



Testing Documentation

“ParkLet”

Shaun Kinsella – Student ID -: 14740175
Supervisor: Dr Stephen Blott
Date Completed: 03/05/20

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Testing strategy

In order to thoroughly test the ParkLet app, a combination of ad hoc, unit, manual use case scenario, regression and instrumented tests were utilised. Using the Model View ViewModel (MVVM) architecture facilitated unit testing as each layer of the architecture is loosely coupled.

From the beginning of the app's development a Gitlab CI runner test script was created. This test runner would be triggered on every merge request and commit. The project repository was set to only accept merge requests on successful completion of each test stage. Below shows a merge request having been automatically merged after all stages of the pipeline passed. This setup enabled regression testing to be performed, ensuring any new changes did not break functionality.

The screenshot displays a GitLab merge request interface. At the top, it shows a request to merge the 'update-gradle' branch into 'master'. Below this, a status bar indicates that 'Pipeline #19021 passed for d83f1865 on update-gradle', accompanied by five green checkmarks. A section labeled 'No approval required' is visible. The main body of the merge request contains a 'Test summary' section with two items: 'Test summary contained no changed test results out of 27 total tests' and 'unitTests found no changed test results out of 27 total tests', both marked with green checkmarks. Below the summary, it states 'Merged by Shaun Kinsella 1 day ago' with 'Revert' and 'Cherry-pick' buttons. Further details include 'The changes were merged into master with 421c56b9' and 'The source branch has been deleted'. At the bottom, another status bar shows 'Pipeline #19022 passed for 421c56b9 on master', also with five green checkmarks.

In the case of a test failure, the code causing the failure would be amended and tests would then be re-run.

Unfortunately, it was found that performing unit tests on the apps Activity and Fragment classes would not be possible. This was found to be an issue with the migration to the AndroidX framework. Parklet itself uses Fragments from the AndroidX framework, which are incompatible with the older method of launching fragments in isolation.

The newer method utilises Fragment and Activity scenarios in order to launch the test class in a container. However, it was also found that older packages which relied on the Android.V4.Support framework were also not compatible with the newer method. When attempting to run the newer tests, a build failure with the error message of:

```
"The given artifact contains a string literal with a package reference 'android.support.v4.content' that cannot be safely rewritten. Libraries using reflection such as annotation processors need to be updated manually to add support for android x."
```

No further detail was given other than the above. Investigating online pointed towards one library in particular but was not used by ParkLet. So, I manually checked the imports/dependencies of each of ParkLet's classes and found nothing to be using the support framework. This leads me to believe that one of the libraries Parklet depends on has outdated dependencies itself. Meaning that I could try to remove each library one by one to identify the offending one, or to refactor ParkLet to use the older framework, neither of which would be feasible within the given timeframe.


In order to mitigate against the lack of unit tests for the UI aspect of the project, a use case scenario test method was used. For every major feature of the app, both common and uncommon test cases were elicited and their expected outcomes documented. This formed the basis for end to end tests as well. In conjunction with this, Firebase test lab was set up to perform automated instrumentation tests on multiple devices.

Due to the current pandemic, actual user testing would be un-achievable. Testing online with users would require use of their own devices and validation of tasks being successfully completed would be difficult. Especially in the case of NFC related tests. So, the use case scenarios and firebase test lab tests were used to also fill this gap.

Firebase Test lab

Use of Firebases Test lab enabled me to run instrumentation style tests on matrices of real and emulated devices in parallel. These tests would provide a very detailed summary of test results, e.g. performance metrics, a video of each of the tests, screenshots for every action taken and a graph of the emulated users navigation through the app.


I was required to set up the tests from the GCloud CLI interface as tests began to fail randomly. After speaking to 3 Firebase developers on their official Slack channel, it was found that an unintended change had been made, disabling their test runners automatic sign in using google authentication and the changes were not reflected in the firebase portal GUI. Another issue encountered with tests failures was found to be due to virtual machine creation failing.

 **buse** 16 hours ago


Ah, I see. I tried it myself and can confirm that autologin is not enabled from runs originating in the firebase console. I don't think this was an intentional change, but I'm following up with the team.


In the meantime, the workaround is to use gcloud command line to start your tests where there is an explicit option to enable auto login with google:

<https://cloud.google.com/sdk/gcloud/reference/firebase/test/android/run#--auto-google-login>


 **Google Cloud**

[gcloud firebase test android run](#) | [Cloud SDK Documentation](#) (17 kB) ▾




 **Shaun** 16 hours ago




Thanks very much for confirming I'm not entirely mad. I'll look into setting that up now. Thanks all for investigating!

 **buse** 16 hours ago

Thanks. Sorry for the inconvenience!

 **xiaoqian** 2:09 AM

An update: so the majority of matrix failures is caused by virtual machine creation failure. one of our engineers has pushed a fix to mitigate its impact. we'll investigate the root cause of test failures provided by [@pavelnazimok](#) later.

 3  2 

Below is an example of the Test Lab test runner script used during development. It uploads the latest version of the apps APK. The script details which screens I want transversed, the input for each text field given by its android resource id and which buttons must be clicked. The test runner will also attempt “Monkey” testing, in which it will rapidly click buttons and opposing actions in order to stress the app and instigate a crash. This also includes inserting random values into text fields or none at all.

We can then specify what devices we wish the app to run on, and what Android version.

```
gcloud beta firebase test android run \
--type robo \
--app /home/ark/Documents/fyp/2020-ca400-kinses38-purcem23/src/app/build/outputs/apk/debug/app-debug.apk \
--robo-script ./parklet_robo_script.json \
--device model=Pixel2,version=29,locale=en,orientation=portrait \
--device model=Pixel2,version=28,locale=en,orientation=portrait \
--device model=NexusLowRes,version=29,locale=en,orientation=portrait \
--device model=NexusLowRes,version=28,locale=en,orientation=portrait \
--timeout 5m \
--auto-google-login
```

Upon completion of each test matrix, results are made available both in the terminal and the Firebase console portal. Any failed actions that I specified are instantly flagged for review, or even if a test was “flaky” but passed. Screenshot clusters are made available to see the difference between devices to identify where a specific device had difficulty.

The screenshot displays the Firebase Test Lab console interface. At the top, three screenshots of the app are shown, each running on 6 devices. The first screenshot shows the 'My Vehicles' screen with input fields for 'Vehicle Brand', 'Vehicle Model', and 'Vehicle Registration', along with 'SAVE' and 'CANCEL' buttons. The second screenshot shows the 'My Vehicles' screen with a 'Sign-out' button and an 'ADD VEHICLE' button. The third screenshot shows the 'ParkLet' screen with a 'Sign in with Google' button. Below the screenshots, a table of performance metrics is displayed:

| App start time | | Graphics stats | | | |
|-------------------------|-------|----------------|-----|---------------------|-----|
| Time to initial display | 495ms | Missed VSync | 29% | High input latency | 29% |
| Time to full display | — | | | Slow UI thread | 14% |
| | | | | Slow draw commands | 29% |
| | | | | Slow bitmap uploads | 0% |

Unit testing

Parklets unit tests were conducted using both Robolectric and Junit4 test runners, Robolectric for classes with Android framework dependencies such as the Main Activity, and junit4 for ViewModel classes.

Below is an example of an Activity being set up in isolation from other activities and fragments. The mainloop mode is set to paused to ensure that test cases do not fail due to Robolectric executing tasks earlier than they would on a real Android device. The android SDK being used to test is set to 28 as 29 requires Java 9 which is not compatible with Android Studio.

```
@RunWith(RobolectricTestRunner.class)
@LooperMode(LooperMode.Mode.PAUSED)
@Config(sdk = 28, application = ParkLet.class)
public class MainActivityUnitTest {

    private MainActivity mainActivity;

    @Before
    public void setUp() {
        mainActivity = Robolectric.buildActivity(MainActivity.class)
            .create()
            .visible()
            .get();
    }
}
```

For testing ViewModel classes in isolation, its required repository classes would have to be mocked. To enable this, the repositories would have to be provided as constructor arguments. However, Android's ViewModelProvider class only takes zero argument ViewModel constructors as arguments itself. To get around this, I was required to set up Dagger2 for the project to provide compile-time dependency injection.

Dagger2 requires both modules and components to be set up in order to explicitly tell it what the dependencies are, and which classes require them to be injected. Leveraging this, both the repositories and the custom ViewModel factory can be injected into classes requiring them.

Below is an example setup for the MapViewModel class. An instant task executor rule is used to synchronously evaluate the methods being tested on the calling thread rather than a background one which would lead to test failure. The required property repository is mocked as are two observers which are required as LiveData objects will not emit any value until it is observed.

```
@RunWith(JUnit4.class)
public class MapViewModelTest {

    @Rule
    public InstantTaskExecutorRule instantTaskExecutorRule = new InstantTaskExecutorRule();

    @Mock
    private PropertyRepo propertyRepo = Mockito.mock(PropertyRepo.class);

    @Mock
    Observer<List<Property>> propertyObserver;
    @Mock
    Observer<Double> averageObserver;

    private MapViewModel mapViewModel;

    @Before
    public void setup() {
        MockitoAnnotations.initMocks(this);
        mapViewModel = new MapViewModel(propertyRepo);
    }
}
```


Below is an example of the MapViewModel method to map a user's range search to a particular geohash precision to fetch the average price from the correct GeoPriceBucket. The mocked repository obviously stands in for the real counterpart, while the mocked observer takes the role of the view/UI which observes changes in the ViewModel.

Mockito intercepts the repository method call "getPricingForArea" and returns a representation of how the LiveData would look in a real query. It is then verified that the correct value corresponding to the users required precision. The MVVM architecture in combination with dependency injection, enables unit tests like these to be run in complete isolation.

```
@Test
public void getPricingForAreaTest() {
    MutableLiveData<Double> streetAverage = new MutableLiveData<>(10.0);
    MutableLiveData<Double> estateAverage = new MutableLiveData<>(5.0);
    MutableLiveData<Double> townAverage = new MutableLiveData<>(15.0);
    double lon = 1.0;
    double lat = 2.0;
    double streetRange = 1.0;
    double estateRange = 3.0;
    double townRange = 6.0;
    //precision geohash of 6
    when(propertyRepo.getAverage(lon, lat, 6)).thenReturn(streetAverage);
    mapViewModel.getPricingForArea(lon, lat, streetRange).observeForever(averageObserver);
    verify(averageObserver).onChanged(10.00);

    //precision geohash of 5
    when(propertyRepo.getAverage(lon, lat, 5)).thenReturn(estateAverage);
    mapViewModel.getPricingForArea(lon, lat, estateRange).observeForever(averageObserver);
    verify(averageObserver).onChanged(5.00);

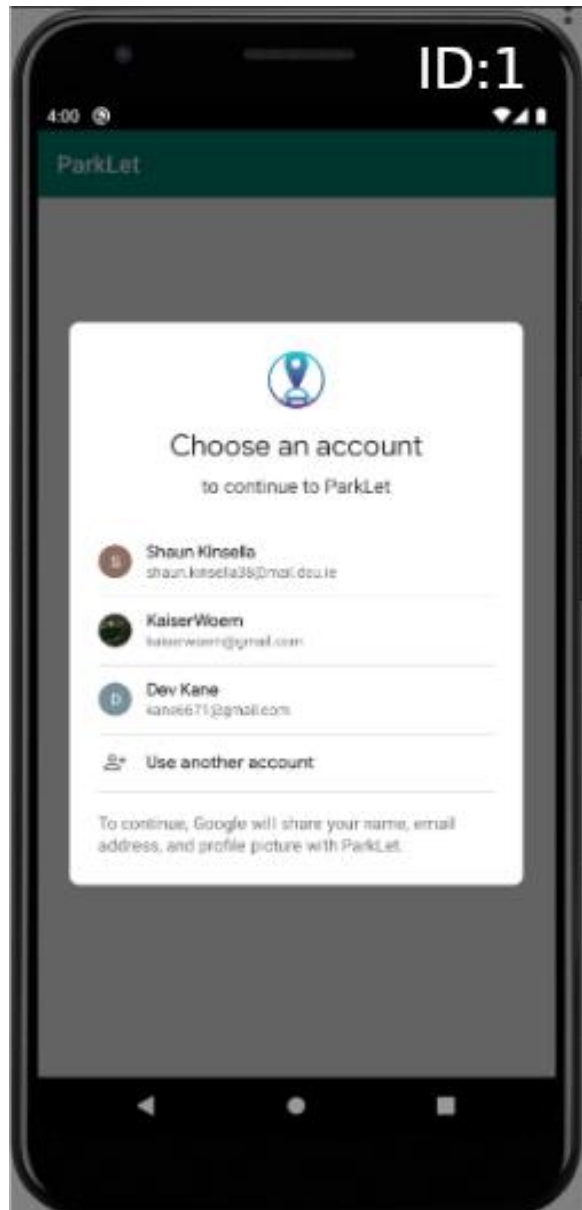
    //precision geohash of 4
    when(propertyRepo.getAverage(lon, lat, 4)).thenReturn(townAverage);
    mapViewModel.getPricingForArea(lon, lat, townRange).observeForever(averageObserver);
    verify(averageObserver).onChanged(15.00);
}
```

Use Case Scenario Testing

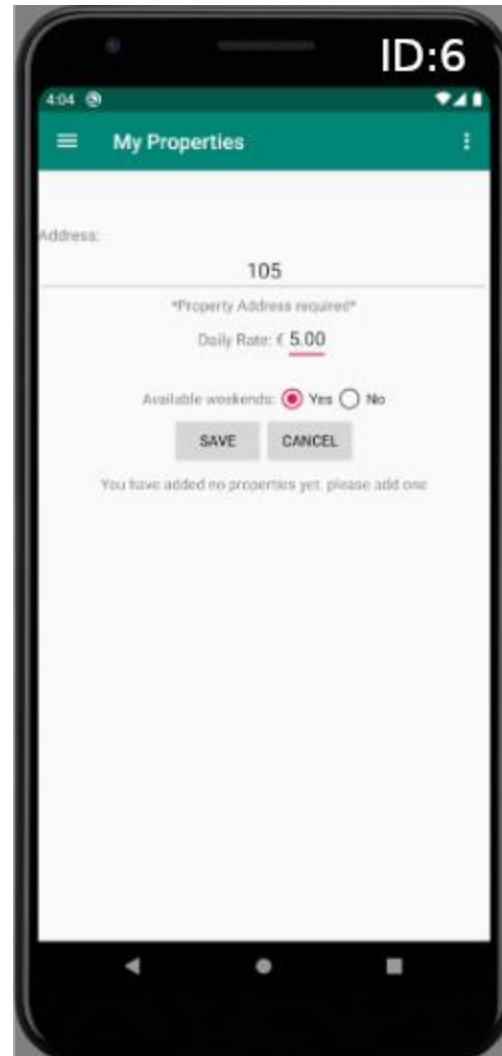
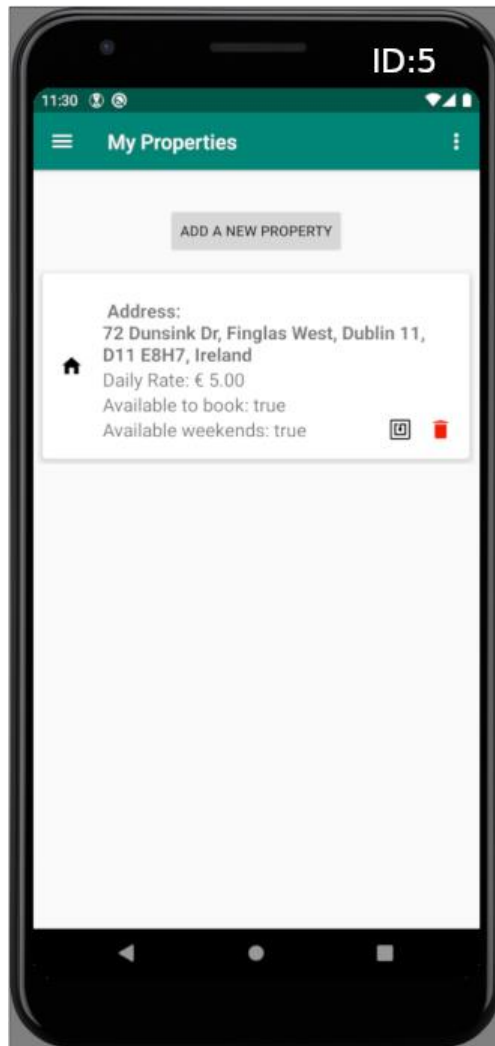
The following tests were performed on multiple emulated devices and physical One Plus 7 pro running android 9(API 28). Where appropriate, test scenarios are accompanied by screenshots of the resulting action with matching ID. All tests were performed by myself.

The purpose of these tests was to identify any potential issues from misuse of the app, common feature usage, and verifying a common user experience and UI across the app. Functionality such as notifications and NFC, where automated validation would be difficult were also tested and documented.

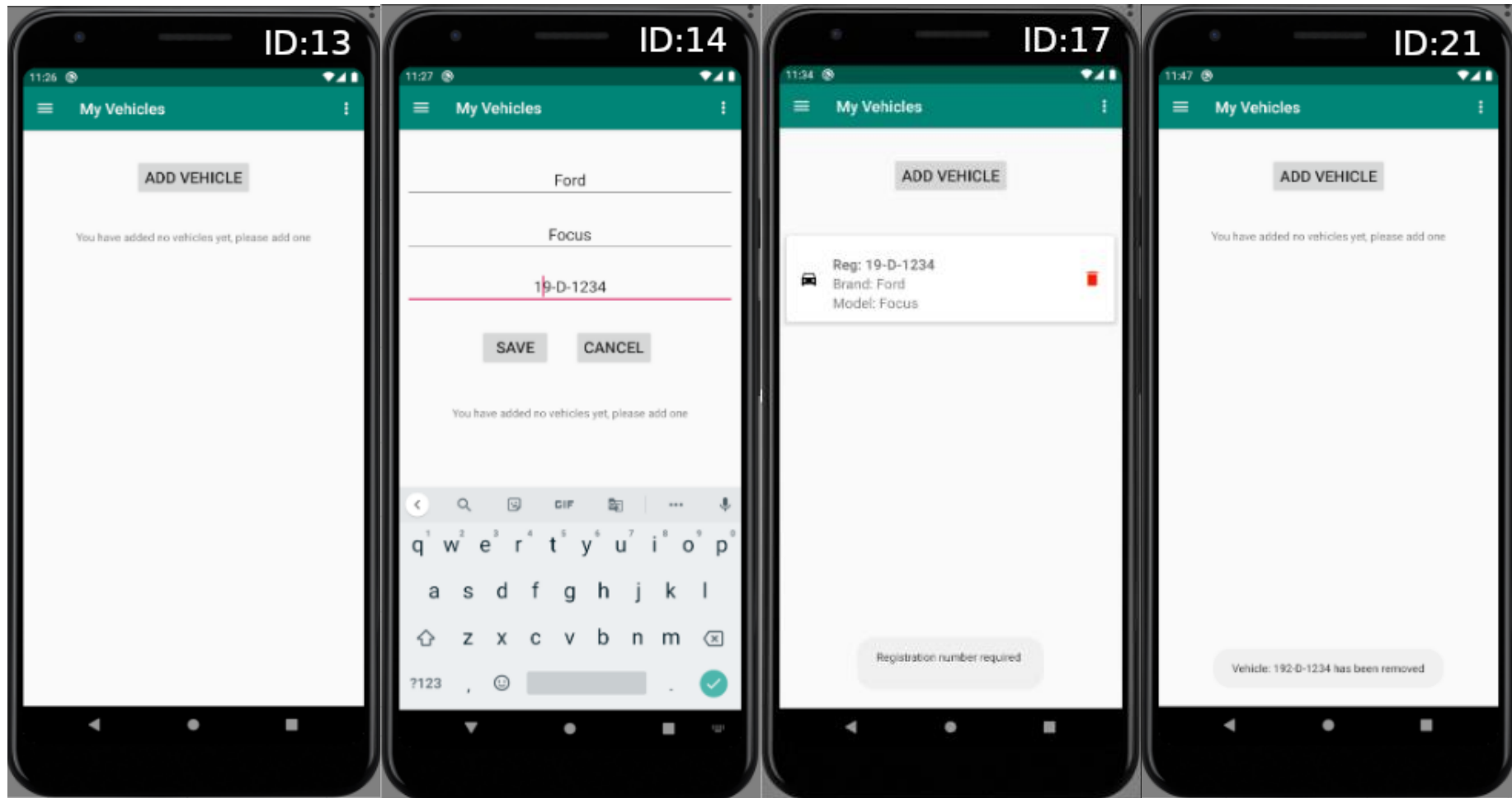
| User Account Scenarios | | | | |
|------------------------|--|--|--------------|----------|
| ID | Test case | Expected: | Actual: | Outcome: |
| 1 | Create account with Gmail already added to phone | User brought to Home page with name welcoming them. User profile made on FB with FCM device token | As expected. | Pass |
| 2 | Create account with no email registered to phone | Asked to register email, then email displayed as choice for registering with Parklet, without having to reselect sign-in | As expected. | Pass |
| 3 | Create account, then sign-out and back in | Home page displayed, no duplicated data on fb | As expected. | Pass |
| 4 | Uninstall app/Switch phone | Home page displayed, no duplicated data on fb. FCM device token updated | As expected. | Pass |



| User Property Scenarios | | | | |
|-------------------------|---|--|--|----------|
| ID | Test case | Expected: | Actual: | Outcome: |
| 5 | User adds new property, inputs valid address, price and weekend availability | Form closes, toast notification showing success appears. Property list is updated with new property | As expected. | Pass |
| 6 | User adds new property, inputs invalid address. Valid price and weekend availability | Toast message "Cannot find address displayed". Clicking save will show an error text under the address line to notify address is required. | As expected. | Pass |
| 7 | User adds new property, inputs invalid address, invalid price and weekend availability | Clicking save will display two text errors, prompting user to enter valid address and price | As expected. | Pass |
| 8 | User inputs valid but incorrect address, i.e. neighbours house. Then corrects | Address will update correctly and success notification displayed. Properties will update | Address will only update when user loses focus of the address input box. Otherwise old address will be posted to firebase. | Pass |
| 9 | User enters values into property form, clicks cancel, then attempts to enter new property | Form will be reset of all values | As expected. | Pass |
| 10 | User Deletes Property | Property removed from recyclerview and toast message displayed confirming deletion of property. Firebase updated and triggers removal of property from GeoBucket. User properties shows that they currently have no properties | As expected. Should use a confirmation dialog for this action | Pass |
| 11 | User selects one property in RecyclerView then deletes second property | Only the correct property is removed. Remaining properties still displayed | As expected. | Pass |
| 12 | User attempts to add property with same Eircode as already existing house, owned by other users or themselves | Form closes, toast notification informs user that the property already exists | As expected. | Pass |

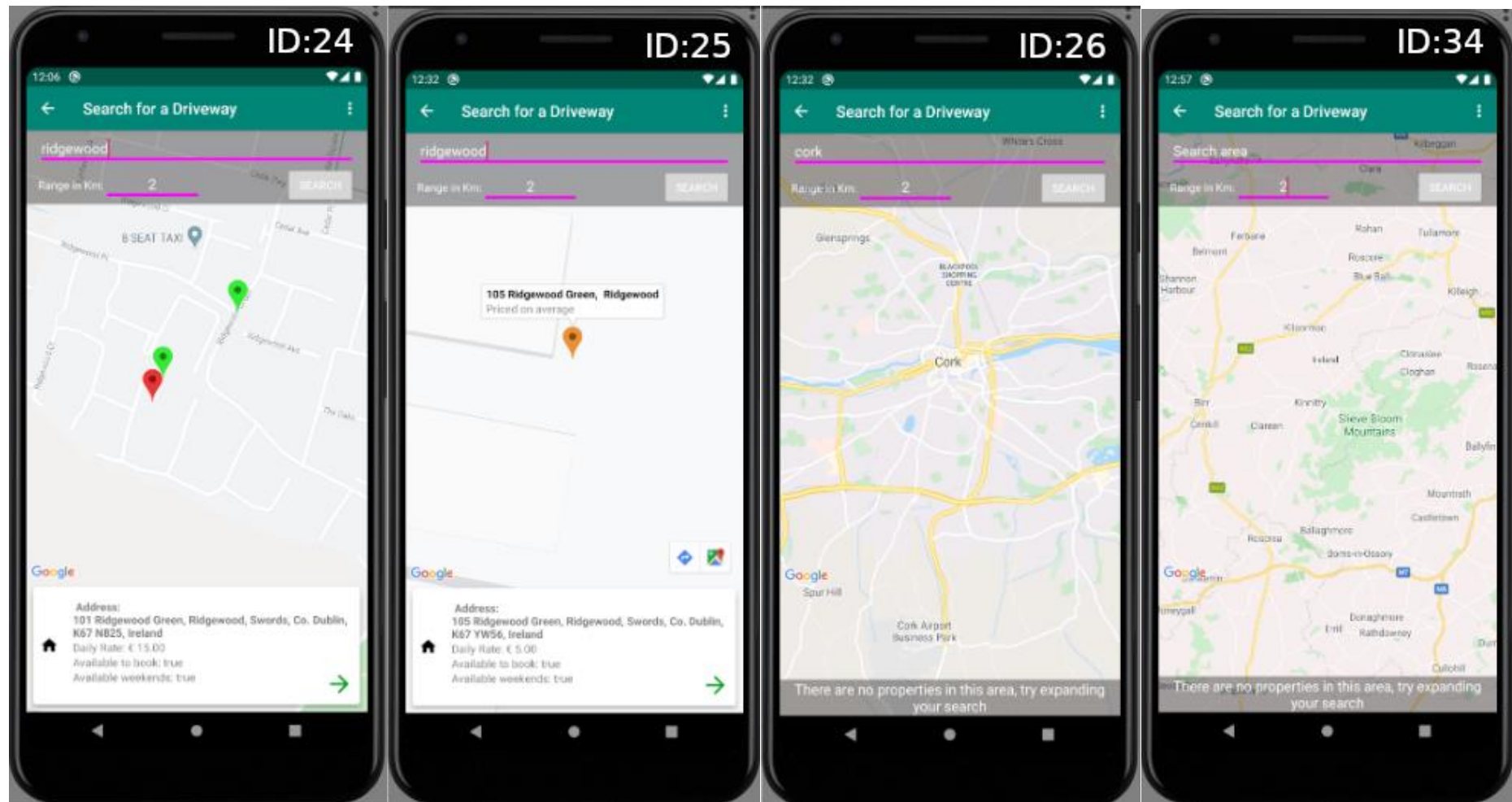


| User Vehicle Scenarios | | | | |
|------------------------|--|---|--|----------|
| ID | Test case | Expected: | Actual: | Outcome: |
| 13 | User visits vehicle page for first time | Add vehicle button displayed, Textview informs user they have no vehicles and to add. RecyclerView hidden | As expected. | Pass |
| 14 | User adds new vehicle, inputs valid make, model and reg. Clicks save | Form is reset and hidden. Toast notification appears informing user of success. Add vehicle text is replaced with recyclerview displaying the vehicles info | As expected. | Pass |
| 15 | User adds new vehicle, inputs invalid make, valid model and reg. Clicks save | User is informed that the make is required through toast notification. | As expected. However form resetting and closing does not present good UX | Pass |
| 16 | User adds new vehicle, inputs invalid model, valid make and reg. Clicks save | User is informed that the model is required through toast notification. | As expected. However form resetting and closing does not present good UX | Pass |
| 17 | User adds new vehicle, inputs invalid reg, valid make and model. Clicks save | User is informed that the reg is required through toast notification. | As expected. However form resetting and closing does not present good UX | Pass |
| 18 | User attempts to add vehicle with all fields blank | User is informed that all fields are mandatory through toast notification | As expected however form resetting and closing does not present good UX | Pass |
| 19 | User attempts to add an already existing vehicle with same reg | User is informed that the vehicle with that reg already exists through toast notification. Form closes | As expected. | Pass |
| 20 | User attempts to add vehicle with unique reg but duplicate make and model | Vehicle is successfully added | As expected. | Pass |
| 21 | User deletes singular vehicle | User is informed of successful deletion. RecyclerView updates and removes said vehicle | As expected. | Pass13 |
| 22 | User selects a vehicle in the recyclerview, then deletes a different vehicle | The correct vehicle is deleted and the user is informed of success | As expected. | Pass |
| 23 | User enters values into vehicle form, clicks cancel, then attempts to enter new property | Form will be reset of all values | As expected. | Pass |



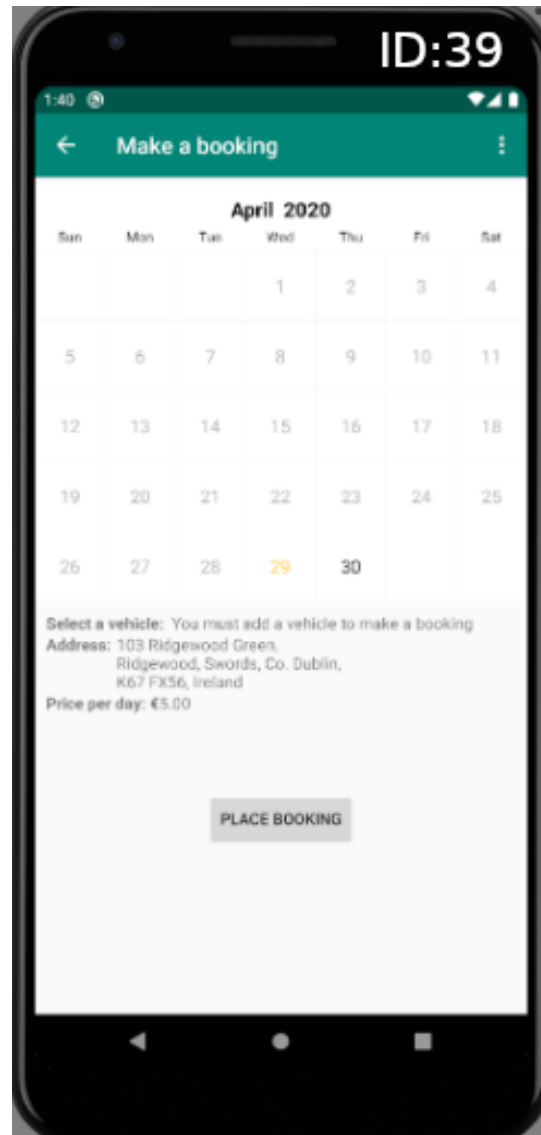
| User Map Scenarios | | | | |
|--------------------|--|--|--|----------|
| ID | Test case | Expected: | Actual: | Outcome: |
| 24 | User searches for available driveways in area with multiple properties | Map populated with markers colour coded by the properties price in comparison to area. Map camera zooms to area encompassing markers so all are displayed. Map RecyclerView populated with same properties | As expected. | Pass |
| 25 | User searches for available driveways in area with one property | Map populated with markers colour coded by the properties price in comparison to area. Map camera zooms to area encompassing markers so all are displayed. Map RecyclerView populated with same properties | As expected. Possibly relax the zoom level to show more of the area | Pass |
| 26 | User searches for available driveways in area with no properties | Map zooms to search area, user is informed that there are no properties in area and to try expanding their search area | As expected. | Pass |
| 27 | Area with properties but small range | Some properties that fall into the range of the area of searches perimeter will show. | As expected. User has to increase the range of search to show any other properties. They can either be more specific in area of search or increase the range | Pass |
| 28 | Area with properties but range larger than perimeter of search area | Properties from other areas will "bleed" into the users search area. EG: Searching Ballymun with range of 10km will show some properties from Finglas/Swords | As expected. | Pass |
| 29 | User searches for property in area while another user adds new property to that area | Map markers updated, camera repositions to encompass all new markers, average price comparison updates to reflect new GeoPriceBucket average | As expected. User will lose focus of selected property however. Store last selected properties id? | Pass |
| 30 | User searches for property in area, while another user adds property outside of that area | Nothing. Should have no impact on the user's screen/experience as the original search query is the only thing being observed for updates | As expected. No map flickering | Pass |
| 31 | User searches for property in area, while another user deletes a property in that area | Map markers updated, camera repositions to encompass remaining markers, average price comparison updates to reflect new GeoPriceBucket average | As expected. Slight delay on average price comparison recalculation but out of control due to cloud trigger. No action required | Pass |

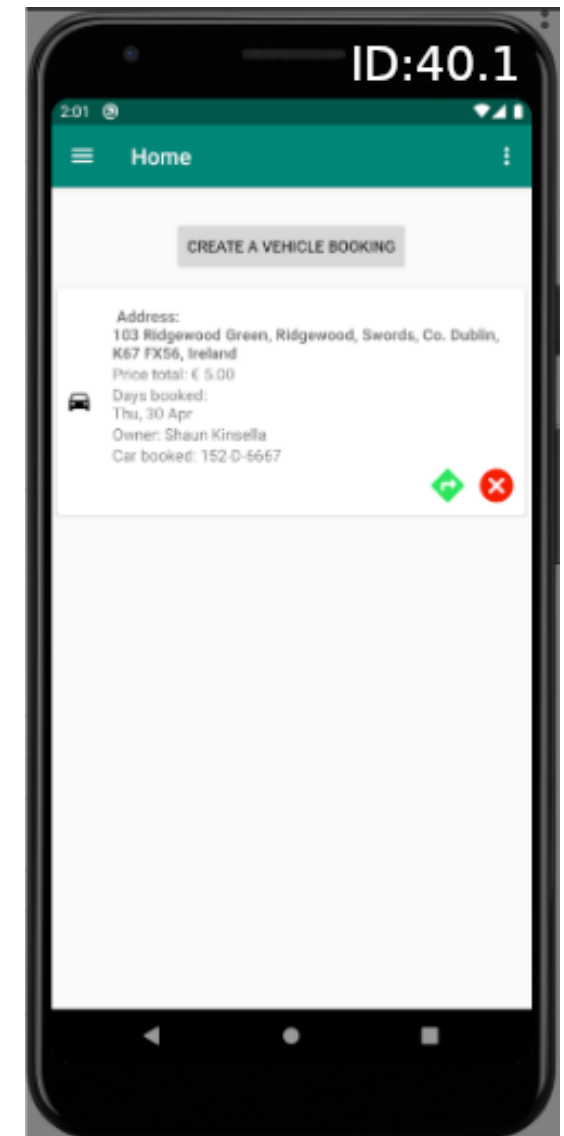
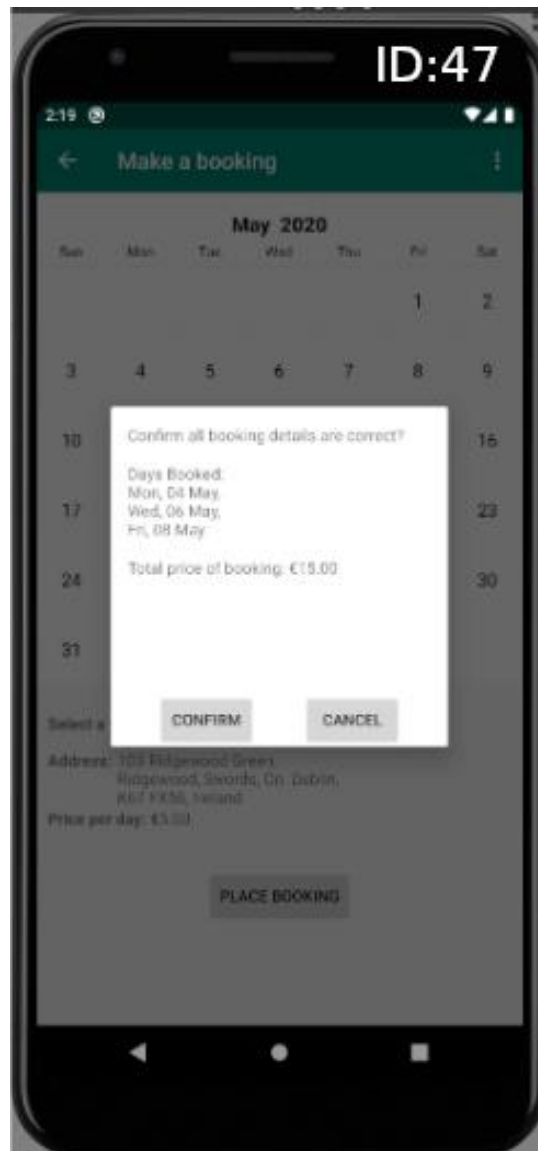
| | | | | |
|----|---|--|---|------|
| 32 | User browses through map markers, then selects property to book through map recyclerview | The selection of map markers causes the recyclerview to automatically scroll to show a summary of the property. When a property has the green arrow clicked the user is presented with booking calendar for appropriate property | As expected. | Pass |
| 33 | User searches specific property address | Map updates and zooms to show selected property | As expected. Other properties that fall within the users specified range will also show but the searched property will be centred | Pass |
| 34 | User searches for properties with blank address input | Map defaults camera to Ireland and shows properties within the specified range | As expected. For better UX experience should zoom to users current area | Pass |
| 35 | User searches for properties with blank range input | Inform user that a range is required | App crashes. Number format exception with empty string. Validation or default value required | Fail |
| 36 | User selects map marker then clicks directions widget button. Then backpresses back to parklet app | Google maps directions to property are displayed from users' current position. Back press results in being brought back to parklet app on map view | As expected. the property is still selected | Pass |
| 37 | User browses through map recyclerview, half scrolls a property itemview then selects a property to book | When user releases the finger press, the recyclerview snaps to the nearest horizontal property item, then when pressing the go to bookings icon the correct property is loaded | As expected. | Pass |



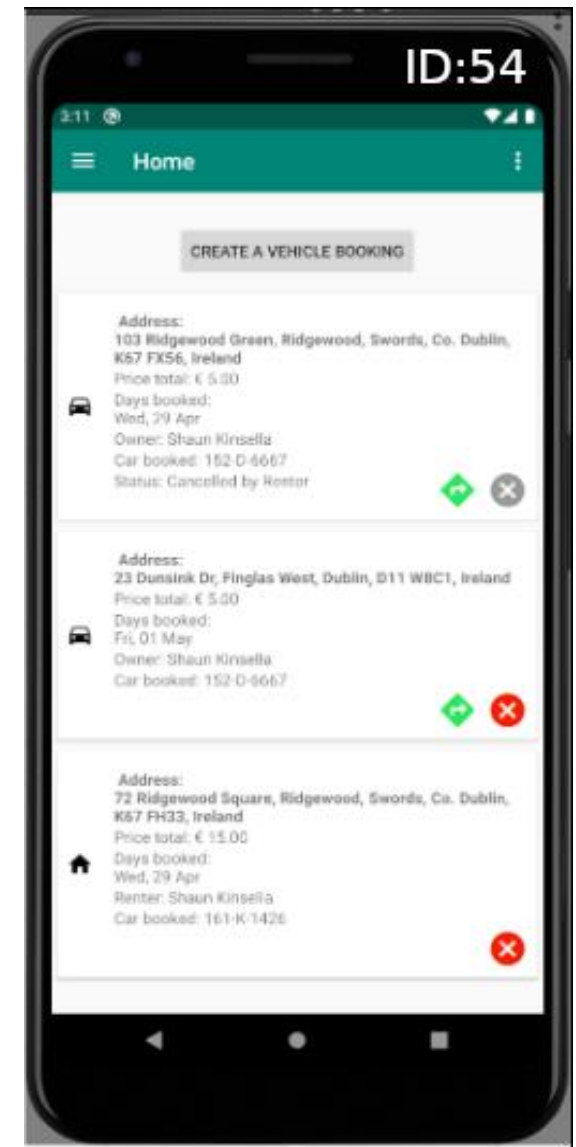
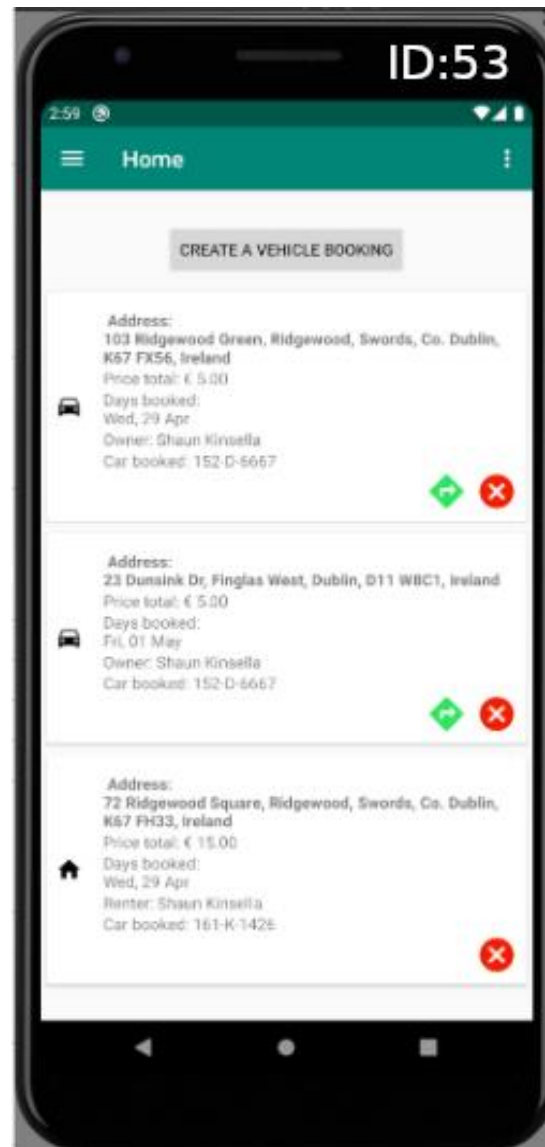
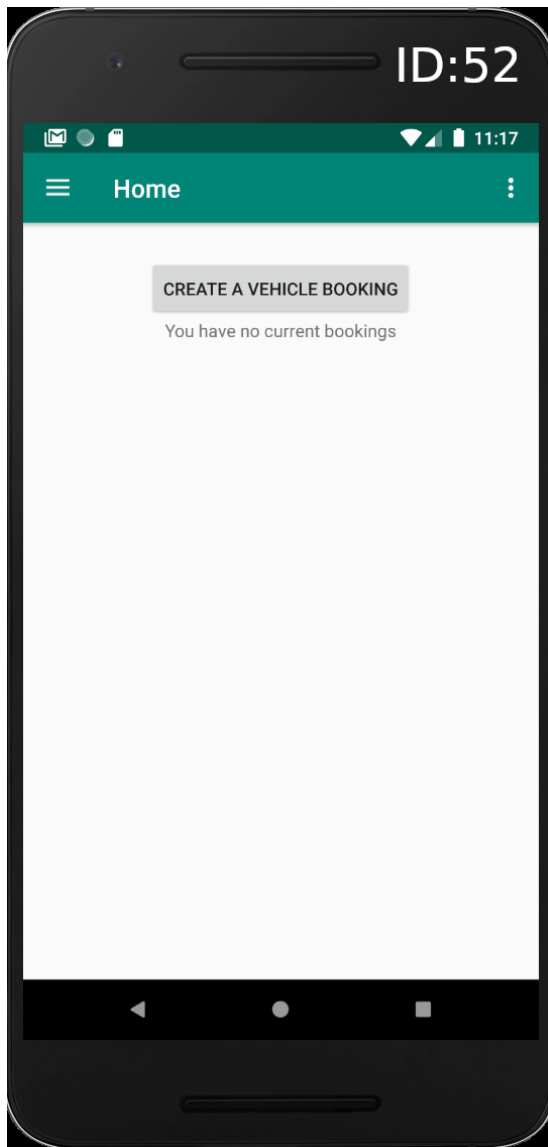
| User Booking Scenarios | | | | |
|------------------------|---|--|--|----------|
| ID | Test case | Expected: | Actual: | Outcome: |
| 38 | User attempts to book with no date or vehicle selected | User has warning displayed under "select vehicle" field. Upon pressing the place booking button a dialog informs them they must add a vehicle and select dates to book | As expected. Better UX would allow them to add a vehicle there rather than navigating back however | Pass |
| 39 | User attempts to book with no vehicle selected | User has warning displayed under "select vehicle" field. Upon pressing the place booking button a dialog informs them they must add a vehicle. | As expected. Better UX would allow them to add a vehicle there rather than navigating back however | Pass |
| 40 | User makes valid singular day booking | User presses place booking and is shown a dialog confirming the details of their booking. The total price, and days booked. Upon confirming and the booking created, the user is presented with the success state and brought back to home page, showing the new booking | As expected. | Pass |
| 41 | User attempts to select day already booked | Day in question is non-selectable | As expected. | Pass |
| 42 | User selects day to book but another user books before | Day in question is de-selected and when the user attempts to confirm booking they are notified the day is not available | As expected. | Pass |
| 43 | User observes available days while another user cancels a booking | The cancelled day is then released to be booked | As expected. Does not affect current selection | Pass |
| 44 | User selects day and vehicle to book but cancels | App returns to CalendarView | As expected. but days are deselected. Should retain days selected if its a case the user wishes to amend | Pass |
| 45 | User attempts to select day before current days date | UI prevents selection | As expected. Could be circumvented by manually setting the date of phone. Valid booking dates enforced by firebase rules | Pass |
| 46 | User books consecutive days | Booking info correctly shown, price correctly calculated | As expected. | Pass |
| 47 | User books non-consecutive days | Booking info correctly shown, price correctly calculated | As expected. | Pass |
| 48 | User attempts to scroll to previous month | UI prevents selection | As expected. | Pass |

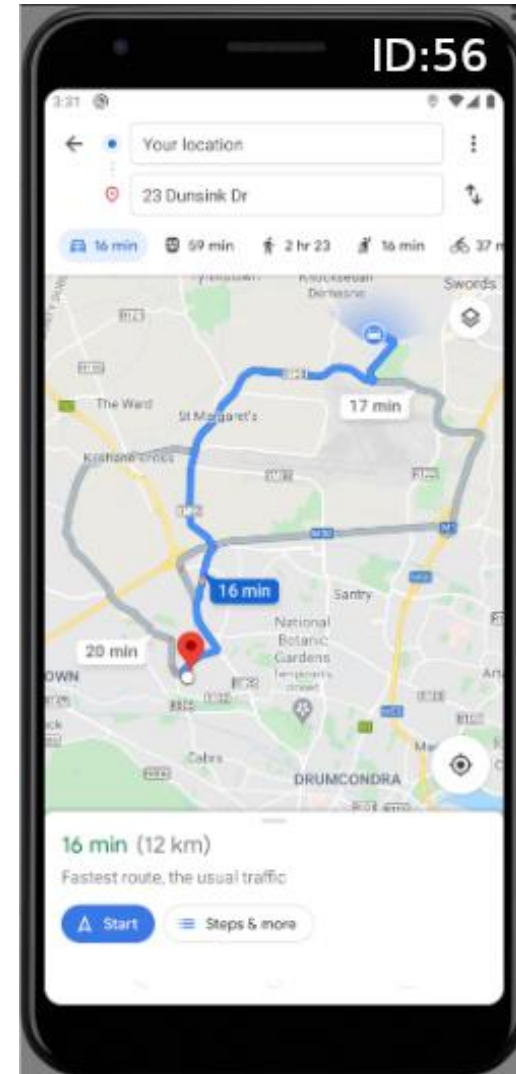
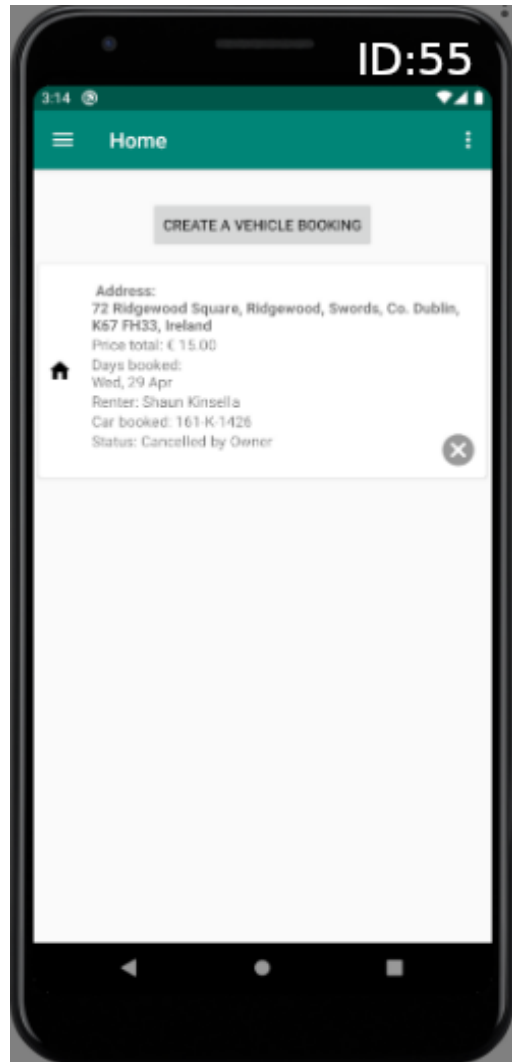
| | | | | |
|----|--|---|--|------|
| 49 | User to months in advance | Calendar prevents user from scrolling more than 2 months in advance. Customisable in ParkLet CalendarView | Actually, calculates as 2 months' worth of days rather than 2 Calendar months. However, this makes more sense | Pass |
| 50 | User selects booking dates but then suspends app and brings back to foreground | App successfully resumes | As expected, dates still selected | Pass |
| 51 | User makes successful booking then cancels and attempts to rebook same date | Allowed to rebook. | As expected, in terms of business, it could be blocked to stop abuse. But considering payment up front is intended that might be self-moderating. This is set in booking ViewModel | Pass |





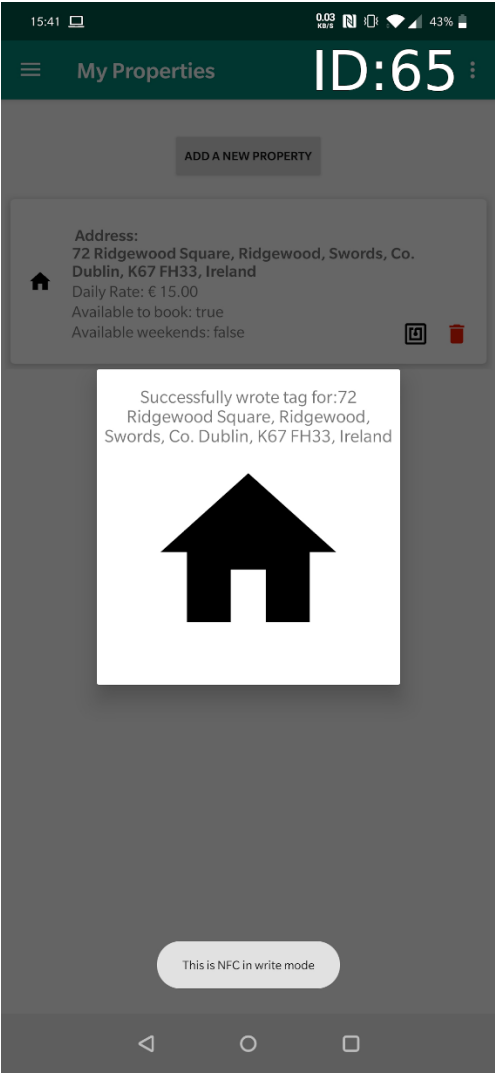
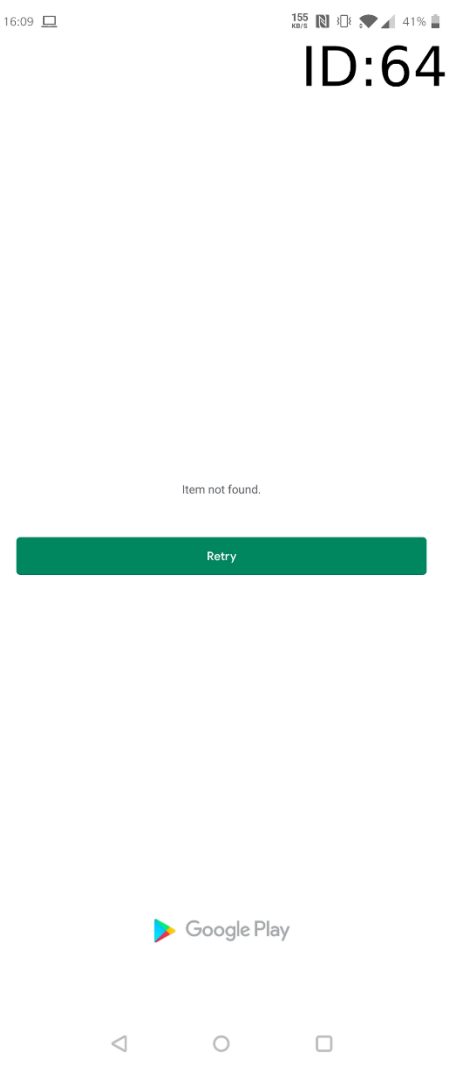
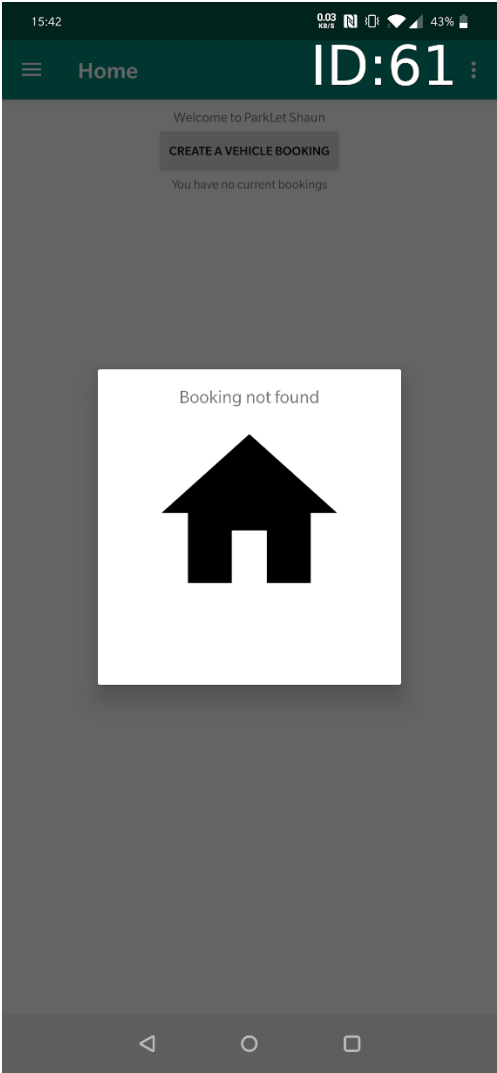
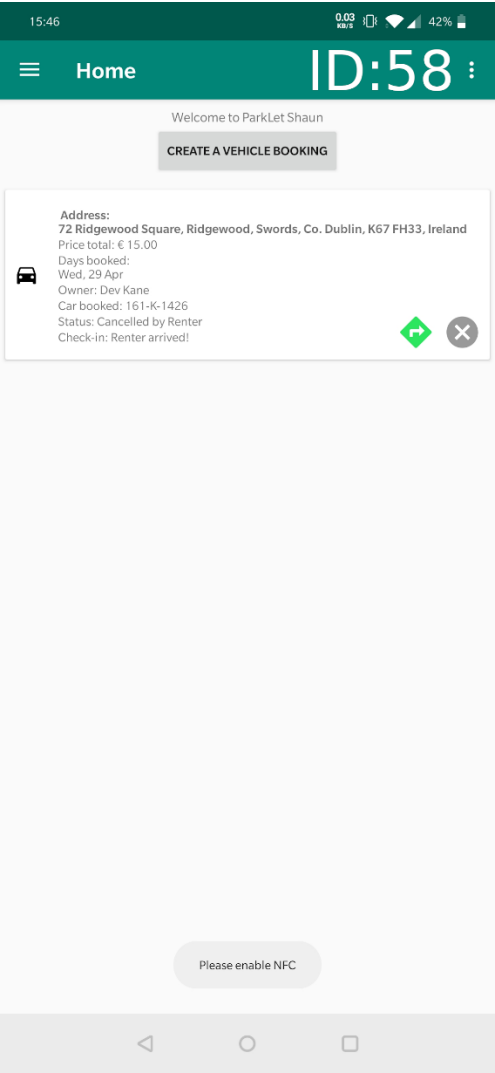
| User Home Scenarios | | | | |
|----------------------------|---|--|---|-----------------|
| ID | Test case | Expected: | Actual: | Outcome: |
| 52 | User navigates to home screen with no bookings | Presented with option to create a vehicle booking, and a TextView informing them that they have no current bookings | As expected. | Pass |
| 53 | User navigates to home screen with multiple bookings for their property and car | Presented with option to create vehicle booking and a list of all their bookings, and cancellation options for each booking. Each booking showing relevant details | As expected, for vehicle bookings, a car icon is used, directions are available and the owners name is listed. For property bookings a house icon is shown and the renters name | Pass |
| 54 | User cancels their vehicle's booking | Booking item is updated to show cancellation status and who cancelled it. Cancellation button becomes inactive for both owner and renter. Owner receives notification through FCM that it was cancelled | As expected. | Pass |
| 55 | User cancels their property's booking | Booking item is updated to show cancellation status and who cancelled it. Cancellation button becomes inactive for both owner and renter. Renter receives notification through FCM that it was cancelled | As expected. | Pass |
| 56 | User uses directions to property for booking | User is redirected to google maps directions between their current location and property. Back pressing brings them to home page app once more | As expected. | Pass |
| 57 | User observes bookings while another user books their property | Recyclerview correctly updates with new booking | As expected, new booking placed at bottom of recyclerview | Pass |

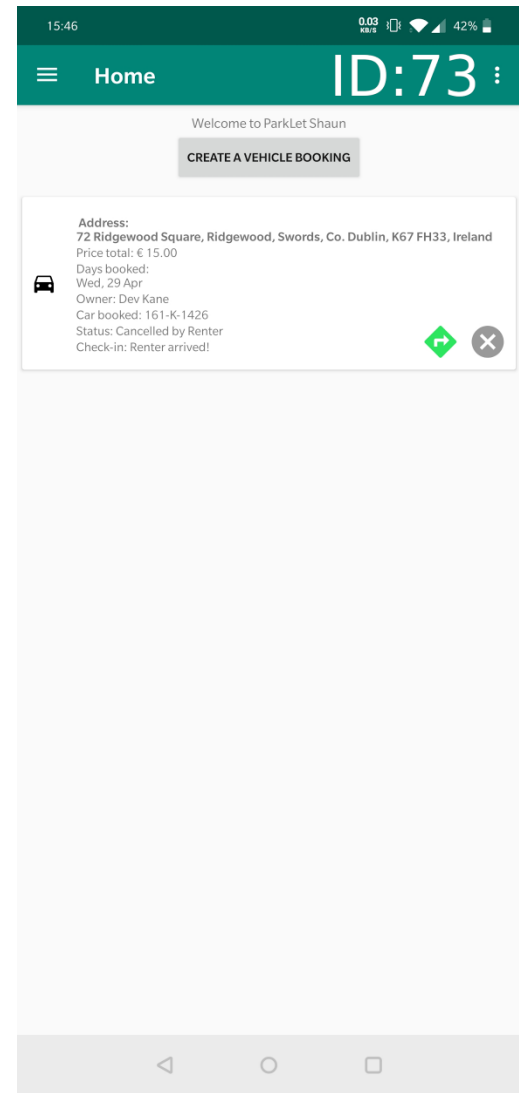
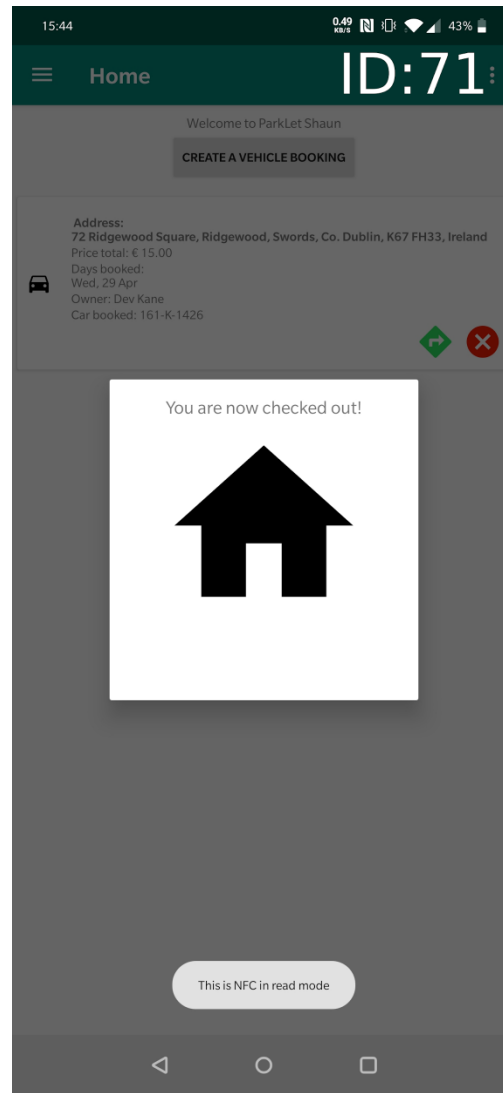
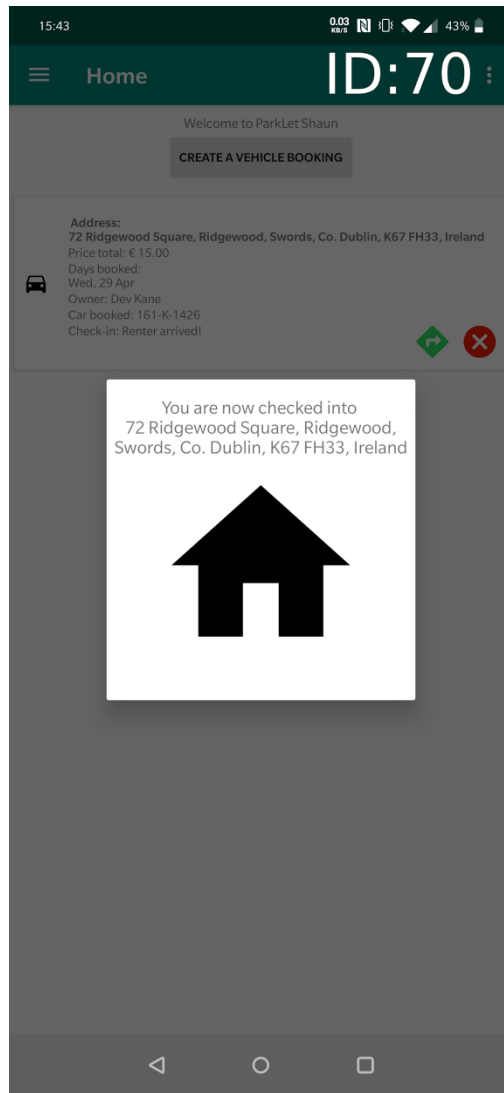
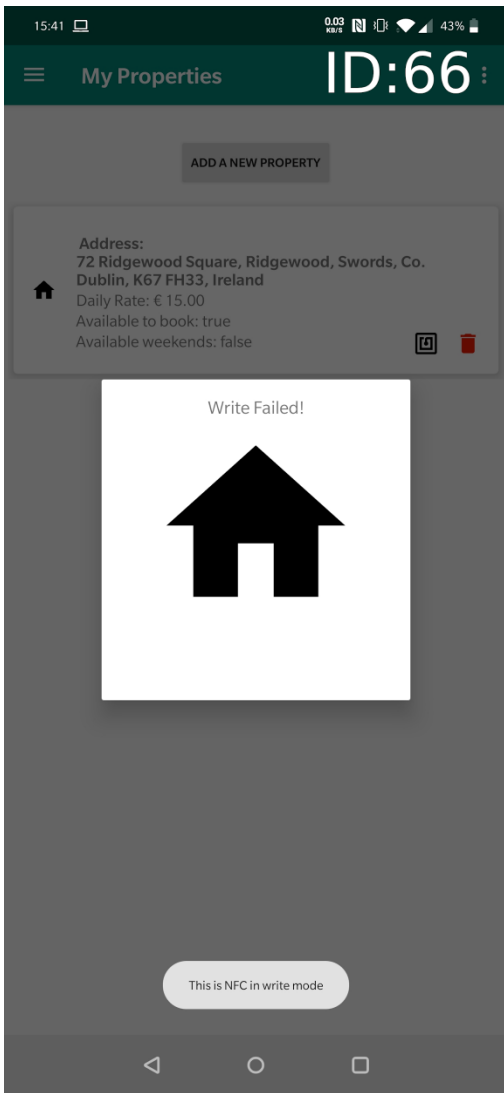




| NFC Scenarios | | | | |
|---------------|--|--|--|----------|
| ID | Test case | Expected: | Actual: | Outcome: |
| 58 | User starts app with NFC disabled with phone with NFC capabilities | User informed to enable NFC | As expected. | Pass |
| 59 | User starts app with NFC disabled with phone with NFC capabilities | User informed that NFC is required. App should not crash | As expected. Alternative check-in required. QR reader | Pass |
| 60 | User taps blank NFC tag to phone with app not started | Nothing within the app | Android launches default NFC tag activity selector | Pass |
| 61 | User taps blank NFC tag with app in foreground | Booking not found displayed as dialog fragment | As expected, but realistically should be filtered if the tag is blank | Pass |
| 62 | User taps ParkLet written tag against phone with ParkLet Installed and app in background | App launched to home screen. If user is not signed in, they are brought to sign in page | As expected. | Pass |
| 63 | User taps ParkLet written tag against phone with ParkLet Installed and app in foreground | Booking not found displayed as dialog fragment if there exists no booking for that property on that date | As expected. Possibly filter it if property belongs to user but that would require a query | Pass |
| 64 | User taps ParkLet written tag against phone with ParkLet not installed | Users is directed to imaginary ParkLet app on Google Play store | As expected. | Pass |
| 65 | User attempts to write Tag for property correctly holding the tag | User is informed that the tag was written correctly. | As expected. Confirms the property's address | Pass |
| 66 | User attempts to write Tag for property, moving the tag away too quickly | User is informed the tag writing failed and is free to try again while the dialog is still present | As expected. | Pass |
| 67 | User attempts to write tag for property with a locked NFC tag | User is informed the tag writing failed and is free to try again while the dialog is still present | As expected. Should have its own warning for locked tags however | Pass |
| 68 | User attempts to scan non-parklet written tag with app in foreground | "No booking found" displayed | App crashes, tries to parse non-existent records | Fail |

| | | | | |
|----|---|--|--------------|------|
| 69 | User attempts to scan non-parklet written tag with app in background | Nothing within the app | As expected. | Pass |
| 70 | Renter taps correctly written NFC tag with a valid booking for that day and property | User is informed that they are correctly checked in | As expected. | Pass |
| 71 | Renter taps correctly written NFC tag with a valid booking for that day but not the correct property | "No booking found" displayed | As expected. | Pass |
| 72 | Renter taps correctly written NFC tag with the correct property but no booking for that day | "No booking found" displayed | As expected. | Pass |
| 73 | Renter attempts to check-in | Check-in is confirmed for the property. Status is updated on the homepage for that property and the owner is notified | As expected. | Pass |
| 74 | Renter attempts to checkout | Check-out is confirmed for the property. Status is updated on the homepage for that property and the owner is notified | As expected. | Pass |
| 75 | Property owner attempts to rewrite previously written ParkLet tag in app | Tag successfully written | As expected. | Pass |
| 76 | Renter attempts to check-in at property with a cancelled booking | Informed booking is no longer valid. No firebase update or notification for owner | As expected. | Pass |





| FCM Notification Scenarios | | | | |
|----------------------------|---|--|--|----------|
| ID | Test case | Expected: | Actual: | Outcome: |
| 77 | Homeowner receives new property booking | FCM message delivered with booking details, regardless of app launched or not | As expected. | Pass |
| 78 | Homeowner receives check-in status from renter | FCM showing what time the renter checked in at, the vehicle for the booking, the property booked and renters name | As expected. | Pass |
| 79 | Homeowner receives checkout status from renter | FCM showing what time the renter checked out at, the vehicle for the booking, the property booked and renters name | As expected. | Pass |
| 80 | Homeowner receives cancellation notice from renter | FCM informing homeowner that renter cancelled and their property is listed as available for the given dates | As expected. | Pass |
| 81 | Renter receives cancellation notice from homeowner | FCM informing renter that the homeowner has cancelled for given dates and they will receive refund | As expected. | Pass |
| 82 | User changes phone | FCM device token is correctly updated to newest version | As expected. | Pass |
| 83 | User changes account | FCM device token is correctly updated to newest version | As expected. | Pass |
| 84 | User uninstalls app and reinstalls | FCM device token is correctly updated to newest version | As expected. | Pass |
| 85 | Renter deletes vehicle associated with booking | Booking cancelled and owner notified | Booking not cancelled. No notification | Fail |
| 86 | Homeowner deletes property associated with bookings | Booking cancelled and renter notified | Booking not cancelled. No notification | Fail |
| 87 | User clicks notification with app in background | App is opened on home page showing new notification. If they are not signed in, sign in then redirect | As expected. | Pass |
| 88 | User clicks notification with app in foreground | App redirects to the home page showing new notification. Previous fragment destroyed | As expected. | Pass |

 ParkLet • now 

ID:77[^]

New booking

Dev Kane just booked your driveway at 105 Ridgewood Green for
Wed 29th Apr

 ParkLet • now 

ID:78[^]

Check-in

Dev Kane just checked into 105 Ridgewood Green at 5:20 pm.
Vehicle reg is 152-D-6667!

 ParkLet • now 

ID:79[^]

Check-out

Dev Kane just checked out of 105 Ridgewood Green at 5:20 pm.
Vehicle reg is 152-D-6667!

 ParkLet • now 

ID:80[^]

Booking cancellation

Hi Shaun, unfortunately your booking for 105 Ridgewood Green on:
Wed 29th Apr
was cancelled by the renter. Your property is now re-listed as available for these days

 ParkLet • now 

ID:81[^]

Booking cancellation

Hi Shaun, unfortunately your booking for 72 Dunsink Dr on:
Thu 30th Apr
was cancelled by the owner. Your refund is on the way. Please have a look for
alternative driveways!

| Navigation Scenarios | | | | |
|----------------------|--|--|--|----------|
| ID | Test case | Expected: | Actual: | Outcome: |
| 89 | Home to properties | Properties page loaded with properties | As expected. | Pass |
| 90 | Properties to Home | Home page loaded with bookings | As expected. | Pass |
| 91 | Properties to Vehicles | Vehicles page loaded with vehicles | As expected. | Pass |
| 92 | Home to vehicles | Vehicles page loaded with vehicles | As expected. | Pass |
| 93 | Vehicles to Home | Home page loaded with bookings | As expected. | Pass |
| 94 | Vehicles to Property | Properties page loaded with properties | As expected. | Pass |
| 95 | Home backpress | App shuts | Blank screen shown, pressing again closes app | Pass |
| 96 | Property backpress | Back to previous page, i.e. home | As expected. | Pass |
| 97 | Vehicle backpress | Back to previous page, i.e. home | As expected. | Pass |
| 98 | Home to map | Map loaded with input fields | As expected. | Pass |
| 99 | Map backpress | Home page loaded with bookings | As expected. | Pass |
| 100 | Map to booking | Booking calendar for given property | As expected. | Pass |
| 101 | Booking backpress | Back to map loaded with query | As expected. Query is entered in fields but need to submit request again | Pass |
| 102 | Booking after placing booking back to home | Home page updated with booking | As expected. | Pass |
| 103 | Home to Gmaps directions, then backpress | Homepage with bookings | As expected. Query is entered in fields but need to submit request again | Pass |
| 104 | MapView directions then backpress | Back to map loaded with query | As expected. Query is entered in fields but need to submit request again | Pass |

| GeoPriceBucket Scenarios | | | | |
|--------------------------|---|--|--------------|----------|
| ID | Test case | Expected: | Actual: | Outcome: |
| 104 | User adds first property in a given area | A GeoPriceBucket is triggered to be created for a geohash of lengths 6, 5 and 4. Sharing a common prefix. Average is calculated from each property that falls within those buckets | As expected. | Pass |
| 105 | Another property is added to the GeoBucket geohash of length 6 (Street level) length 5 (estate level) and length 4 (town level) | The previously found GeoBucket hash is found and the average is updated in a single pass. A user searching for a property will have their UI updated to reflect new price | As expected. | Pass |
| 106 | Another property is added to the GeoBucket geohash of length 5 (estate level) length 4 (Town level) | A new length 6 GeoBucket is created but length 5 and 4 are shared by all common prefixes. Average price is calculated correctly for all given GeoPriceBuckets | As expected. | Pass |
| 107 | User deletes property in area with many houses | Cloud functions is triggered to remove said property from any GeoPriceBucket it is contained in and calculates new average in single pass | As expected. | Pass |
| 108 | User deletes property which is last in a GeoPriceBucket | As it's the last property in a given GeoPriceBucket, the bucket is simply made null and removed. If the property exists in GeoBucket's corresponding to a larger area then they are updated according to if there are remaining properties | As expected. | Pass |

