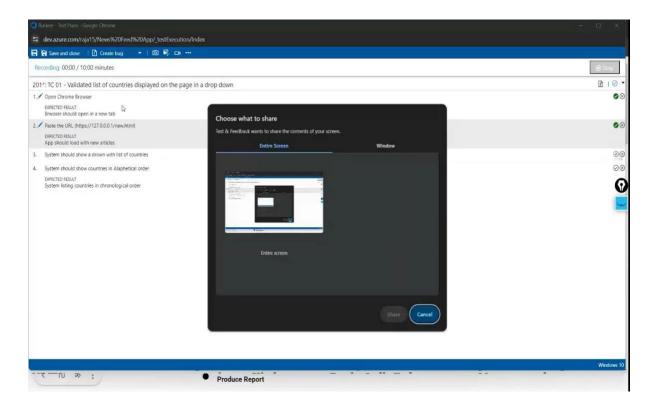


5.Running the test cases

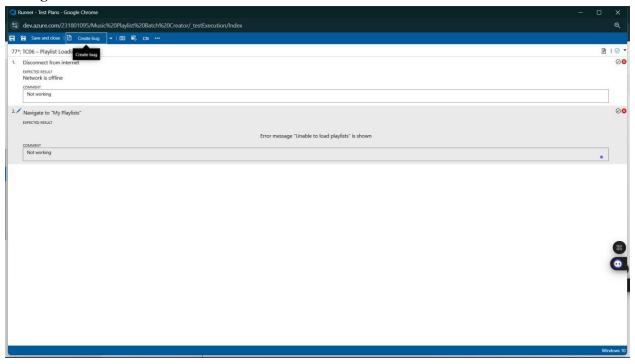


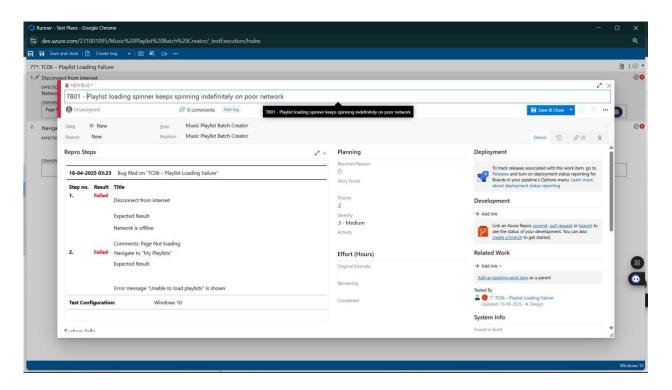


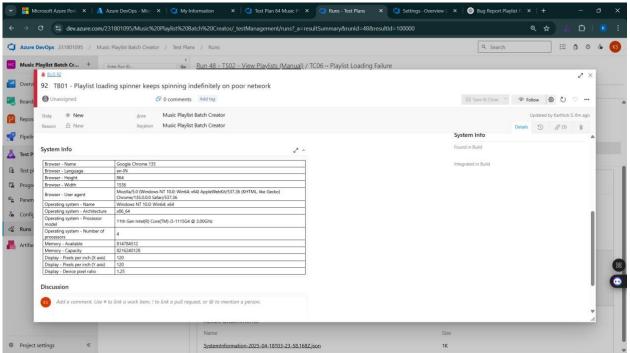
6.Recording the test case



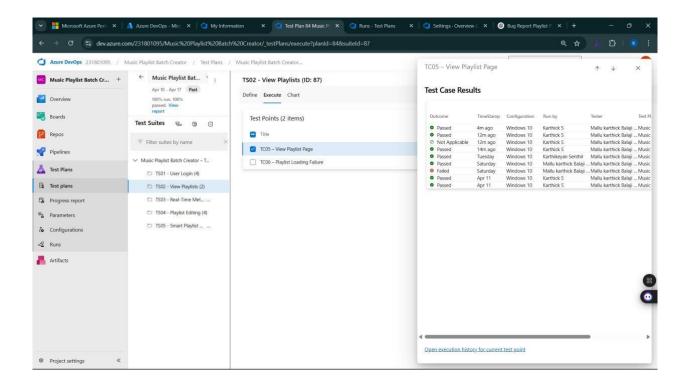
7. Creating the bug



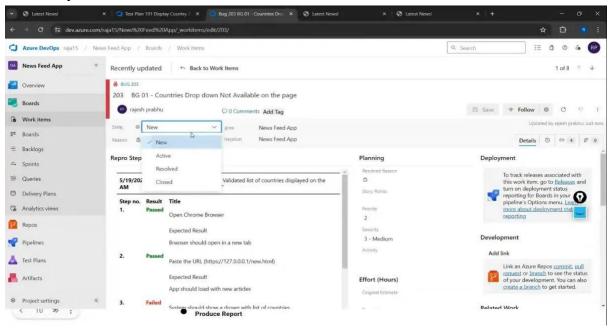




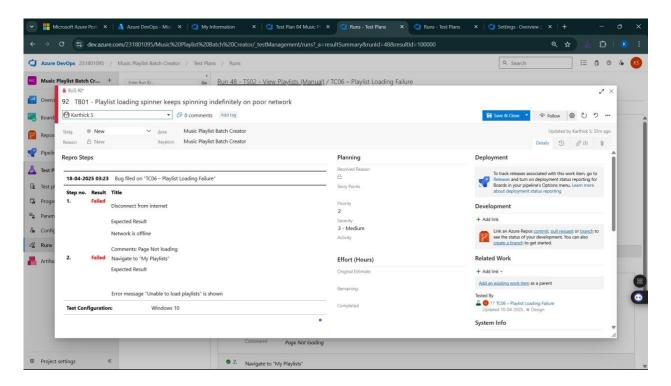
8.Test case results



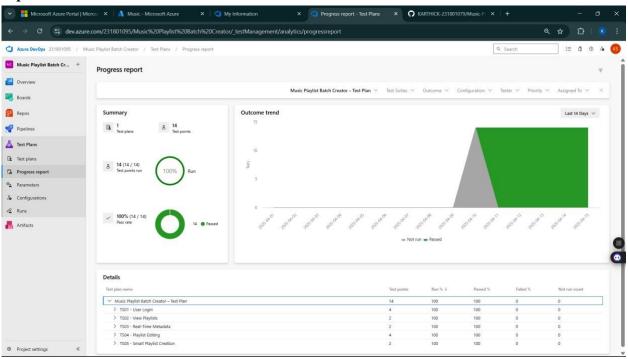
9.Test report summary

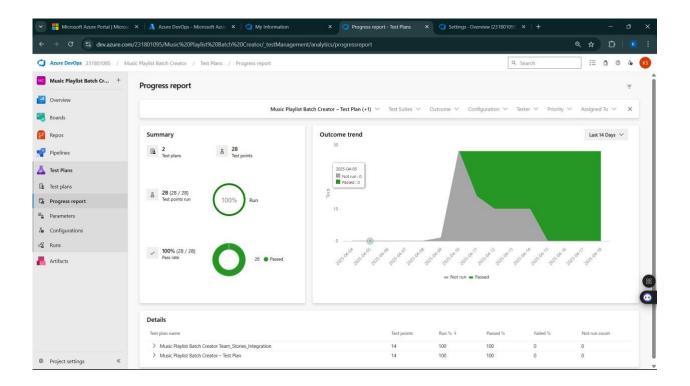


Assigning bug to the developer and changing state

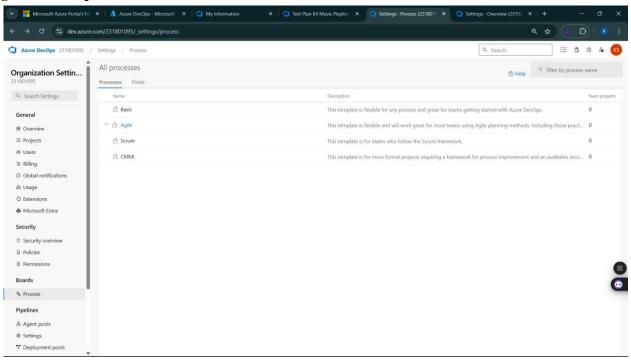


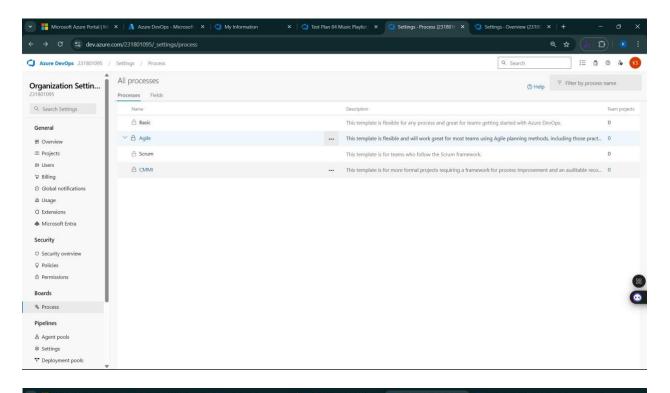
10.Progress report

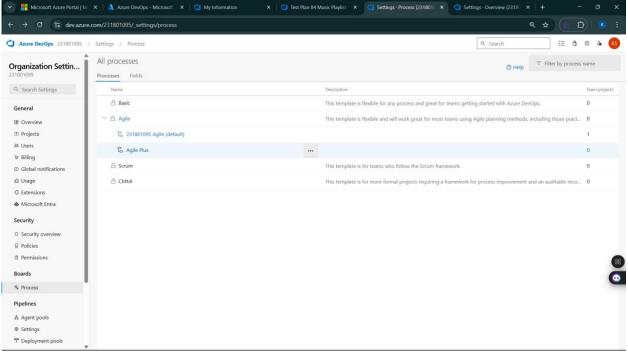




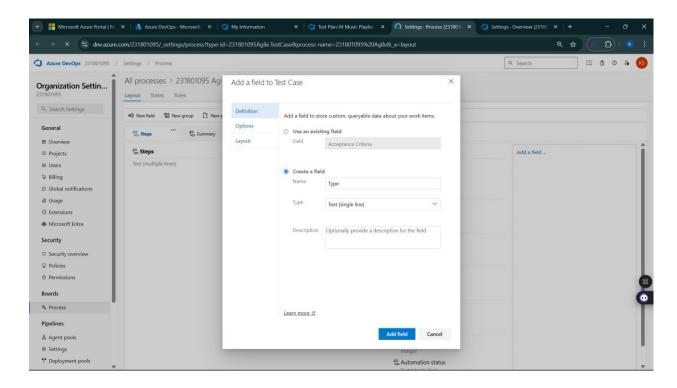
11. Changing the test template

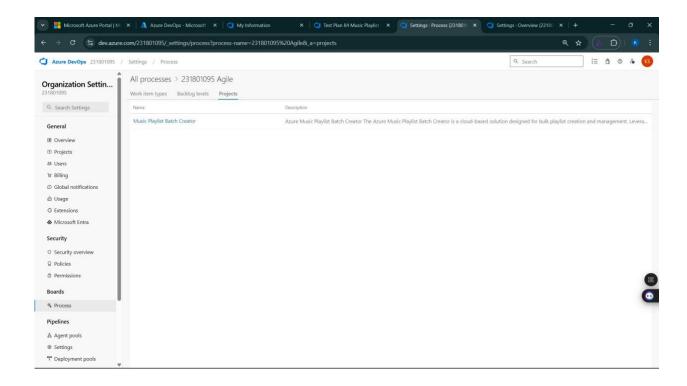


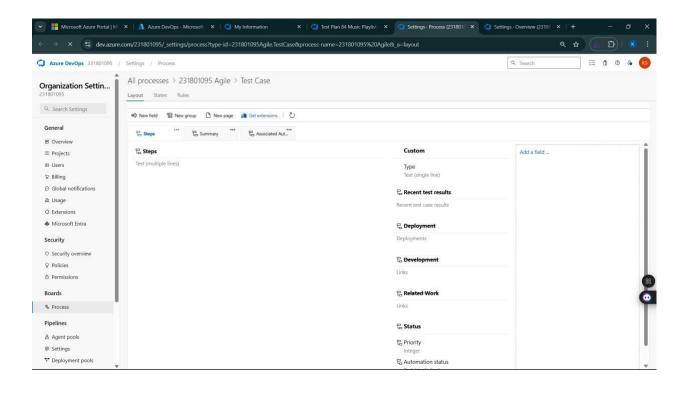




12. View the new test case template







Result:

The test plans and test cases for the user stories is created in Azure DevOps with Happy Path and Error Path