Final Project Jane Tonsing

SDAcademy
TesterRemoteEE22
August 2023

Table of Contents

Document Purpose	
Testing Selection	4
Checklist	
Login	
Shopping cart	
Test Case	6
Login	6
Shopping cart	7
Issues/bugs	9
Functional	9
User Interface bug	
Improvements	11
Test design techniques	12
Summary	

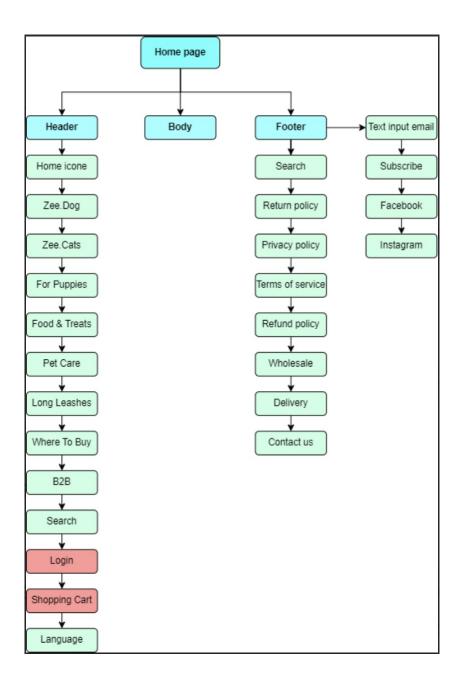
Document Purpose

The purpose of this project is to use and test my manual software testing knowledge that I have learned during the training. For to do that I will be testing woof.lv web page and the goal is to do my very best in manual testing, identify defects and document my findings. This will give me an overview of my strong points and what I need to practice more.

The web page is for pet supplies and food. They are an exclusive distributor of Zee.Dog products, American brand "Natural DOG Company" and Spain brand "BurBur & BurBur Pro" in the Baltic Countries.

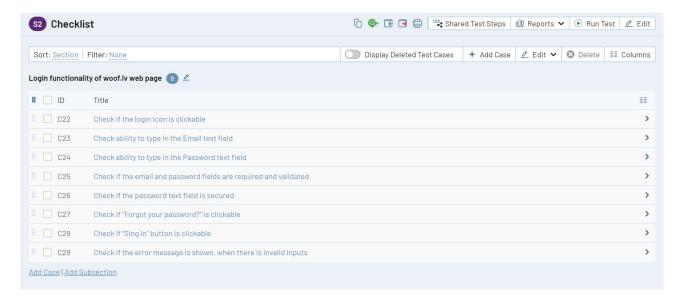
Testing Selection

I'm focusing on the Login and Shopping Cart sections for my manual software testing. There are header, body, and footer on the page diagram. In red, is shown what I'm focusing testing on.

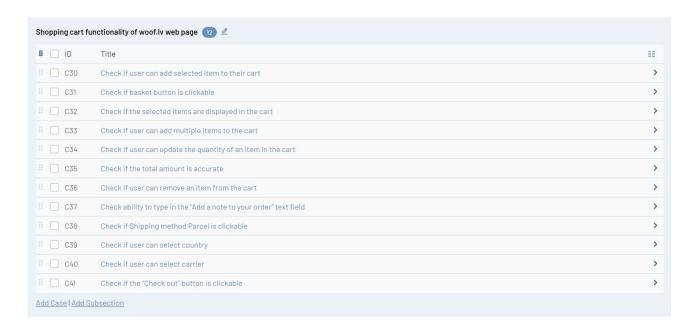


Checklist

Login



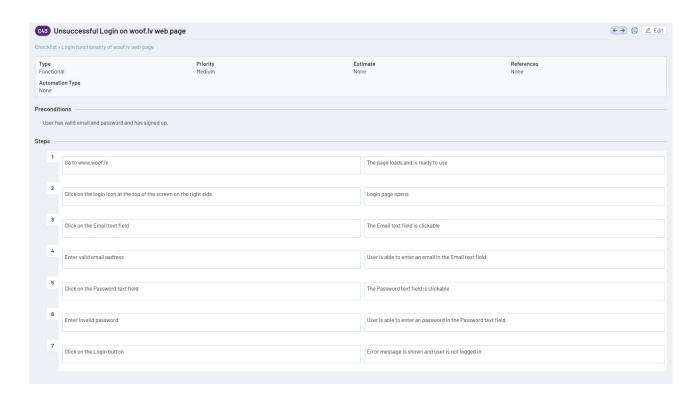
Shopping cart



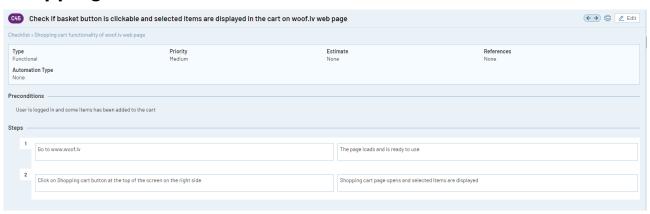
Test Case

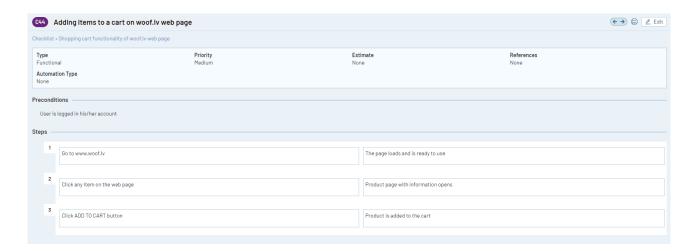
Login

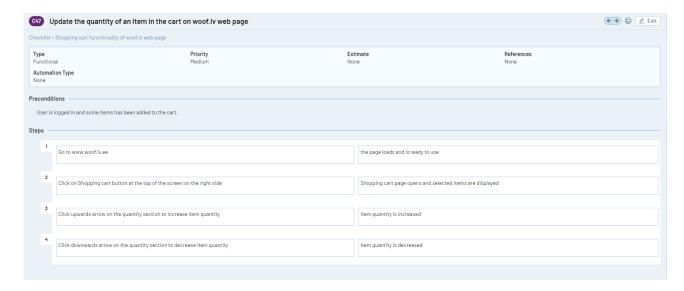
©42 Successful Login on woof.lv web page ←→ ⊜							
Checklist > Login functionality of woof. Iv web page							
Type Function Automat None		Priority Medium	Estimate None	References None			
Preconditions User has valid email and password and has signed up.							
Steps —							
1	Go to www.woof.lv		The page loads and is	is ready to use			
2	Click on the login icon at the top of the screen on the	right side	The login page opens	s			
3	Click on the Email text field		The Email text field is	is clickable			
4	Enter valid email aadress		User is able to enter-	an email in the Email text field			
5	Click on the Password text field		The Password text flo	ield is clickable			
6	Enter valid password		User is able to enter	the password in the Password text field			
7	Click on the Login button		User is successfully I	logged in			

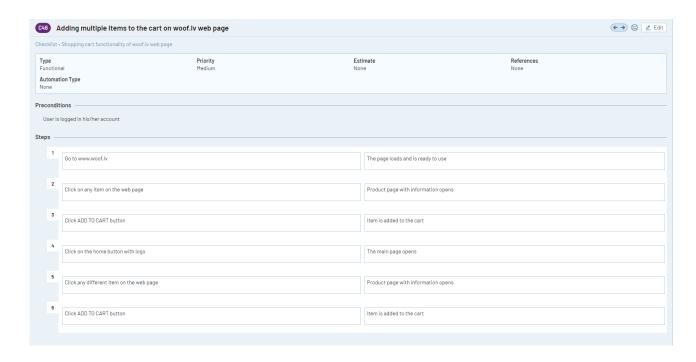


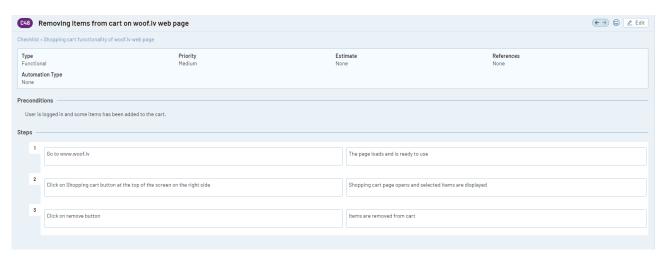
Shopping cart





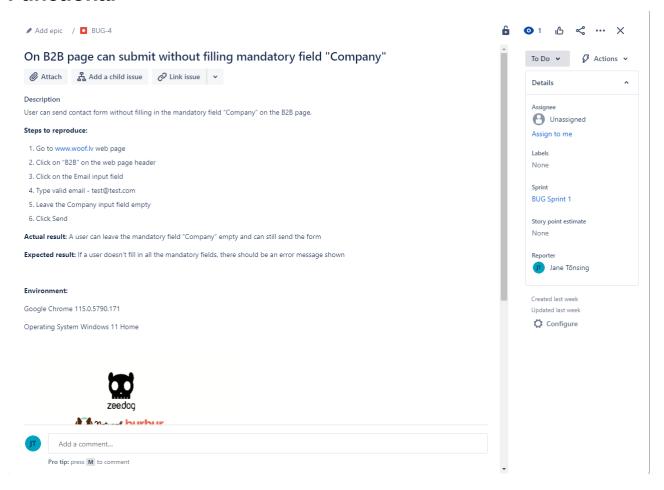


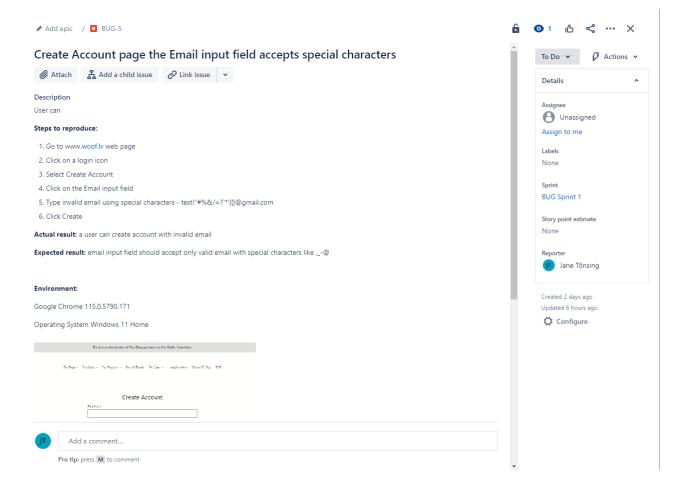


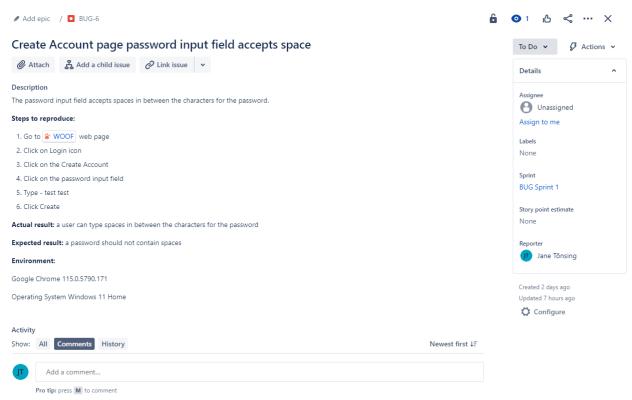


Issues/bugs

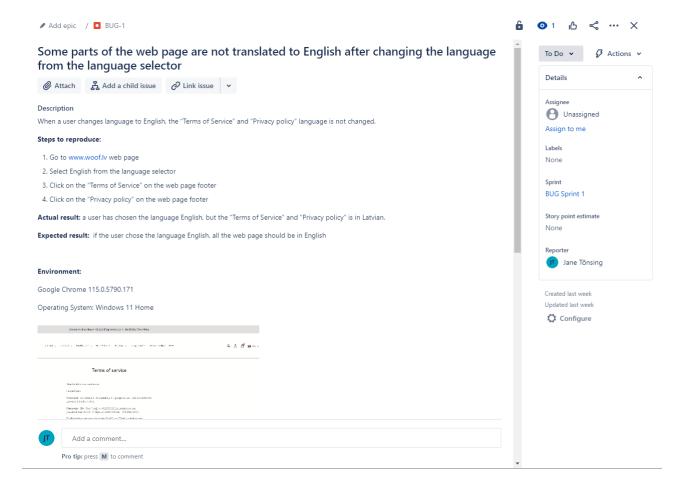
Functional







User Interface bug



Improvements

- For all the registration forms and contact forms, it would be better to showcase the mandatory fields with *. There are some which are marked with * and some which are not marked.
- It is easier for the user to have password hints and what are the requirements for the password.
- If a user increases the quantity of a product in the cart but it is out of stock, for the user-friendlier, it would be nice to have an error message rather than just reloading the page and nothing happened.
- On the product page, it is easier for the user when there are shown how many items are in stock. Because the user can increase the quantity for infinity.

Test design techniques

Experience based techniques - the test cases are derived from the tester's skill and intuition.

- Exploratory testing exploring the application, and using experience to navigate through different functionalities.
- Error guessing guessing possible defects.
- Checklist based testing creating a checklist of different functionalities and use cases for testing.

Negative testing - Invalid data is inserted to compare the output against the given input.

Usability testing - an application should be intuitive and easy for the user to use (use asemel nt navigate through).

Summary

I chose for my final project the www.woof.lv web page to do software testing on.

The most enjoyable of the project was creating test cases in TestRail and documenting my findings in Jira.

The most challenging was deciding whether some of my findings are actual bugs or a suggestion to make because I don't know the requirements.

The final project was a good way to use my testing skills and find out my weaknesses and what aspects I need to learn and practice more.