Arcane Library

Testing Report

#### Table of Contents

Page

1. Introduction

1.1 Purpose of This Document

1.2 References

1. Testing Process

2.1 Description

2.2 Testing Sessions

2.3 Impressions of the Process

1. Test Results

Appendix A - Peer Review Sign-off

Appendix B – Document Contributions

### 1. **Introduction**

* 1. Purpose of This Document

This document details the testing process and results thereof of the Arcane Library trading card organizer, as well as associated requirements goals necessary to define “doneness”. Black box and white box testing was performed on the software during development and afterwards.

* 1. References

Lisenbee, J. R. (2021). (tech.). *Arcane Library System Requirements Specification* (pp. 1–9). Catonsville, Maryland: University of Maryland, Baltimore County.

2. **Testing Process**

* 1. Description

The testing of the framework of the Process was undertaken with a specific checklist in mind, without much regard to integration testing. Does the app successfully load and save a collection? Check. Does the app stay working when attempting to update prices without an internet connection? Check. Can a user update the cards in their collection, save, then load the collection and have the Collection maintain integrity? Check.

This allowed for a simple but verifiable test long of which much could be recorded. This Document, while as thorough as possible, is not perfect, and some tiny tests such as element alignment, are not listed.

2.2 Testing Sessions

| Date | What part of software? | Who performed the test? | Test Description |
| --- | --- | --- | --- |
| 10/13 | Collection Loading | Jake Lisenbee | Manually altered the Collection file to make sure the app was reading the file correctly. |
| 10/25 | Predictive card search | Jake Lisenbee | Searched for existing cards to make sure they showed up. Also left search empty to see how many cards the app contained. |
| 11/17 | Adding/ Removing Cards | Jake Lisenbee | Added a known card to a collection, saved, then set that cards quantity to zero to make sure it was removed from the collection |
| 11/24 | Scryfall Pricing | Jake Lisenbee | Attempted to pull data from the retrieved json file to load in a specific card’s pricing data. |

2.3 Impressions of the Process

The testing process felt short, but meaningful. Development was short and testing was equally tight.

The easiest part of the program to manipulate was the loading and saving of the collection. Since the dev team could decide on the data structure, it was as intuitive as they needed it to be while only being as flexible as it needed to be.

The hardest part of the program to manipulate was polling pricing data. Instructing the API on what to send was hard to learn, and pulling out only the data needed was also difficult as the json delivered was not intuitive or simple to understand for humans.

3. **Test Results**

**Searching for a Card**

| Equivalence Partition: Searching For a Card | |
| --- | --- |
| Acceptable Input: Valid card name or partial card name searched | Unacceptable Input: Long Presses, file uploads, etc. |

| Tests | | | |
| --- | --- | --- | --- |
| Expected Results | Real Results | Test Summary | Defects Detected (If Any) |
| List of similarly named cards displays | All Cards displayed | Searched for a known card in the search bar. | The search algorithm failed to take in correct input so instead just searched for null and everything fits null. |
| Nothing Displays | Nothing Displays | Searching for a card that doesn’t exist. | N/A |

**Adding a Card**

| Equivalence Partition: Adding a Card | |
| --- | --- |
| Acceptable Input: Valid card name or partial card name searched | Unacceptable Input: Long Presses, file uploads, etc. |

| Tests | | | |
| --- | --- | --- | --- |
| Expected Results | Real Results | Test Summary | Defects Detected (If Any) |
| Adding a single Card listing with quantity 1 and no tags. | Nothing happened. | Attempted to add a single new card listing. | Listing was added, but with quantity 0 so it was immediately deleted. |
| Card quantity goes up | Card quantity goes up | Update a card listing to add one more copy | N/A |

**Retrieve Pricing Data**

| Equivalence Partition: Adding a Card | |
| --- | --- |
| Acceptable Input: .json file in format of Scryfall API deliverable. | Unacceptable Input: Any other file, unformatted or otherwise, or other data. |

| Tests | | | |
| --- | --- | --- | --- |
| Expected Results | Real Results | Test Summary | Defects Detected (If Any) |
| No error codes and no timeout responses from the listener. | A return code of 0 (no error). | Pinged Scryfall API for connection to verify internet connection and server uptime. | N/A |
| Card listing displays pricing for a single copy of that card. | Card listing displays price, but incorrect one. | Read pricing data for a collection with only one card listing. | The .json file was being read, but from the wrong location, substituting a strong for an integer resulting in incorrect display |

**Appendix B – Team Review Sign-off**

The AL Development Team has reviewed this document and found it sufficient to communicate to the customer the needs and requirements of the development team and customer.

| **Signer** | **Signature** |
| --- | --- |
| AL Development Team |  |
| Customer |  |