Final Project

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The E-Shop for the Art Museum of Estonia

SDA Academy
Course TesterRemoteEE21

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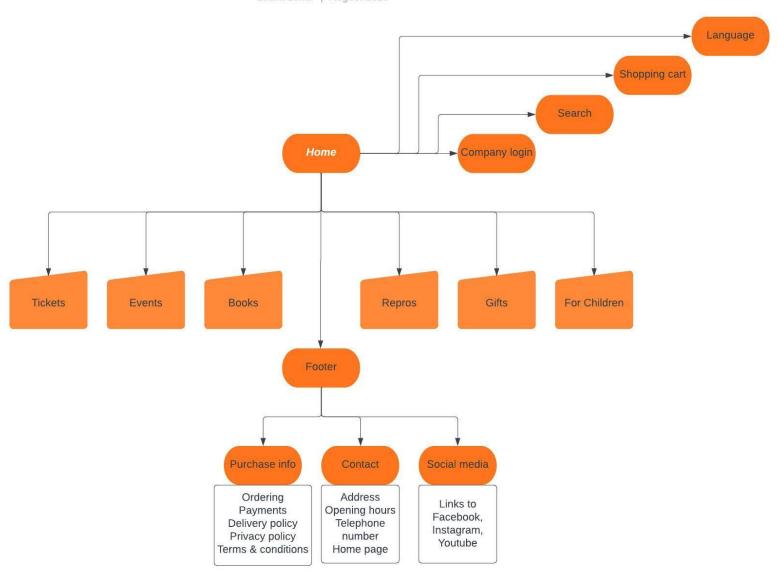
## The purpose of the document

The purpose of the document is to test the environment of the e-shop page of the Art Museum of Estonia. The page is quite a simple one with the possibility to purchase museum tickets, tickets to art events, many books and gifts. It has two languages and the reason why I chose this web page is mostly due to the English version of the page. I could go bug catching in there!

## Testing section: the whole page

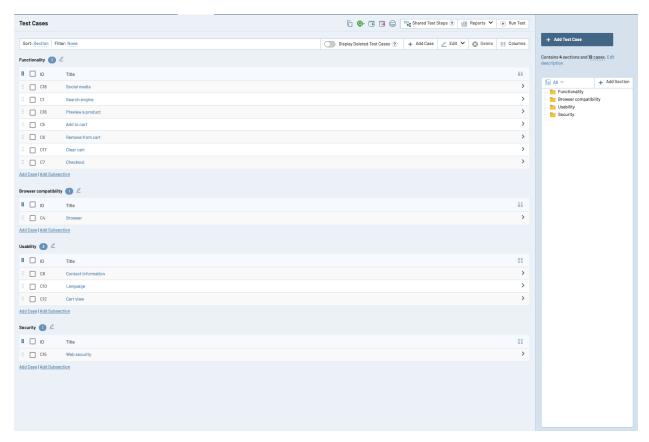
#### E-Shop for the Art Museum of Estonia

Laura Lohur | August 2023

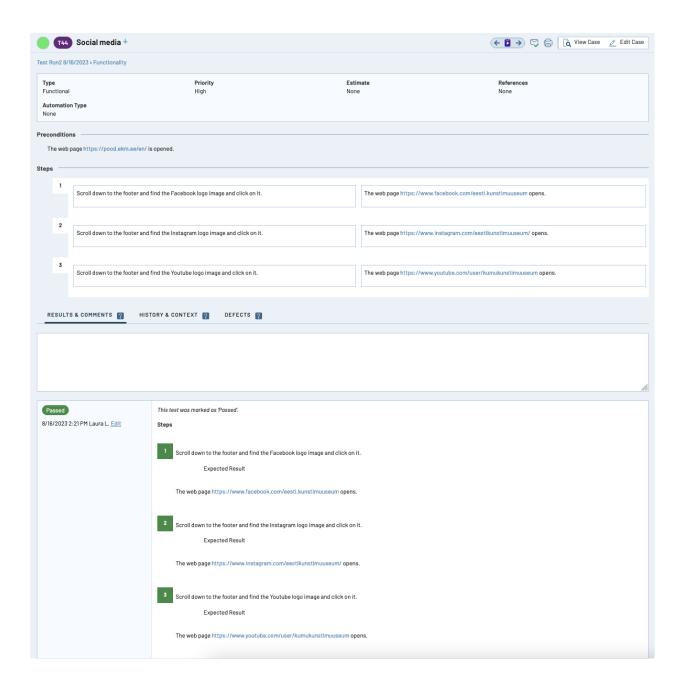


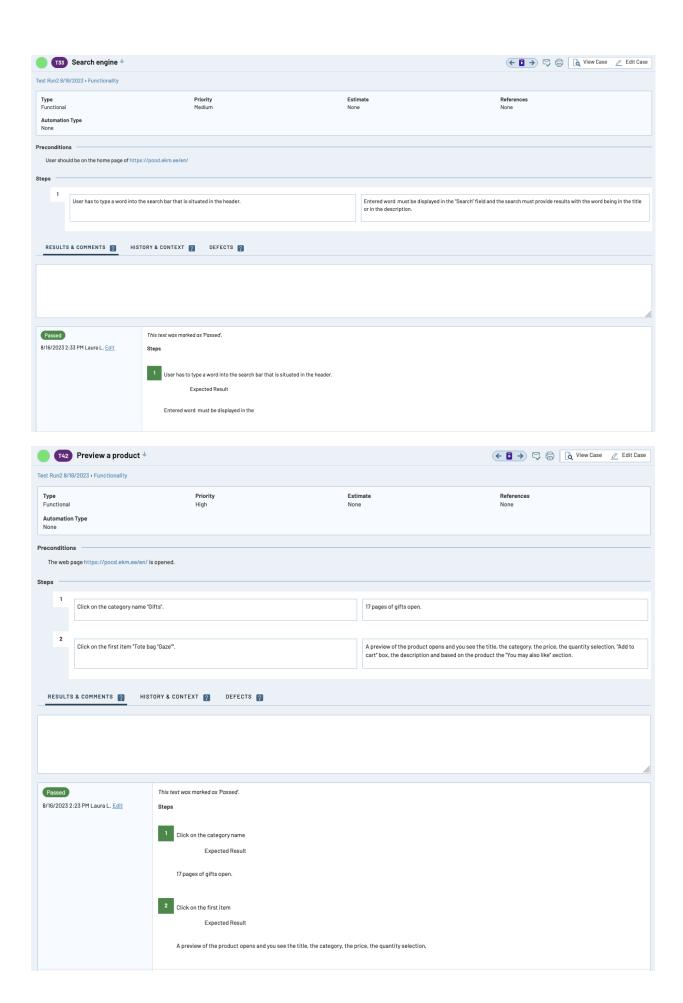
# Testing checklist

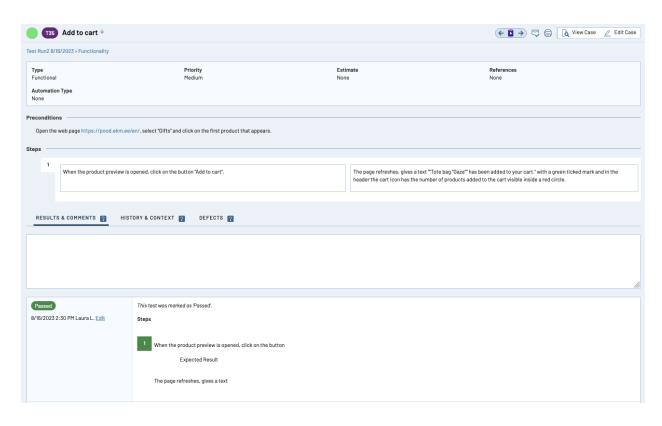
Testing checklist			
Section	ID	Work Unit	Requirement
Usability	C8	Contact information	The contact information is relevant, correct and up to date.
	C10	Language	The language button must be visible on the home page/header and able to shift between Estonian and English.
	C12	Cart view	The cart view shows all required information: product, price, quantity, total, clear cart, subtotal, shipping, proceed to checkout.
Functionality	C18	Social media	The social media buttons in the footer work and direct to the right source.
	C1	Search engine	The search engine finds and directs to the right information page.
	C16	Preview a product	The quick view button of products work correctly and directs to the correct subpage with a description.
	C5	Add to cart	The add to cart button works correctly and adds item(s) to cart.
	C6	Remove from cart	The remove from cart button works correctly.
	C17	Clear cart	The view cart button directs to the cart page.
	C7	Checkout	The checkout page requires mandatory information and works correctly.
Browser compatibility	C4	Browser	The page shows the same information on different browsers (Firefox, Google Chrome, Safari).
Security	C15	Web	The web application uses valid https and is secure.

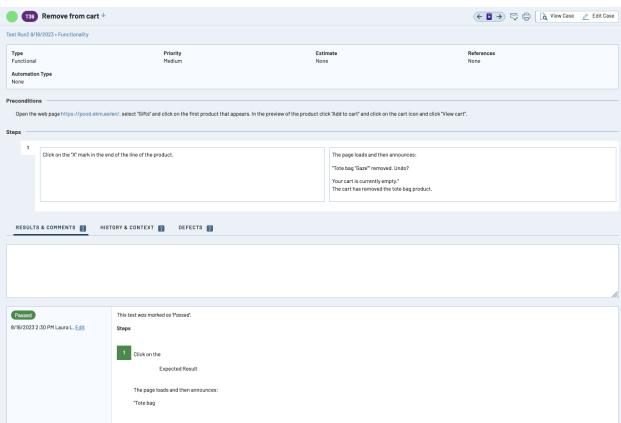


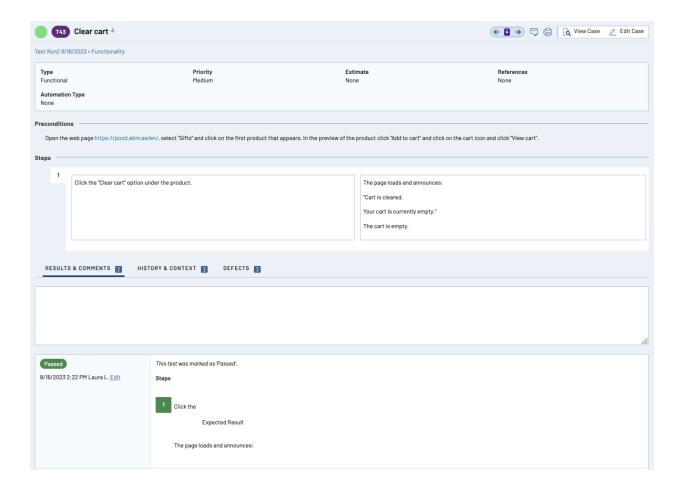
## Detailed test cases with test runs

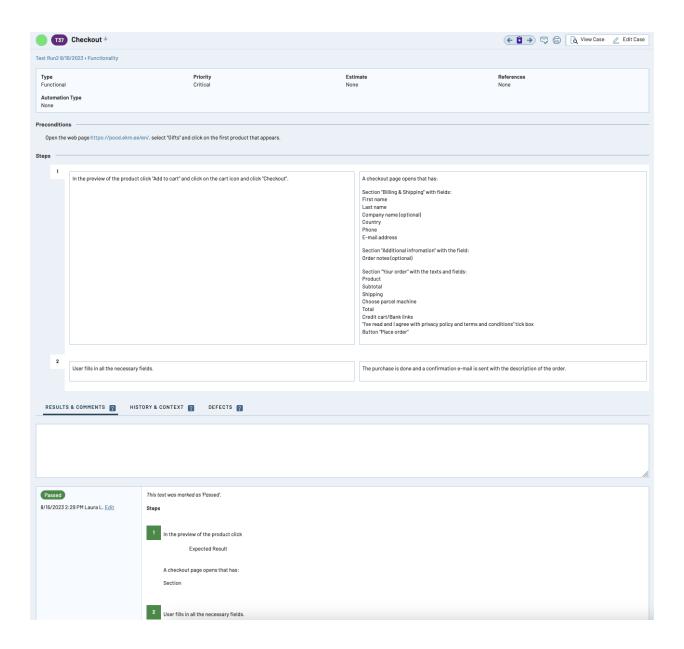


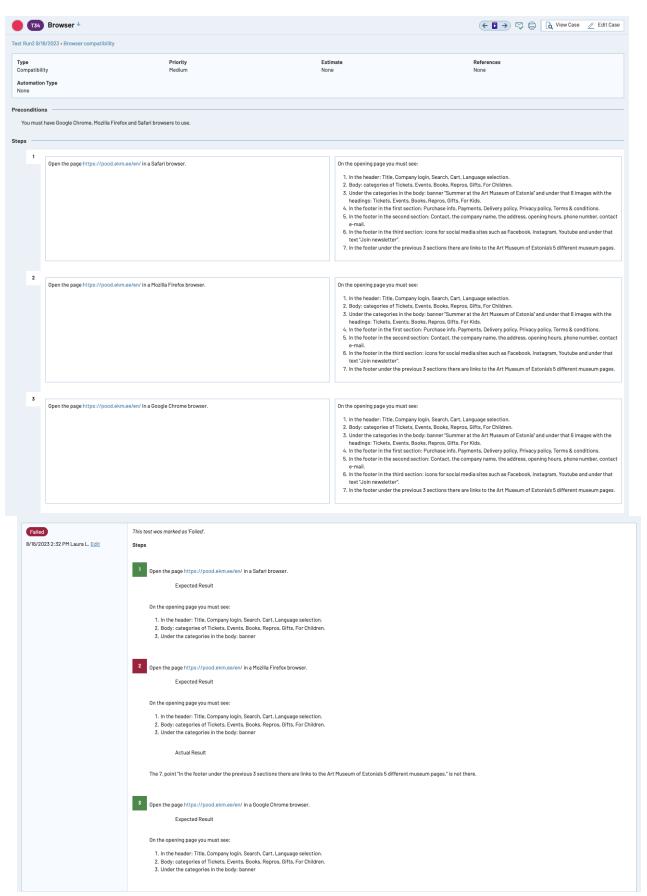


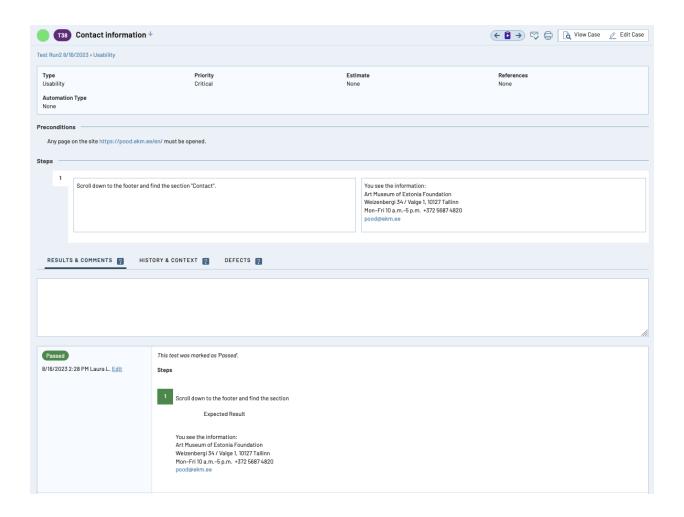


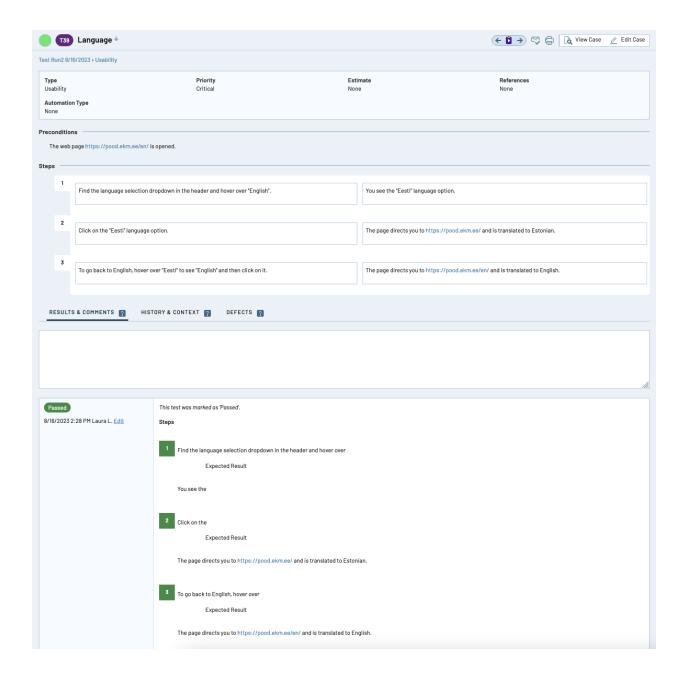


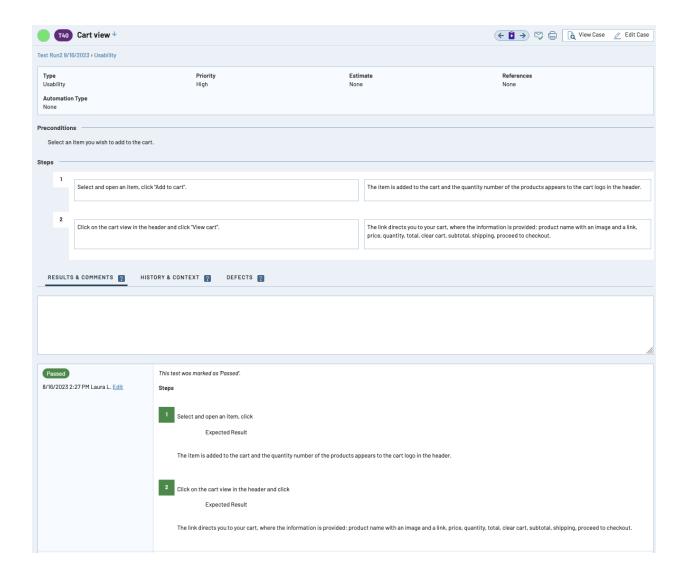


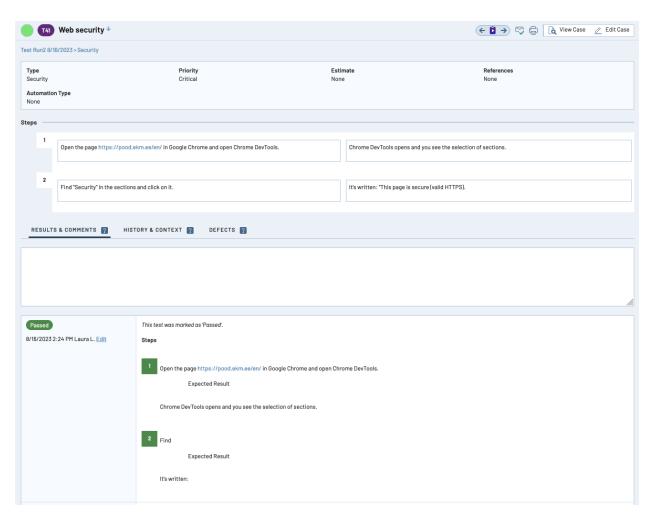




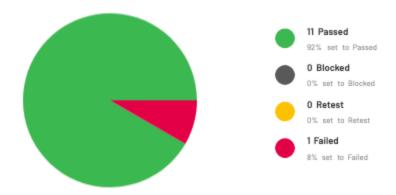






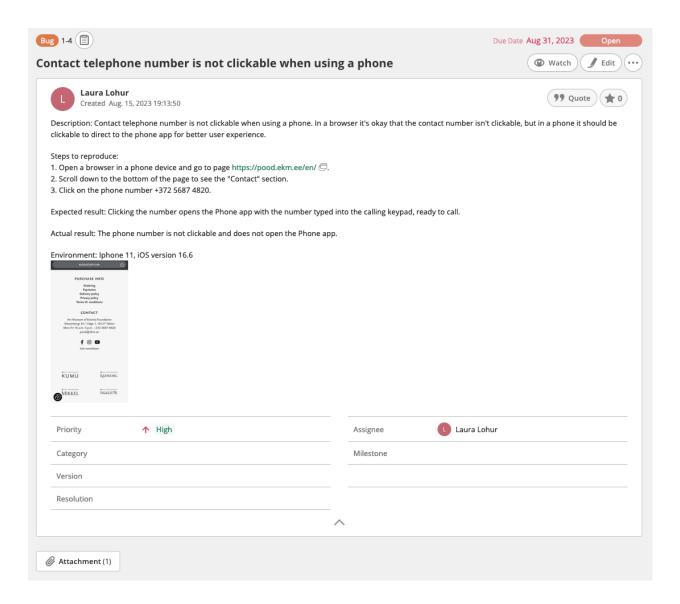


### Test run statistics

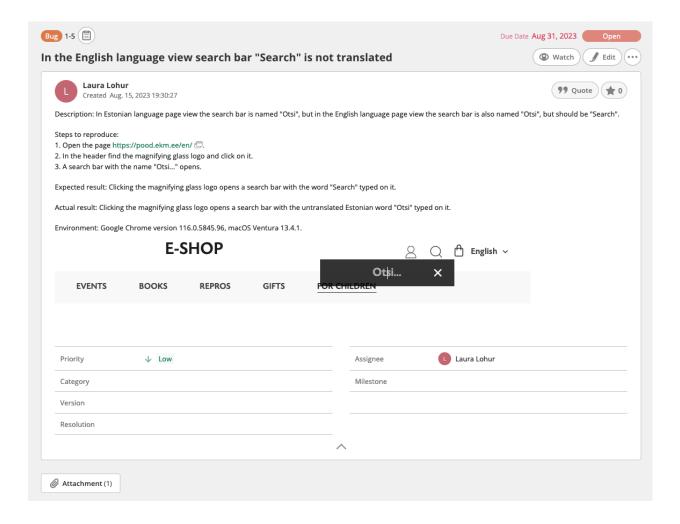


## Found issues and bugs

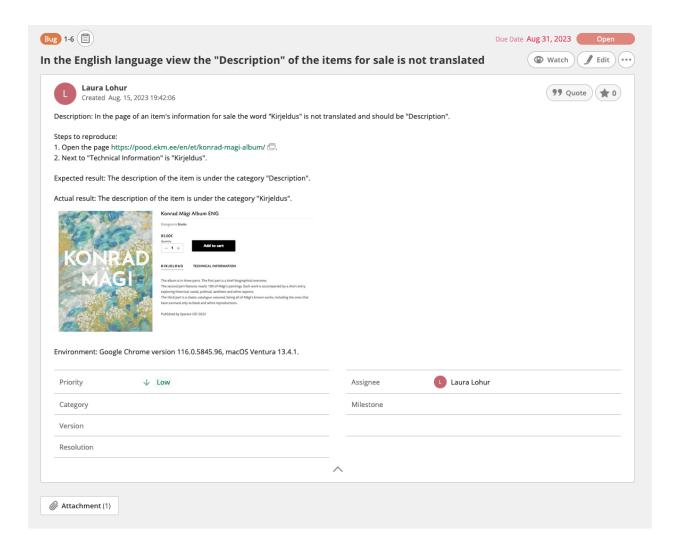
#### 1. Functionality bug



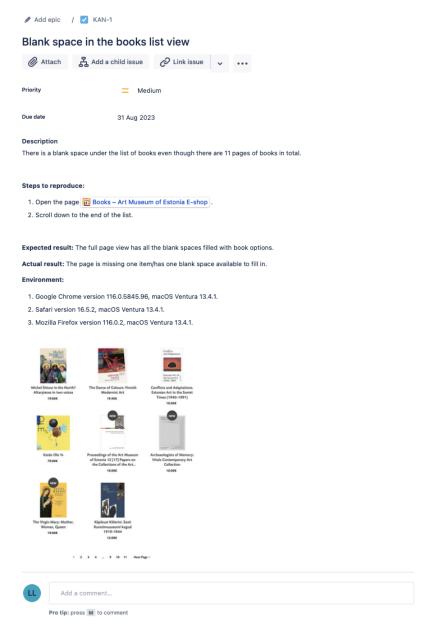
#### 2. User interface bug

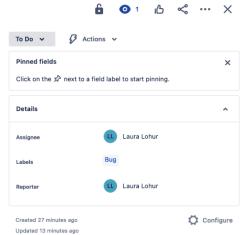


#### 3. User interface bug

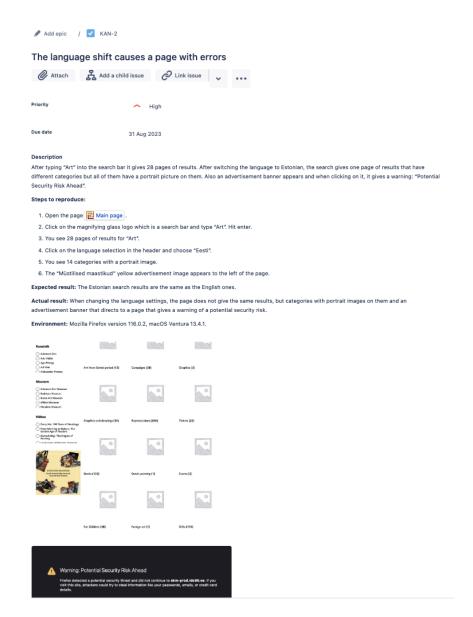


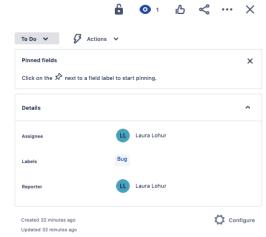
#### 4. User interface bug





#### 5. Functionality bug, security bug





### **Improvements**

In my opinion the page works okay because it's possible to execute the main activities: purchasing tickets, books and gifts. However, there is definitely room for improvement. Most of them regard the English version of the page and some of them occur on the Estonian version of the page as well.

There were actually quite a few sections where for example the name of the category was not translated or cases where the names of the events and books are only in Estonian. In some cases even the description of the item was not translated which would maybe cause a person not to purchase that product if they can not understand the specifics of the product or would have to use a translator app that could make a mistake in some details.

In addition the filtering categories for the items are very different throughout the subpages and could be more better organized and have a consistent design to them. Also when using the scrollbar for the filtering sections, the first view has the last words of the table a bit cut away, which is not nice for the eye. That problem could be seen in some of the product photos as well.

It happened that when I see the 20 pages of results for books for example the word "next page" turned white while hovering over it. The background is also white. So a poor selection of colors there as well.

However I have to say that purchasing a product in the e-shop was with a good work flow. Everything was understandable, fast and simple.

All in all I must say that the page conveys its purpose, which is to sell tickets and products, but when diving deeper into it, some user interface issues do occur.

# Test Design Techniques

The test design techniques I used:

- 1. Manual testing
- 2. Exploratory testing
- 3. Functional testing
- 4. Unit testing
- 5. Performance testing
- 6. Security testing
- 7. Boundary value testing
- 8. Usability testing

### Reflection

By now I have understood that I like bug reports the most. Testing the site to find them and properly describing the steps to reproduce and handing them on to developers to fix. In addition I liked using Testrail, Backlog and Jira, because they seem like great tools and quite easy to apprehend. Also got to make a diagram in Lucidchart which was easy and interesting.

The difficult part for me is quite anything that has to do with code. Hence I did not try any automated tests. I even had trouble using the Selenium IDE recorder. It worked once and other two times errors occurred while running the test and I did not know how to solve them. I also did not enjoy writing test cases that much. They seem to be so specific, but on the other hand I understand that if a test case is well written, it is much easier to conduct a test run of it too. However, doing the test runs seemed like an enjoyable task.

All in all I feel that the final project was a nice rehearsal for a software testing course and glad that we were handed such a task in the end.