

Види документації

<i>Назва документації</i>	<i>Переваги</i>	<i>Недоліки</i>
Чек-ліст	<p>Мало тексту</p> <p>Значно прискорюється процес перевірки</p> <p>Швидше пишеться</p> <p>Немає відчуття що забув щось перевірити</p> <p>Більше свободи в своїх діях</p>	<p>Перевіряється мало інформації</p> <p>При використанні багато разів перевірка робиться на автоматі і щось можна пропустити</p>
Тест-кейс	<p>Програма детальніше аналізується</p> <p>Допомагають більш глибоко розібратися</p> <p>Робляться позитивні і негативні тест-кейси</p> <p>Можна об'єднувати для різних цілей</p>	<p>Можна упустити якийсь моменти</p> <p>На написання йде багато часу</p> <p>Складно підтримувати</p>
Користувацький сценарій	<p>Забезпечує повне тестування</p> <p>Дозволяє в короткий термін проводити тестування найважливішого функціонала</p> <p>Дозволяє проводити швидко вивчення і розуміння продукту або окремого функціонала</p> <p>Значно економить</p>	<p>Якщо в проєкті розробка ведеться з використанням гнучких методологій, то в процесі розробки вноситься багато змін в систему та сценарії</p> <p>Скорочення деталізації тест-кейсів на користь збільшення кроків, в сценарії, може дозволити пропустити баги</p>

Назва документації	Переваги	Недоліки
	<p>час</p> <p>Дозволяє проводити нетривіальні дії користувача в системі, що дозволяє виявити додаткові дефекти</p>	

чек лист

Домашня сторінка сайту		
сайт “Prom.ua”	Google Chrome 110.0.5481.77	Safari 16.2
Хідер		
Заголовок сторінки	pass	fail
Панель пошуку	pass	pass
Кошик	pass	pass
Вхід/вихід	fail	fail
Каталог	pass	fail
Контакти	fail	fail
Банер	fail	fail
Кабінет користувача	pass	pass
Меню		
Одяг та взуття	pass	pass
Товари для дітей	pass	pass
Техніка	fail	fail
Косметика	fail	fail

Дім і сад	pass	pass
Авто	fail	fail
Подарунки,книги	fail	fail
Акcesуари та прикраси	pass	pass
Спорт і відпочинок	pass	pass
Матеріали для ремонту	pass	pass
Зоотовари	fail	fail
Канцтовари	pass	pass
Весільні товари	pass	pass

test cases

ID	Name	Preconditions	Steps	Expected result	Actual result	Postconditions	Status pass/fail
01	registration on the website https://prom.ua/ua/Internet-magazin-na-prom.ua.html	open prom.ua	user clicks login chooses to register Enter your name, surname and phone number an e-mail address is indicated confirmation code is sent to the phone number enter the code and press the confirm button	quick registration on the site	quick registration on the site		pass pass pass pass pass
02	login to the site https://prom.ua/ua/Internet-magazin-na-prom.ua.html	open prom.ua	finds the site open prom.ua user clicks login confirm phone number confirm the verification code that comes to the phone enter the code and press the confirm button	quick login to the user's personal account	quick login to the user's personal account		pass pass pass pass

03	viewing the product catalog	catalog	<p>select the required group of goods in the menu</p> <p>in the submenu list selects the product category</p> <p>the user selects the required type of product from the list of product types</p> <p>the necessary product is selected</p>	review of the entire range of products	review of the entire range of products		<p>pass</p> <p>pass</p> <p>pass</p> <p>pass</p>
04	choosing a goods in the cart	open prom.ua	<p>select the required group of goods in the menu</p> <p>in the submenu list selects the product category</p> <p>the user selects the required type of product from the list of product types</p> <p>the necessary product is selected</p> <p>the user clicks buy</p> <p>the selected product falls into the cart</p>	several products must be selected in the cart	several products must be selected in the cart	delete other orders selected in the cart	<p>pass</p> <p>pass</p> <p>pass</p> <p>pass</p> <p>pass</p> <p>pass</p>
05	buying a goods	open prom.ua	<p>select the required group of goods in the menu</p> <p>in the submenu list selects the product category</p> <p>the user selects the required type of product from the list of product types</p> <p>the necessary product is selected</p> <p>the user clicks buy</p>	it's easy and quick to order a product	the product may not be available at the time of the order	delete other orders selected in the cart	<p>pass</p> <p>pass</p> <p>pass</p> <p>pass</p> <p>pass</p> <p>pass</p>

			<p>the selected product falls into the car</p> <p>click place order in the shopping cart</p> <p>the user's contact information appears</p> <p>the user must choose the delivery method and the payment method</p> <p>must enter his data (city and postal code where the goods will be sent)</p> <p>confirm purchase</p>				<p>pass</p> <p>pass</p> <p>pass</p> <p>pass</p> <p>pass</p>
01	entering numbers in the search bar instead of the product name	https://prom.ua/ua/Internet-magazina-promua.html	<p>open prom.ua</p> <p>in the search field, type numbers instead of the product name</p> <p>click find</p>	the program does not find any products	the program knocks out the product menu		<p>pass</p> <p>pass</p> <p>pass</p>
02	entering symbols into the search bar instead of the product name	https://prom.ua/ua/Internet-magazina-promua.html	<p>open prom.ua</p> <p>symbols are entered in the search bar instead of the product name</p> <p>click find</p>	the program does not find any products	the program knocks out the product menu		<p>pass</p> <p>pass</p> <p>pass</p>
03	entering numbers and symbols in the search bar instead of the product name	https://prom.ua/ua/Internet-magazina-promua.html	<p>open prom.ua</p> <p>symbols and numbers are entered in the search bar instead of the product name</p>	the program does not find any products	the program knocks out the product menu		<p>pass</p> <p>pass</p> <p>pass</p>

		click find			
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Test Plan

1 INTRODUCTION

2 SCOPE

3 QUALITY OBJECTIVES

3.1 Primary Objectives

3.2 Secondary Objectives

4 TEST APPROACH

4.1 Test Automation

5 ROLES AND RESPONSIBILITIES

6 ENTRY AND EXIT CRITERIA

6.1 Entry Criteria

6.2 Exit Criteria

7 TEST STRATEGY

7.1 QA role in test process

7.2 Testing types

1. INTRODUCTION

The customer wants a mobile application for sharing photos and videos, as well as for users to communicate with each other.

The test plan was created to facilitate the collaboration of team members, to better understand the needs of users, what they expect from the site, and to be able to get the required

2. SCOPE

The document is mainly aimed at testing the teaching of animal photography and video in the program.

3 QUALITY OBJECTIVES

3.1 Primary Objectives

A primary objective of testing is to: assure that the system meets the full requirements,

including quality requirements (functional and non-functional requirements) and fit

metrics for each quality requirement and satisfies the use case scenarios and maintain the

quality of the product. At the end of the project development cycle, the user should find

that the project has met or exceeded all of their expectations as detailed in the

requirements.

Any changes, additions, or deletions to the requirements document, Functional Specification, or Design Specification will be documented and tested at the highest level

of quality allowed within the remaining time of the project and within the ability of the test

team.

3.2 Secondary Objectives

The secondary objectives of testing will be to: identify and expose all issues and associated risks, communicate all known issues to the project team, and ensure that all

issues are addressed in an appropriate manner before release. As an objective, this requires

careful and methodical testing of the application to first ensure all areas of the system are

scrutinized and, consequently, all issues (bugs) found are dealt with appropriately.

4. TEST APPROACH

The approach used is based on requirements analysis in accordance with the strategy, where requirements are the basis for planning.

All types of tests to be applied will be specified in the test strategy. The project uses an agile approach.

4.1 Test Automation

Automated testing is part of the application development. It should facilitate the process of detecting errors and their elimination

5 ROLES AND RESPONSIBILITIES

back-end developer

iOS developer

Android developer

QA

BACK-END DEVELOPER

1 Responsible for user interaction with internal data.

2 Write programs for services that generate the necessary pages and send them to the computer.

3 Think over the website architecture and connections between its components;

4 Set up databases where all information is stored;

5 Make sure that the site can receive and send information to this database;

IOS DEVELOPER

1 Creates a new application user-friendly interfaces

2 Updates

3 Make sure that these developments bring profit to the customer.

ANDROID DEVELOPER

1 Creates code for a new application

2 Updates

3 Communicates with the client to understand the client's needs

QA

1. Understand requirements

2. Writing and executing Test cases

3. Preparing RTM

4. Reviewing Test cases, RTM

5. Defect reporting and tracking

6. Retesting and regression testing

7. Bug Review meeting

8. Preparation of Test Data

6 ENTRY AND EXIT CRITERIA

6.1 Entry Criteria

x All test hardware platforms must have been successfully installed, configured, and

functioning properly.

x All the necessary documentation, design, and requirements information should be

available that will allow testers to operate the system and judge the correct behavior.

x All the standard software tools including the testing tools must have been successfully installed and functioning properly.

x Proper test data is available.

x The test environment such as, lab, hardware, software, and system administration

support should be ready.

- x QA resources have completely understood the requirements

- x QA resources have sound knowledge of functionality

- x Reviewed test scenarios, test cases and RTM

6.2.Completion criteria

- x A high level of requirement coverage has been achieved.

No major errors remain.

All high risk areas have been fully tested, with only minor residual risks remaining.

Cost - when the budget is spent.

Schedule compliance - when the schedule is met.

7 TEST STRATEGY

7.1 QA role in test process

- Understanding Requirements:

- Requirement specifications will be sent by client.

- Understanding of requirements will be done by QA

- Preparing Test Cases:

QA will be preparing test cases based on the exploratory testing. This will cover all

scenarios for requirements.

- Preparing Test Matrix:

QA will be preparing a test matrix which maps test cases to respective requirements. This

will ensure the coverage for requirements.

- Reviewing test cases and matrix:

- Peer review will be conducted for test cases and test matrix by QA Lead

- Any comments or suggestions on test cases and test coverage will be provided by reviewer respective Author of Test Case and Test Matrix
- Suggestions or improvements will be re-worked by author and will be send for approval
- Re-worked improvements will be reviewed and approved by reviewer

Executing Test Cases:

- Test cases will be executed by respective QA on client's development/test site based on

designed scenarios, test cases and Test data.

- Test result (Actual Result, Pass/Fail) will updated in test case document

Defect Logging

and Reporting:

QA will be logging the defect/bugs in Word document, found during execution of test

cases. After this, QA will inform the respective developer about the defect/bugs.

Retesting and Regression Testing:

Retesting for fixed bugs will be done by respective QA once it is resolved by respective

developer and bug/defect status will be updated accordingly. In certain cases, regression

testing will be done if required.

7.2. Testing types

Functional Testing:

Component testing - checking the functionality of program components. Most often performed by programmers, not testers.

Integration - the interaction of all product components is checked.

System testing - the tester goes through all possible scenarios of working with the program to make sure that the entire product works correctly.

Acceptance testing - is the final stage of functional testing, during which the QA engineer must make sure that the software meets the terms of reference and all customer requirements are met.

COMPATIBILITY TESTING

Mobile apps can be used on a wide variety of devices, including outdated ones. Therefore, in order not to lose a part of your audience, during QA, you need to check the correctness of the project on different smartphones with different parameters and configuration

What is checked:

- how the program works on different capacities of gadgets;
 - how much free memory is required for the program to work correctly;
 - how the interface is displayed on different screens;
- whether the program interferes with other functions of the devices.

SECURITY TESTING

Most often, the program interacts with personal data of users, so it is important to make sure that this data is safe.

Performance testing:

- Check the optimal page load time
- Check system performance under load
- Check the quality of the uploaded photos and videos
- Measure the time it takes to perform various system operations.
- Stability testing (during long-term operation)
- Stress testing (performance, performance and characteristics of the application under extreme loads).
- Volumetric testing (with increased volumes of processed data).

User acceptance testing:

The purpose behind user acceptance testing is to confirm that system is developed

according to the specified user requirements and is ready for operational use. Acceptance

testing is carried out at two levels - Alpha and Beta Testing. User acceptance testing

(UAT) will be done at the Client.

USABILITY TESTING

How convenient and comfortable the user will be using the application largely determines the fate of the entire project, so usability is tested in any product, regardless of its scale.

At this stage, it's important to determine how simple and intuitive the app's interface is, how many steps a person needs to go through to perform the target action, whether there are distractions and how to get rid of them, whether the client can use the app while holding the gadget with one hand, for example, while using public transportation, etc. These details form the user experience, based on which the audience will decide whether to keep the app on their smartphone or delete it.

Incremental testing:

Incremental testing is performed in order to test programs more accurately and find errors at an early stage of development that can be corrected in a timely manner. After each phase of the program's functionality, conduct regression testing

Testing method:

During testing, the SCRUM testing organization method is used - a process organization method based on the phased development and improvement of a product by a small team of people

Translated with DeepL