**OOP Solutions Ltd.**

**TEST STRATEGY DOCUMENT**

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**Prepared For:** Simply Rugby

**Prepared By:** Juan Alvarez

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# Document Control

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| **Revision No** | **Revision Date** | **Description of Change** | **Author** |
| 1 | 29/04/2019 | Draft of the document | Juan Alvarez |
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# Referenced Documentation

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| **Ref** | **Document Name** | **Electronic File location** |
| 1 | SRS Simply Handy Juan Alvarez V1-2 | Already submitted |
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# Team Members and Roles

|  |  |
| --- | --- |
| **Resource Name** | **Role** |
| Dawn Wilson | Project Manager |
| Juan Alvarez | Programmer |
| Juan Alvarez | Tester |

# Diary/Log of Errors

|  |  |  |
| --- | --- | --- |
| **Date** | **Error Description** | **Action** |
|  |  |  |
|  |  |  |
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# Introduction

Simply Rugby hired OOP Solutions to computerize the paper system they use.

With this system Simply Rugby wants to keep all player’s data in a secure format and that both the Administrator of the club and the Coaches will have separate logins and each will access its own area.

The application Simply Handy stores the data in a Sql database.

The Admin login allows to search the database of players, add new players to it and update the details of the players that are already stored on the database.

The Coach login allows to search the database of players and edit the Skills Development section of the players.

The full extent of Simply Handy’s functionality is found on the SRS document. (Alvarez, SRS Simply Handy Juan Alvarez V1-2, 2019)

# 2.0 Objectives

The objectives of this project is to find and eradicate any errors that the software may have.

With that objected we are going to test thoroughly the software, as white and black testing to find the errors. Black box testing will be done from the point of view of the user.

White box testing will be done looking at the code and how it works.

Once they are documented I need to correct the software, so it works as the client, Simply Rugby, expects the software to run.

# Scope

I expect to test the software, thoroughly. Starting as a black box testing to see what events happen with each interaction the end user has with the software. That would be the Event validation testing.

Then each input is tested on the text field, that would be the Data validation testing.

There will be a testing to see how easy the software is to use, that would be the Functional acceptance test log.

Finally, the Navigational validation testing will be carried out to ensure the user is able to navigate correctly between pages.

If any faults are found, I am expected to correct the code and fill in a Code Rectification Log.

By the end of this testing I should produce a fully working product.

# **Test Items**

The documents that I will produce after the end of the testing are:

|  |
| --- |
| DataValidationTestLogSimplyHandy-LoginIn |
| DataValidationTestLogSimplyHandy-AdminPage |
| DataValidationTestLogSimplyHandy-CoachPage |
| EventValidationTestLogSimplyHandy-LoginIn |
| EventVAlidationTestLogSimplyHandy-AdminPage |
| EventVAlidationTestLogSimplyHandy-CoachPage |
| FunctionalAcceptanceTestLogSimplyHandy |
| NavigationTestLogSimplyHandy |

# 5.0 Testing Methods

I will start with black box testing, just testing the program as it is on its whole.

Then I will go into testing each input, and each interaction the user has with the program, unit testing, and see the result of each of those interactions*.*

Eventually I will do a desk checking in a white box scenario, where I can find and fix any errors that may come up.

# 6.0 Testing Strategy

I decided to go with a top down strategy as the complete program was already available for testing, and doing it this way it would help me concentrate the desk checking, done at the last step, in the problem areas that I already know, if any, basing on the previous testing during the process.

# 7.0 Testing Levels

This is the types of testing that I will undertake in this plan:

## System Testing I will undertake a whole system test as a first step, so I can pin point where errors, if any, are before I go into the different unit testing.

## Unit Testing I need to test each input the user can make to ensure the program handles them correctly and that the validation algorithms are done correctly.

## Desk Checking Once I finish with the previous testing, I will do a desk checking of the code where I will proceed to find the errors, in case there is any, and fix them.

## 7.1.4 Acceptance TestingOnce all is complete, I will ensure the system now runs correctly before relishing it to the client.

# 8.0 Environmental Needs

This is the software I will need to undertake this project:

|  |  |
| --- | --- |
| **Hardware** | **Software** |
| PC | Visual Studio |
| PC | Microsoft Word |
| PC | Windows 10 to run the program |

# 9.0 Staffing and Training

It will be easy to train the staff at Symply Rugby to use this product as it is very intuitive and a User Guide will be provided (Alvarez, SimplyHandyUserGuide, 2019). I expect that only 2 hours would be required for training.

# 10.0 Test Schedule

This section will show the estimated time required to do each testing task, include milestones.

|  |  |  |  |
| --- | --- | --- | --- |
| **Task Name** | **Start** | **Milestone/Finish** | **Comments** |
| System Analysis | 20/04/2019 | 27/04/2019 | Approved |
| Getting Test Scenarios |  |  |  |
| Unit Testing | 27/04/2019 | 29/04/2019 | Approved |
| Meeting |  |  |  |
| Test Case |  |  |  |
| Acceptance Testing | 28/04/2019 | 01/05/2019 | Approved |

# 

# 11.0 Testing Deliverables

|  |  |  |
| --- | --- | --- |
| **Deliverable** | **For** | **Date/Milestone** |
| TestPlanSimplyHandy | Juan Alvarez | 01/05/2019 |
| DataValidationTestLogSimplyHandy | Juan Alvarez | 01/05/2019 |
| EventValidationTestLogSimplyHandy-MainPage | Juan Alvarez | 01/05/2019 |
| EventVAlidationTestLogSimplyHandy-MainWindow | Juan Alvarez | 01/05/2019 |
| FunctionalAcceptanceTestLogSimplyHandy | Juan Alvarez | 01/05/2019 |
| NavigationTestLogSimplyHandy | Juan Alvarez | 01/05/2019 |
|  |  |  |

## 12.0 Features to be Tested Unit testing of the text box in the Start Page included as well as all the button specified in the Data Validating test logs.

## Functional testing of the 10 buttons that the software interface has for the users to press, the results will be shown on the Event Validation log and the Navigational Test log. Functional testing of the possible interaction of the different textboxes the users can interact with: - User can login using the Login Page, user will have to enter correct username and password and press enter. - If the details are correct and the user is an Admin the user will be taken to the Admin Page. - If the details are correct and the user is a Coach the user will be taken to the Coach Page. 12.1 Admin Page - In the Admin Page the user will be able to use the Name text box and the SRU Number text box in the Search area of the screen to search for players. - The “SEARCH” button in the search area allows the user to search the database for players. If there is correct data in the corresponding text boxes, it will show the corresponding data in the “Player Details” area. If the searched data does not match any record in Simply Handy it will show the message: “We don’t have any players in the club matching your search”. - If the “SEARCH” button is pressed with empty fields in the Name and SRU Number textboxes from the search area it will show the message: “Please enter some data to search for.” - In the Player Details section the Admin will be able to delete, add or edit players. To be able to add a player to the system the Admin must filled in the following fields:

* Name Field must be filled in with letters, if you enter just numbers it will show the message: “The Name field has to contain a name”.
* The SRU Number field must contain numbers, if any other data (including it been left blank) is entered in the field it will show the message: “The SRU field can only be a number”.
* The DOB field has a pop-up calendar that allows you to choose the date, if it is left blanc a message will show: “You must enter a date of birth”.
* The Phone field must contain numbers, if any other data (including it been left blank) is entered in the field it will show the message: “The Phone field can only be a number”. The field is limited to a maximum of 11 digits.
* The Email field must be filled in, if it is left blank or incorrect data is entered it will show the message: “The email field needs to have an email”. It will accept the content once it contains an “@” and a “.”.
* The Squad field must be filled in, if It is left blank it will show the error message: “The Squad field has to be filled in”.  
  Once all the data is filled in correctly the user has to press the button “ADD”, if the data is correct and all the mentioned checks are done the SRU Number will be checked against the ones in the database and if it is present already a message will say: “There is a player in the system with that SRU Number”, in the other hand if the SRU Number is not present, the data will be saved in Simply Handy and the message: “Player data saved successfully” will be showed; when the user presses “OK” the data gets cleared of the text boxes.

The UPDATE button works the same way as the “ADD” button and makes the same checks, but first the Admin must do a SEARCH to be able to find the player Admin wants to edit. In this case the SRU Number cannot be edited  
  
The “DELETE” can be used when some player details are already found and the text boxes under Player Details are filled in by a SEARCH or by hand. When the DELETE button is pressed with correct data in the fields a message will show: “Are you sure you want to delete this player?” with 2 options Yes and No.  
Pressing Yes will delete the data from the system and clear the text boxes. Pressing No will stop the process.

The “VIEW EMAILS” button does not require any validation; it will simply show all the email address stored in the system on the corresponding text box. The emails will be shown in different lines and the Admin can select the ones to be copied.

The “EXIT” button will send the user back to the Login Page. To be able to enter the system again the user will have to log in again.

**12.2 Coach Page**  
- In the Coach Page the user will be able to use the Name text box and the SRU Number text box in the Search area of the screen to search for players.  
- The “SEARCH” button in the search area allows the user to search the database for players. If there is correct data in the corresponding text boxes, it will show the corresponding data in the “Player Details” and the “Skills Development” areas. The data in Player Details cannot be edited as it is in text boxes except the DOB, but this one will not be saved into the system even if the Coach attempts to do so. If the searched data does not match any record in Simply Handy it will show the message: “We don’t have any players in the club matching your search”.  
- If the “SEARCH” button is pressed with empty fields in the Name and SRU Number textboxes from the search area it will show the message: “Please enter some data to search for.”

- Coach is not able to add, delete or edit Player details, but is able to edit the “Skills Development” area. The process I must test is:

* After searching for a player that the coach has never updated the Player Details area will be populated and the Skills Development area will be blank.
* The field Standard must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The field Spin must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The field Pop must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The field Front must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The field Rear must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The field Side must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The field Scrubble must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The field Drop must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The field Punt must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The field Grubber must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The field Goal must be filled in with a number 0 to 5, any other data will not be accepted, any other input will throw the message “The Standard field can only be a number between 0 and 5” when the button SAVE is pressed. The field only accepts a character and any attempt to input more than one is not allowed in xaml code.
* The 3 comments fields (Passing, Tacking and Kicking) are areas where the user can edit and enter any data the user sees fit. There are no restrictions on those fields.
* The “Last Updated” field will be populated automatically with the date of the last time the Coach updated this record.

Once that data is correctly formatted if the SAVE button is pressed it will be saved in the system Simply Handy. The current date is as well automatically stored in the system, to be displayed in later searches under “Last Updated”.

The process of updating those records in future are the same:

* Coach does a SEARCH
* If data is found fields Player Details and Skills Development are populated
* Coach can edit the data under Skills Development with the same restrictions mentioned above
* Coach presses the “SAVE” button.

The “EXIT” button will send the user back to the Login Page. To be able to enter the system again the user will have to log in again.

# 13.0 Risks and Contingencies

The deadline on this project is set on stone, doesn’t matter what happens it has to be done, so if need be I will have to do extra hours to finish it on time.

# 14.0 Approvals

This section specifies the name and title of person who must approve this plan.

|  |  |  |
| --- | --- | --- |
| **Prepared By** | **Signature** | **Date** |
| Author: Juan Alvarez  Job Title: Tester  Organisation: OOP Solutions |  |  |

|  |  |  |
| --- | --- | --- |
| **Accepted By** | **Signature** | **Date** |
| Project Manager: Dawn Wilson  Job Title: Managing Director  Organisation: OOP Solutions |  |  |