**AUREOS: Testing**

*Test Cases & Validation Techniques*

*and*

*Software Quality Testing*

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**Index**

**THE METHOD FOR VALIDATING AUREOS……………………………... 1**

Validation and Verification………………………………………………1

Development Testing…………………………………………………….1

**TEST CASES & VALIDATION TECHNIQUES**

**Test cases & Validation techniques**

● “Validation: Are we building the right product?”

● “Verification: Are we building the product right?”

Development testing

Unit testing:

* Enter to the App.
* Check if the music sounds.
* Check if the targets display the image.
* Answer a message and the return to the App.
* Answer a message while we use the App.
* Display 3 targets
* Change quickly all the targets.

Component testing:

* Answer a message and return whereas we display all the targets.
* Enter to the App and Check if the music sounds.

System testing:

**Software Quality Testing**

In the light of setting up a workspace for testing and software validation, were chosen two types of testing models: *‘Black Box’* and *‘Monkey Testing’*, since they are able to perform the errors that are able to crash Aureos. Nonetheless, Aureos is a graphic application for smartphones; with the help of Black Box Testing, we will recognize whether the application has the correct performance when a user opens it up as well as the behaviour that it does.

As Black box testing is tested by external people that are not part of the programming team, we will choice some external people to carry out the testing and we are going to tell them how the application must run as well as the main objectives of the black box testing.

**OBJECTIVES WITH BLACK BOX TESTING**

First of all, we need that the application opens it up without no interruption or forced close when running application, we need this testing because it is very annoyed for any user when an application closes, most of the people uninstalled application because their cellphones don’t run correctly that application and that will be critical for any company or entrepreneur. In play store there are many applications that are not compatible with many cellphones and the most of those applications are at the bottom of the rating.

As second objective we need that the application can recognize every target and doesn’t’ get stuck when changing a target and also all in all, the application must run all the targets, if a target doesn’t work, our programming team will change the function of that target in order to repair it. It’s very important that the target works because our main goal is to replace paper schedule and name of the classroom, which are pasted on the door of any classroom, by an only target.

So, we thought about the next tests:

1. **To Give them the link to download to see if it is easy to do.**
2. **To Check how well they used the App.**
3. **To see if the location of the targets is correct.**

**Monkey Testing**

The main reason because we are going to use this method is because as an Augment Reality App everything related with the camera can happen, so in order to minimize the risk that an error occurs we are going to see what happen when:

1. **The App is tested on the night and with low brightness.**
2. **All the targets together.**
3. **Under a raining.**
4. **Use as many cellphones.**
5. **Put all the targets then put the App in second plane and then return to the App.**

We will clarify our mind if the App is going well or what we need to improve. Another thing to point out is the new ideas that can result of all these new points of references and implement them.