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**Class:SYMCA(B) Roll\_No:1**

**Sub:SPMT**

**ASSIGNMENT NO :6**

**1. Test Plan Identifier**

* TP-MP-001: Music Player Application Test Plan

**2. References**

* Music Player Document:
* Software Design
* Development Plan
* Website: https://github.com/topics/android-music-player

**3. Introduction**

This test plan outlines the strategy and scope for testing the Music Player Application to ensure it meets the specified requirements and functions correctly. The goal is to identify defects and ensure the application performs reliably under various conditions.

**4. Test Items**

* Music Player Application
* Platform: Windows
* Features: Playback controls, playlist management, media library integration, audio equalizer, and settings management.

**5. Software Risk Issues**

* Compatibility: Variations in OS versions and hardware configurations.
* Performance: Handling large playlists and high-resolution audio files.
* Security: Protecting user data and preventing unauthorized access.
* Integration: Ensuring compatibility with third-party services and libraries.

**6. Features to be Tested**

* Playback Controls: Play, Pause, Stop, Next, Previous.
* Playlist Management: Create, Edit, Delete, Reorder.
* Media Library Integration: Import, Search, Filter.
* Audio Equalizer: Presets, Custom Equalization.
* Settings Management: Preferences, Volume Control, Equalizer Settings.

**7. Features not to be Tested**

* Unsupported File Formats: Formats not listed in the requirements document.
* Third-Party Integrations: Integration with external services not included in the scope.

**8. Approach**

* Unit Testing: Verify individual components and functions.
* Integration Testing: Ensure different components work together seamlessly.
* System Testing: Validate the complete system’s compliance with requirements.
* Acceptance Testing: Confirm the application meets user requirements and expectations.
* Performance Testing: Test the application's performance with varying workloads.

**9. Item Pass/Fail Criteria**

* Pass: The application performs all required functions correctly and meets the specified requirements without critical defects.
* Fail: The application exhibits critical defects, fails to meet functional requirements, or experiences significant performance issues.

**10. Suspension Criteria and Resumption Requirements**

* Suspension Criteria: Testing will be suspended if critical defects are found that prevent further testing or if the application cannot be installed or launched.
* Resumption Requirements: Testing will resume once critical issues are resolved, and a new build is provided.

**11. Test Deliverables**

* Test Plan Document: This document.
* Test Cases: Detailed test scenarios and scripts.
* Test Results: Logs and reports of test executions.
* Defect Reports: Documented issues and defects found during testing.
* Final Test Summary Report: Comprehensive summary of the testing phase.

**12. Remaining Test Tasks**

* Develop Test Cases: Write detailed test cases and scenarios.
* Set Up Test Environment: Configure hardware and software environments.
* Perform Tests: Execute the test cases and document results.
* Review and Analyse Results: Evaluate test results and document defects.

**13. Environmental Needs**

* Hardware: PCs, and smartphones
* Software: Required OS versions, libraries, and tools.
* Network: Don’t Need.
* Testing Tools :Online Bug finder/Automated Bug Tracker

**14. Staffing and Training Needs**

* Testers: Skilled in manual and automated testing.
* Training: Familiarity with the Music Player Application, its features, and test procedures.
* Support: Development team for resolving issues and providing builds.

**15. Responsibilities**

* Test Manager: Oversees the testing process and ensures adherence to the test plan.
* Test Engineers: Design, execute tests, and report defects.
* Development Team: Fix issues identified during testing and provide necessary support.
* Project Manager: Coordinates between teams and manages overall project progress.

**16. Schedule**

* Test Planning: August 24 - August 30
* Test Case Development: August 31 - September 5
* Test Environment Setup: September 6 - September 8
* Test Execution: September 9 - September 20
* Defect Reporting and Re-testing: September 21 - September 30
* Final Review and Report: October 1 - October 5

**17. Planning Risks and Contingencies**

* Risk: Delays in test environment setup or availability of test builds.
* Contingency: Develop a buffer in the schedule and maintain close communication with the development team.
* Risk: High volume of defects affecting timelines.
* Contingency: Prioritize defect fixes based on severity and impact.

**18. Approvals**

* Test Plan Approval: To be signed by Test Manager and Project Manager.
* Test Completion Approval: Final report to be reviewed and approved by key stakeholders.

**19. Glossary**

* Unit Testing: Testing individual components or functions of the application.
* Integration Testing: Testing combined parts of the application to ensure they work together.
* System Testing: Testing the complete and integrated application system.
* Acceptance Testing: Testing to confirm that the application meets user requirements.