Non-functional testing focuses on assessing the quality attributes of a software system that do not relate to its functionality, such as

- Performance
- Reliability
- Scalability
- Usability
- Maintainability
- security

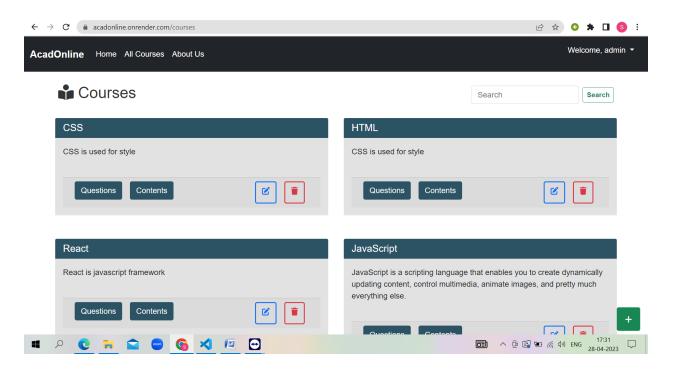
The main goals of non-functional testing are to improve the usability, efficiency, maintainability, and portability of the product, minimize production risk and cost, optimize installation, setup, execution, management, and monitoring of the product, and collect measurements and metrics for internal research and development. It also aims to enhance the knowledge of the product behavior and technologies in use.

# **Non-functional Testing types:**

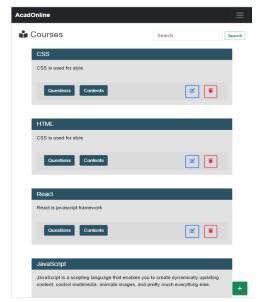
- Performance testing
- Load testing
- Stress testing
- Volume testing
- Security testing
- Upgrade & installation testing
- Recovery testing

# 1. Responsiveness

• Browser Interface



• Tablet Interface:



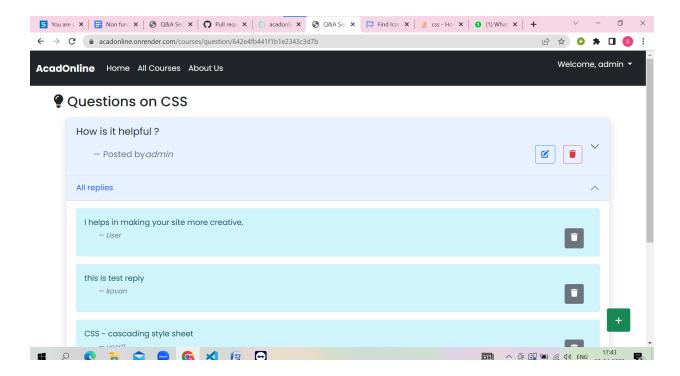
• Mobile interface:



As we see from above screenshots that system is responsive for different devices like browser, tablets and mobile devices. So, responsiveness is maintained.

## 2. Correctness:

- Ratings should be submitted only once per user, if they want to resubmit the ratings, older one is
  deleted and current ratings always got updated with the average of all ratings entered uptill now
  correctly.
- Also, in QnA section and course content section the user who had added the question or reply can
  only had functionality to edit or delete that question/ reply or content. No other user had access to
  modify it. Other users cannot have any access to this.



→ For QnA sections, here question is posted by admin so admin only had rights to edit and delete that question, while all other different users had given reply to that question so admin did not have right to delete that reply.

#### 3. Security

- The system works on session based login and authentication. If url is not correct then 404 Error page gets opened.
- If user is not logged in then, page directly redirects to login page.
- The password in mongoDb is stored in hash format using bcrypt, so password is not visible to anyone and hence it is secured.

#### 4. Ease of Use:

- The UI/UX is simple and attractive to understand and use. Any level of user can use this website with ease of use.
- The frontend is simple and all error messages, alerts and warning are proper to understand. The system gives feedback at each and every point so that user doesn't get lost on the website.

## 5. Load testing:

Here we have performed the load testing in Jmeter.

A **Jmeter** Test Plan must have listener to showcase the result of performance test execution.

- Listeners capture the response coming back from Server while Jmeter runs and showcase in the form of tree, tables, graphs and log files.
- It also allows you to save the result in a file for future reference. There are many types of listeners Jmeter provides. Some of them are: Summary Report, Aggregate Report, Aggregate Graph, View Results Tree, View Results in Table etc.

Here is the detailed understanding of each parameter in Summary report.

**Label**: It is the name/URL for the specific HTTP(s) Request. If you have selected "Include group name in label?" option then the name of the Thread Group is applied as the prefix to each label.

**Samples**: This indicates the number of virtual users per request.

**Average**: It is the average time taken by all the samples to execute specific label. In our case, the average time for Label 1 is 942 milliseconds & total average time is 584 milliseconds.

**Min**: The shortest time taken by a sample for specific label. If we look at Min value for Label 1 then, out of 20 samples shortest response time one of the sample had was 584 milliseconds.

**Max**: The longest time taken by a sample for specific label. If we look at Max value for Label 1 then, out of 20 samples longest response time one of the sample had was 2867 milliseconds.

**Std. Dev.**: This shows the set of exceptional cases which were deviating from the average value of sample response time. The lesser this value more consistent the data. Standard deviation should be less than or equal to half of the average time for a label.

**Error%**: Percentage of Failed requests per Label.

**Throughput**: Throughput is the number of request that are processed per time unit(seconds, minutes, hours) by the server. This time is calculated from the start of first sample to the end of the last sample. Larger throughput is better.

**KB/Sec**: This indicates the amount of data downloaded from server during the performance test execution. In short, it is the Throughput measured in Kilobytes per second.

First we have chosen **the number of users 700** and then we are changing the ramp-up time.

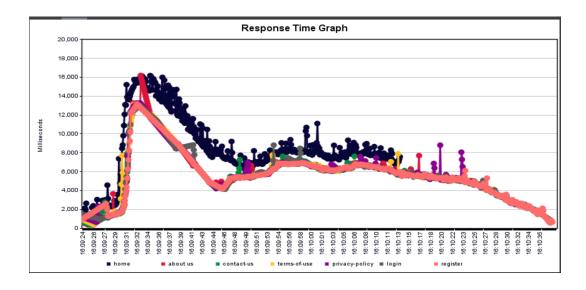
Here are some test-results for different ramp-up periods.

# ramp-up time: 50s

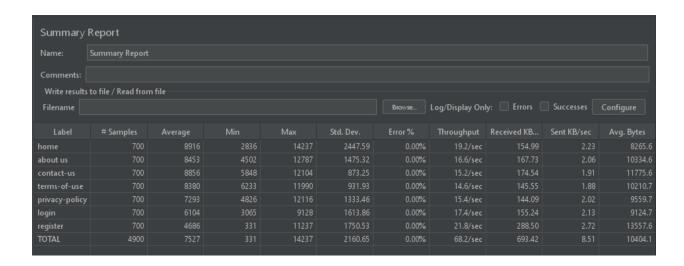
# Summary report :

Summary Report											
Name:	Summary Report										
Comments:											
Write results to file / Read from file											
Filename						Browse Log/Display Only: Errors Successes Configure					
Label	# Samples	Average	Min	Max	Std. Dev.	Error %	Throughput	Received KB	Sent KB/sec	Avg. Bytes	
home		8518	1054	16984	3524.99	0.00%	12.2/sec	98.81	1.42	8265.7	
about us					1844.30	0.00%	11.4/sec	115.32	1.42	10334.6	
contact-us	700		286	15529	1764.21	0.00%	10.7/sec	122.70	1.34	11775.7	
terms-of-use				13596	1623.74	0.00%	10.3/sec	102.22	1.32	10210.6	
privacy-policy		5158	645	13281	1724.94	0.00%	9.8/sec	91.58	1.28	9559.6	
login		4438		13029	1755.17	0.00%	9.8/sec	87.39	1.20	9124.4	
register	700	3782		13167	1863.86	0.00%	9.8/sec	129.85	1.23	13557.8	
TOTAL	4900			16984	2525.69	0.00%	65.3/sec	663.15	8.14	10404.1	

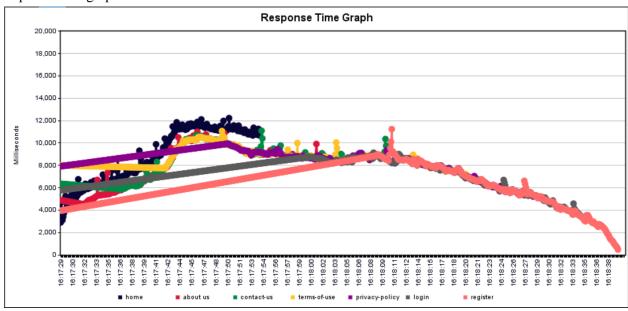
# Response time graph:



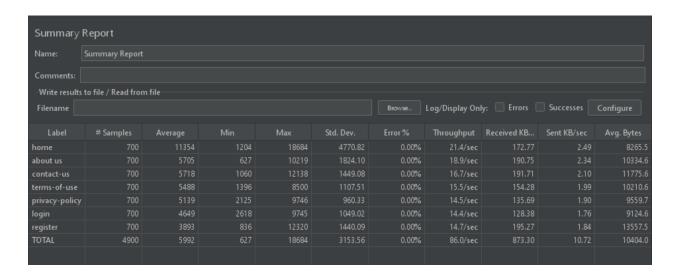
Ramp-up time: 25 seconds



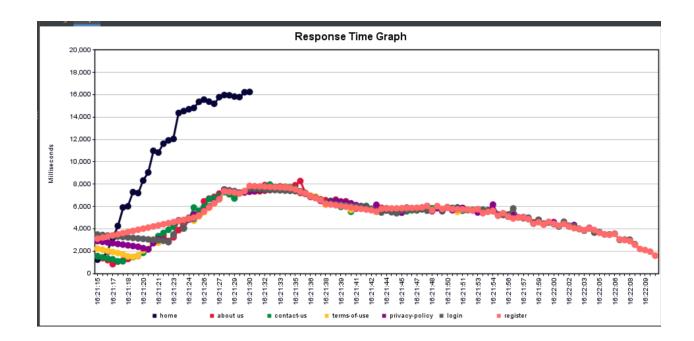
## response time graph:



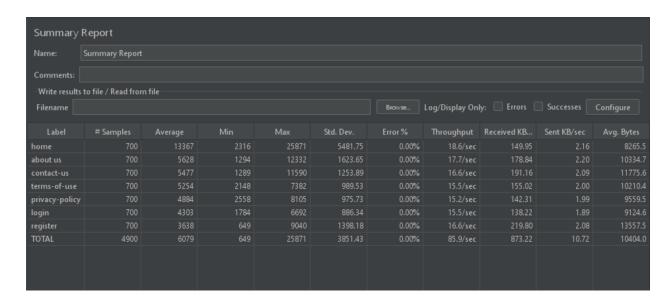
# Ramp-up time: 15s



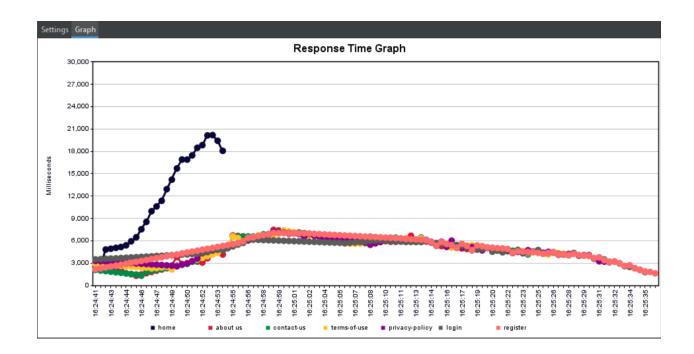
# response time graph:



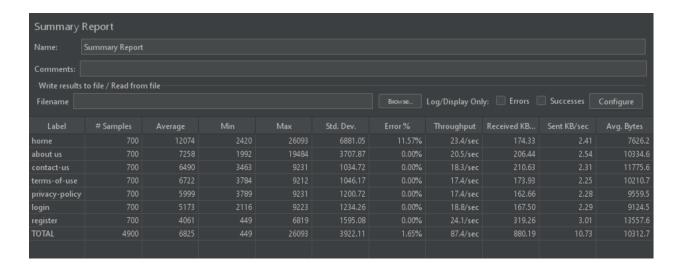
## Ramp-up time: 10s



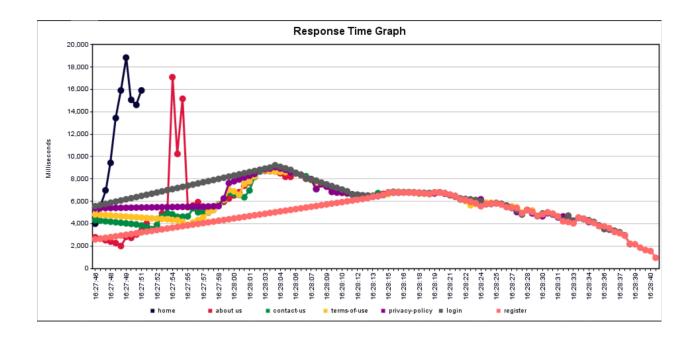
## response time graph:



# Ramp-up time: 5s

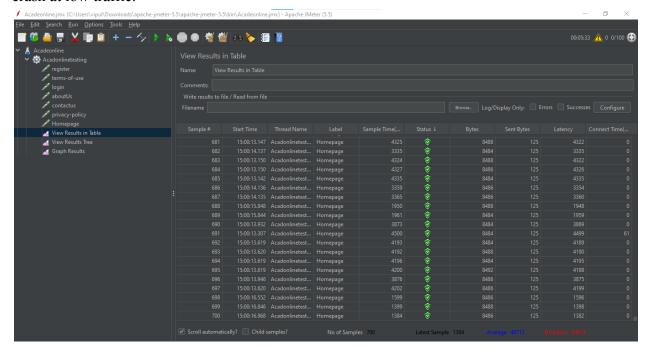


## Response time graph:



 $\rightarrow$  For a ramp up time of 5 seconds, we are getting errors on every page up to some extent. For 10s, errors are shown on the home page but for greater than 10 s every page is working perfectly fine with 700 users on each page. So, a total of 4900 users.

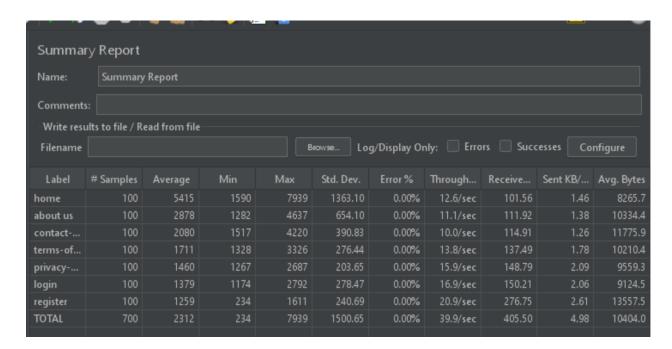
As shown in the image below, for a ramp up time of 11s all pages are working fine without any crash at low traffic.

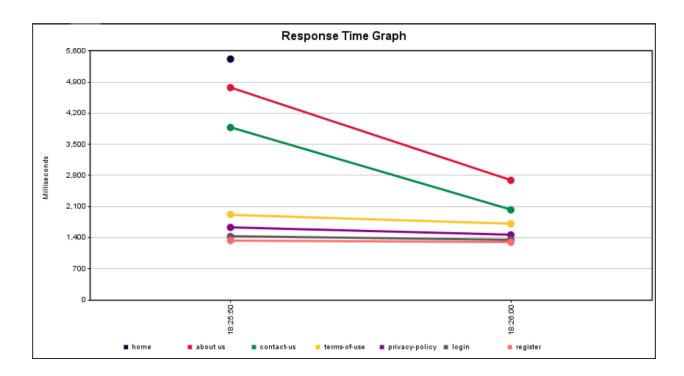


# **Stress testing:**

In stress testing I have tested the system for different number of threads with ramp-up time equals to zero which means all the users are sending http get requests.

## For 100 users:





## For 200 users:

Label	# Samples	Average	Min	Max	Std. Dev.	Error %	Throughput	Received KB	Sent KB/sec	Avg. Bytes
home		8858	1261	21464	9377.18	36.00%	9.3/sec	55.93	0.69	6160.9
about us				4101	1560.18	36.00%	8.2/sec	60.97	0.65	7600.9
contact-us		2113	658	4109	1489.65	36.00%	7.2/sec	59.60	0.58	8523.1
terms-of-use		2134	927		1469.71	36.00%	6.4/sec	46.98	0.53	7521.5
privacy-policy		2123	525	4094	1475.16	36.00%	5.8/sec	40.39	0.49	7104.9
login		2117		4102	1484.48	36.00%	5.3/sec	35.61	0.42	6826.6
register		2066		4107	1534.98	36.00%	4.9/sec	46.51	0.39	9663.5
TOTAL	1400			21464	4483.34	36.00%	30.4/sec	226.35	2.43	7628.8

Here we can see that if we do stress testing for 200 users we can see that after 128 users the pages are not responding to http requests.

So we can say that 128 users can access all the pages at the same time.

So we can say that the total number of users is 896.

