

PERFORMANCE TESTING

TEAM ID; PNT2022TMID34370

NFT – Risk Assessment

S.No	Project Name	Scope /Feature	Functional Changes	Hardware Changes	Software Changes	Impact of Downtime	Load/Volume changes	Risk Score	Justification
1	Smart Farmer	Query Form	Low	No Changes	Low		>5 to 10%	Green	As we seen changes
2	Smart Farmer	Manual Guide	Low	No changes	Low		>5 to 10%	Green	As we seen changes
3	Smart Farmer	Motor on for 30 minutes	High	No changes	Moderate		>5 to 10%	Green	Because it provides new control
4	Smart Farmer	Login	Moderate	No Changes	Low		>5 to 10%	Red	Because it can block certain functional
4	Smart Farmer	Sign Out	Moderate	No changes	Low		>5 to 10%	Green	It doesn't have that much functionality but have some impact.

NFT – DETAILED PLAN

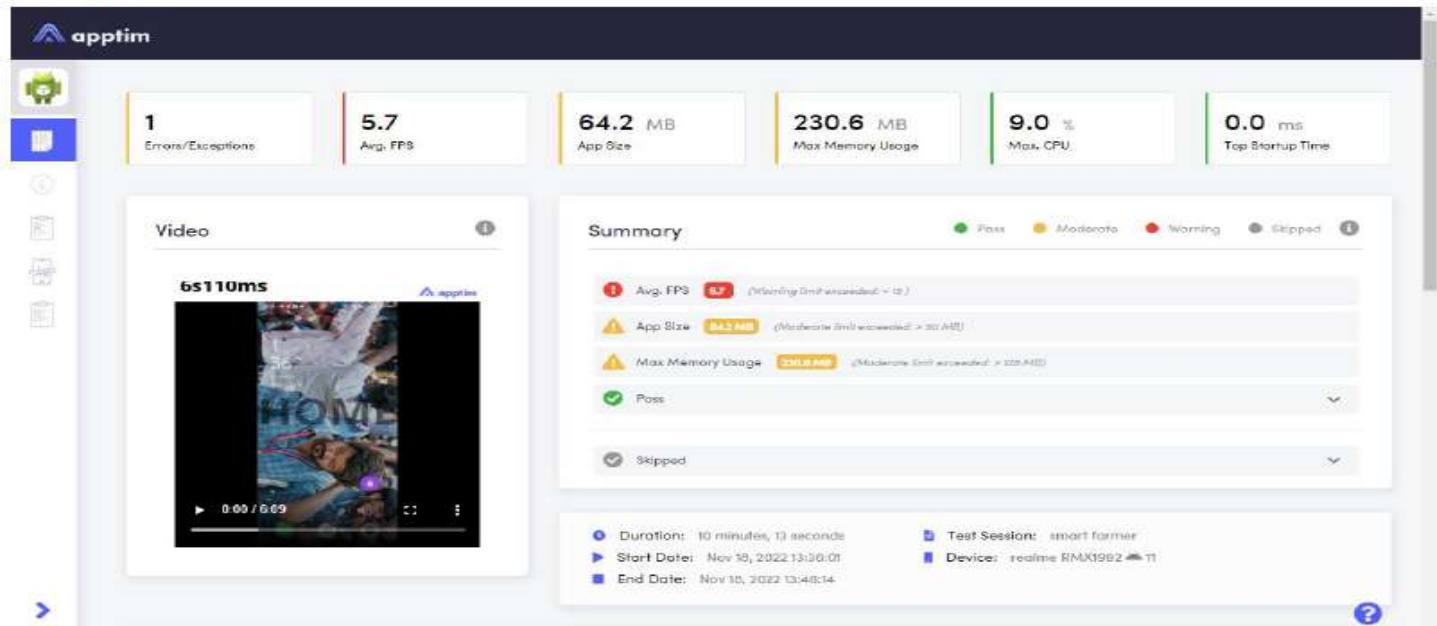
S.no	Project Overview	NFT Approach	Assumptions/Dependencies/Risks	Approvals/SignOff
1	SmartFarmer	Scalability Testing		Shanmugam(Team Lead)

END OF TEST REPORT

S. No	Project Overview	NFT Test Approach	NFR - Met	Test Outcome	Go/No-Go Decision	Recommendations	Identified Defects (Detected/Closed/Open)	Approvals/ Signoff
1	Smartfarmer	Scalability Testing	Exceptions Satisfied	Cpu Usage, Memory Usage, Startup Time Etc	Go Decision	Nothing	Closed	Shanmugam (Team Lead)

Test Reports Attached Below :- Performance test are tested by using Apptim Software

MOBILE 1





Test Environment



realme RMX1992

Android version:	11
Manufacturer:	realme
Model:	RMX1992
CPU Architecture:	arm64-v8a
Number of cores:	8
RAM:	5.66GB

App Information

Default Label:	SmartFormer
Version Code:	1
Version Name:	1.0.1
Package:	com.shondude.smartformer
Launch Activity:	host.exp.exponent.MainActivity
Use large heap:	false
Debuggable:	false

Screen Information

Screen orientation:	port
Screen resolution:	1080x2340
Layout size:	Normal
Display density:	480dpi (xxhdpi)
OpenGL ES:	3.2

App Compatibility

Min API Level:	21
Target API Level:	31
Max API Level:	Undefined
Native CPU architectures:	No
Screens:	small normal large xlarge
Support Any Density:	true
Hardware:	x86 x86_64 arm arm64-v8a

Activities

Layout

Activities

Android Activities are one of the most important part of application's overall lifecycle. The way activities are launched and how developers manage all them together is a fundamental part of the platform's application model.

In order to improve performance, developers should try to provide interface to users avoiding create several activities and consuming resources when is not needed.

Activities amount ⓘ


All non-trivial Android applications are made up of a number of different functional screens and hence multiple activities. Although multiple screens allows us to build complex applications, they also require careful management. In particular, developers need to deal with activities that are no longer visible since Android OS will place them into the background and may terminate activities that are not used for a period of time. The use of multiple activities also requires us to think about the interaction and navigation model that the user will experience.







Activities: 0

Activities stack ⓘ


Activities on Back Stack: 0


Layout






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▼  Activities: 0


Activities stack 


▼  Activities on Back Stack: 0


Layout


Layouts are a key part of Android applications that directly affect the user experience. If poorly implemented, your layout can lead to a memory hungry application with slow UIs.

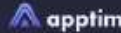
UI controls 







▼  Max. controls on the screen: 0

Nested layouts 


▼  Nested layouts level: 0








ANR


Crash 

Application not responding (ANR)

If your app stops responding, users get a dialog that allows them to wait or close the app. When these dialogs appear, they're known as 'Application not responding' errors or ANRs. Android will display the ANR dialog when it detects one of the following conditions:


- No response to an input event (such as key press or screen touch events) within 5 seconds.
- A BroadcastReceiver hasn't finished executing within 10 seconds.


ANR Dump Logs 


 ANR: None

Crash

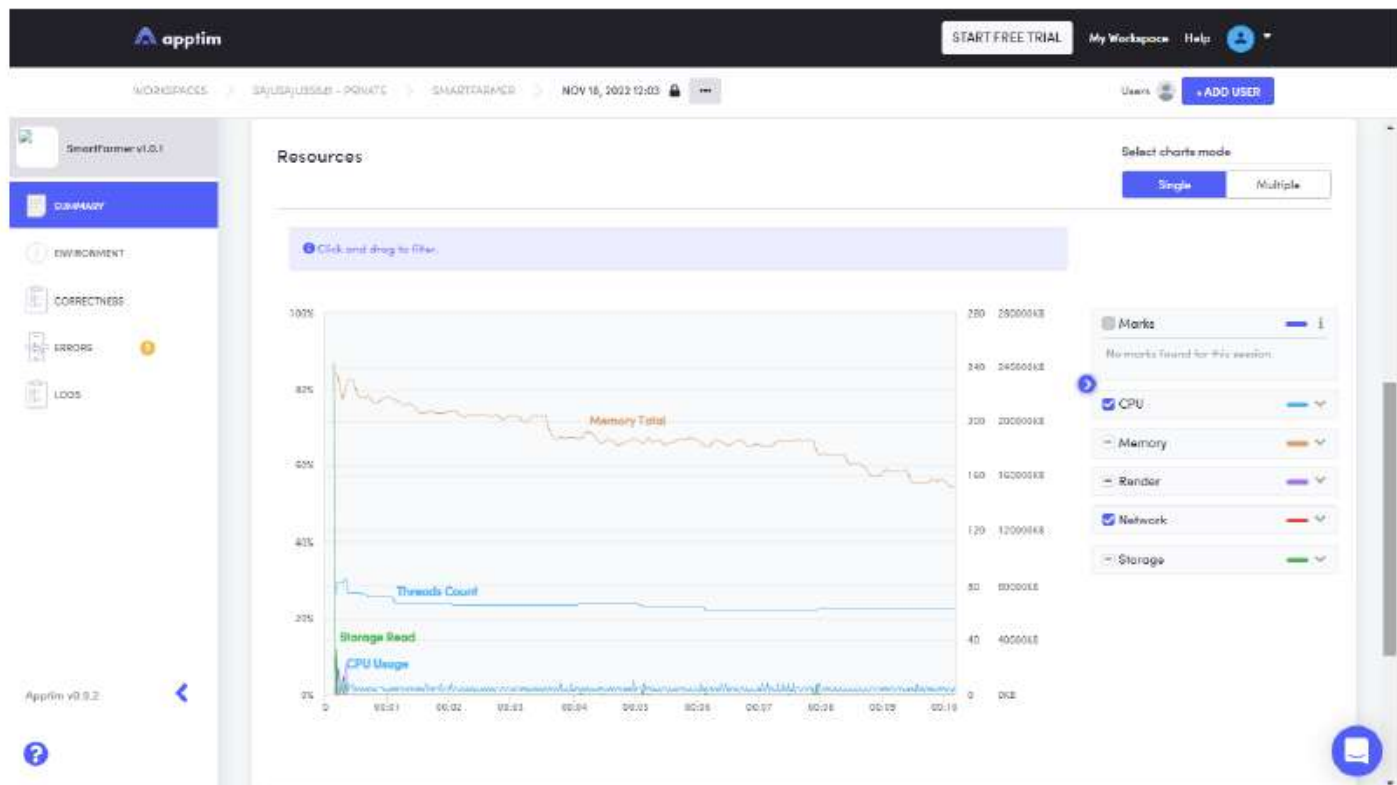
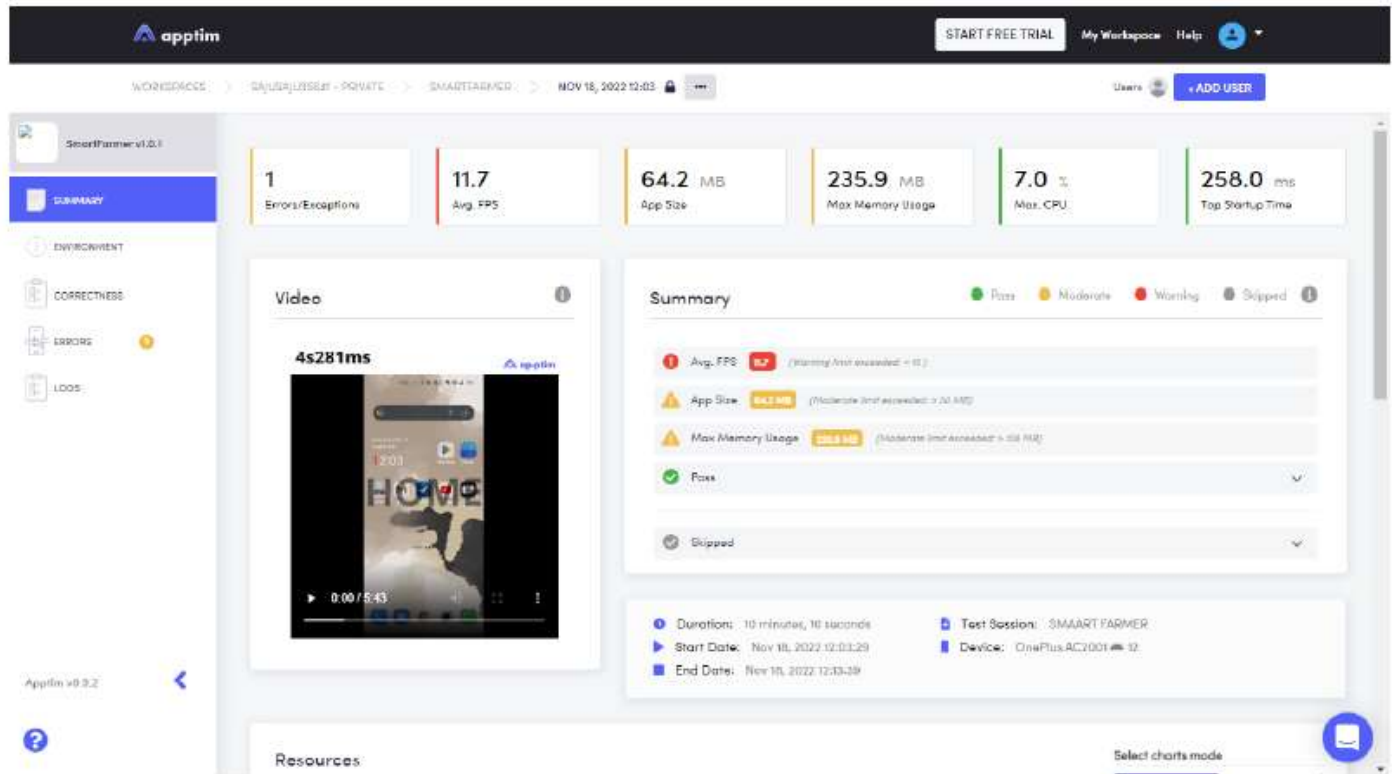
An application typically crashes when it performs an operation which is not allowed by the operating system. The operating system then triggers an exception or signal in the application.

Exceptions 

▼  Exception



MOBILE 2



SUMMARY

ENVIRONMENT

CORRECTNESS

ERRORS

LOGS

Test Environment

OnePlus AC2001

Android version:	12
Manufacturer:	OnePlus
Model:	AC2001
CPU Architecture:	armv8-a64
Number of cores:	8
RAM:	278GB

App Information

Default Label:	SmartFormer
Version Code:	1
Version Name:	1.0.1
Package:	com.shenlun.smartformer
Launch Activity:	host.exp.exponent.MainActivity
Use large heap:	false
Debuggable:	false

Screen Information

Screen orientation:	portrait
Screen resolution:	1080x2400
Layout size:	Normal
Display density:	450dpi (450%)
OpenGL ES:	3.2

App Compatibility

Min API Level:	21
Target API Level:	31
Max API Level:	Undefined
Native CPU architectures:	x86
Screens:	small normal large xlarge
Support Any Density:	true
Densities:	160 240 320 480 640 800
Locales:	--_-- af am ar as az ba bg bi bo br ca co da de el en es et fi fr ga he hi hr hu id it ja km ko kr ky lb li lt lv mg mn mo mr ms mt na nb nl no nu nz or os pa pl pt ro ru se sg si sk sl so sr st sv sw ta th tr tt uk us uz ve vi vn wa wo xy yk yo zh zu

The screenshot shows the Android Studio interface for a project named 'SmartFARM v1.0.1'. On the left, a vertical toolbar contains icons for 'SUMMARY', 'ENVIRONMENT', 'CORRECTNESS', 'ERRORS' (with a red circle indicating one error), and 'LOGS'. The main workspace is divided into two tabs: 'Activities' (active) and 'Layout'. The 'Activities' tab displays the following content:

- Activities**: A section header with a right-pointing arrow.
- Android Activities**: A paragraph explaining that Android Activities are a core part of an application's lifecycle and that managing them is fundamental for performance and user experience.
- Activities amount**: A section header with an information icon. Below it, a light blue box shows a dropdown arrow, a green circle icon, and the text 'Activities: 0'.
- Activities stack**: A section header with an information icon. Below it, a light blue box shows a dropdown arrow, a green circle icon, and the text 'Activities on Back Stack: 0'.
- Layout**: A section header at the bottom of the main workspace.

At the bottom left of the IDE, the text 'Applm v0.9.2' is visible next to a blue arrow icon. At the bottom right, there is a blue circular icon with a white document symbol.

apptim

START FREE TRIAL

My Workspace

Help

WORKSPACES > SAJUSA\USSEB - PRIVATE > SMARTFARMER > NOV 18, 2022 12:03

Users

+ADD USER

SmartFarmer v1.0.1

SUMMARY

ENVIRONMENT

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Activities amount

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Activities: 0

Activities stack

Activities on Back Stacks: 0

Layout

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UI controls

Max. controls on the screen: 0

Nested layouts

Nested layouts level: 0

Apptim v0.9.2

apptim

START FREE TRIAL

My Workspace

Help

WORKSPACES > SAJUSA\USSEB - PRIVATE > SMARTFARMER > NOV 18, 2022 12:03

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ANR Dump Logs

ANR: None

Crash

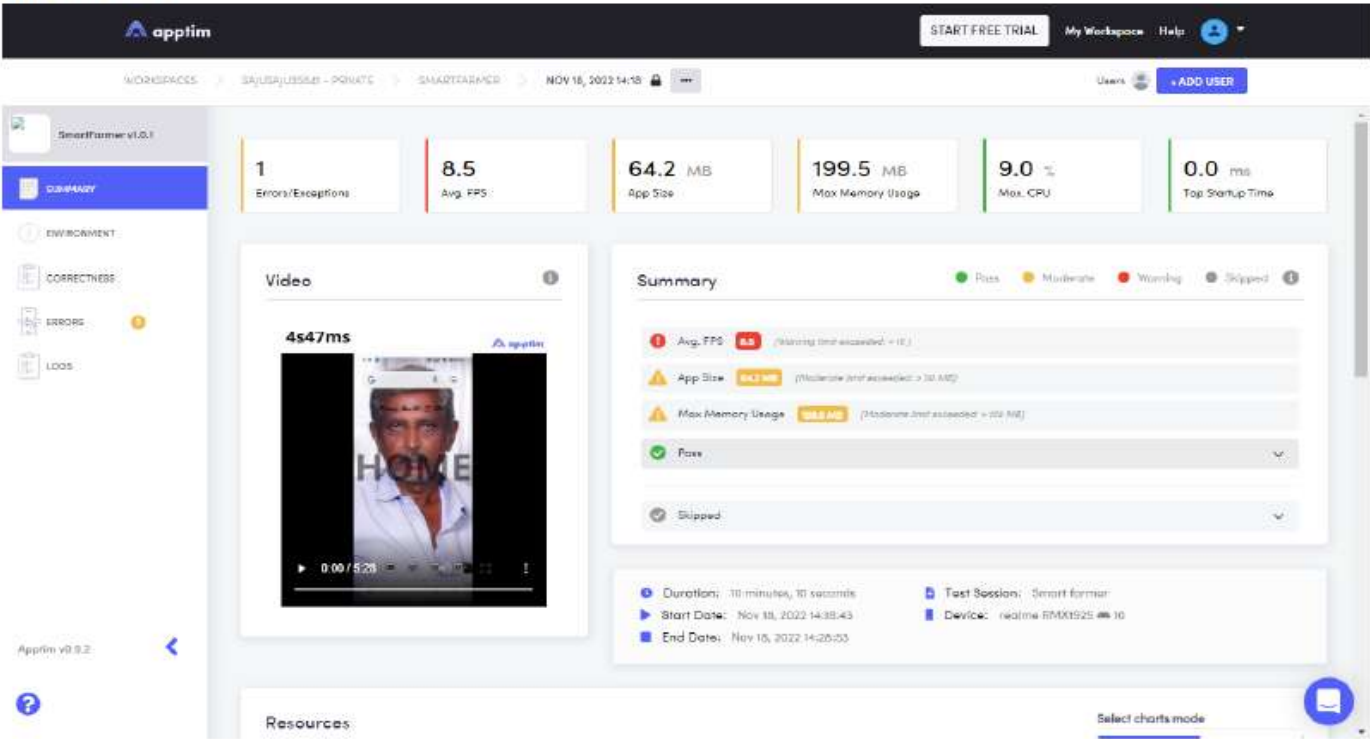
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Exceptions

Exception

Apptim v0.9.2

MOBILE 3



Video

4s47ms

0:00 / 5:28

Summary

Pass Moderate Warning Skipped

1

Avg. FPS

8.5

(Warning limit exceeded: > 10.)

1

App Size

64.2 MB

(Moderate limit exceeded: > 30 MB)

1

Max Memory Usage

199.5 MB

(Moderate limit exceeded: > 200 MB)

1

Pass

1

Skipped

1

Duration: 10 minutes, 10 seconds

1

Start Date: Nov 18, 2022 14:38:43

1

End Date: Nov 18, 2022 14:25:53

1

Test Session: Smart farmer

1

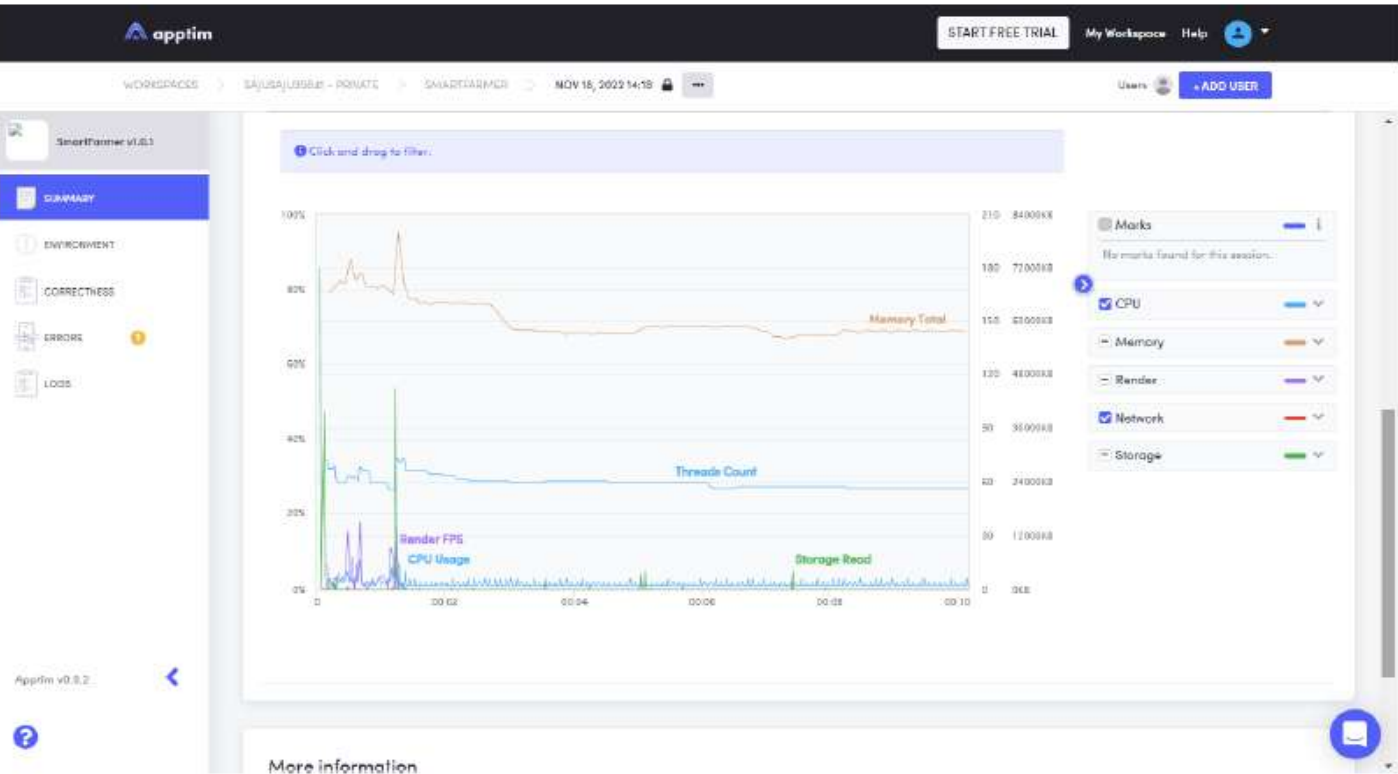
Device: realme RMX1925

Resources

Select charts mode

Appim v0.9.2

?



Appim v0.9.2

?



Ernesto Borella

apptim

START FREE TRIAL

My Workspace

Help

WORKSPACES > SA/USA/USSEAT - PRIVATE > SMARTFORMER > NOV 16, 2022 14:18

Users [+ ADD USER](#)

SmartFormer V1.0.1

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▼ Activities: 0

Activities stack ⓘ

▼ Activities on Back Stack: 0

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UI controls ⓘ

Apptim v0.9.2

?

apptim

START FREE TRIAL

My Workspace

Help

WORKSPACES > SA/USA/USSEAT - PRIVATE > SMARTFORMER > NOV 16, 2022 14:18

Users [+ ADD USER](#)

SmartFormer V1.0.1

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Apptim v0.9.2

?