

FIND A TOUR PROJECT

Test Plan Document

1.Introduction :

In this document you will find information and data's about Find A Tour Project test strategy and test plans.

2.Evaluation Mission and Test Motivation:

The test mission evaluation is to get sure about that all parts of Find A Tour project works correctly and continuous. Find a Tour Project consists small parts. We want to sure about that all of that small pieces works correctly before we adding them into the our project

3.Target Test Items:

We will test :

- a)Classes
- b)Class Functions
- c)Application
- d)Server
- e)Connection between server and application

4.Test Approach:

1.1 Testing Types and Techniques:

a,b) Unit testing of classes and class functions :

Objective: Sure about all of the classes and all of their functions are working correctly

Technique : Write Junit test classes and test with them

Required Tools : An IDE , Android Mobile Phone or Android Mobile Phone Emulator

Success Criteria : Find that all the classes and functions works %100 correct

c) Application Testing :

Objective : Sure about the Android Application of FindATour Project works correctly.

Technique : Write Junit test classes and find test scenarios

Required Tools : IDE , Android Phone

Success Criteria : Application works secure,continuous and exact.

d) Server Testing :

Objective : Find the FindATour Project Server works successful

Technique : Will be determined later

Required Tools : Server

Success Criteria : Make certain that Server works secure , continuous and successfully

e) Connection between server and application :

Objective : Find that server and application can communicate fast,secure and without data loss.

Technique : Write Junit tests which will try to send and receive data from each other

Required Tools : Server , Android Phone

Success Criteria : Sure about the communication between server and application is successfull

5.Environmental Needs:

1)Hardware Needs:

During the test and development process we need :

- * A server (probably it will be a cloud server)
- * Android Mobile Phone
- * Development PC's

2)Software Needs:

During the test and development process we need:

- * Android Operating System (in our mobile phones)
- * Windows or Linux (In our development PC's)
- * Linux (In server)
- * IDE's (