Claudio Test Report Final

1. Introduction

1.1 Purpose of application
Claudio aims to provide users a seamless and enjoyable listening experience when listening to their audio books on android devices.

1.2 General characteristics of the application
The application does not perform many or any major computations or calculations. Furthermore, it does not use a network connection in its current state.

2. Test environment

2.1 General description and prerequisites
All tests are done manually. Instructions on how to install the application can be found in the developer manual. As the application saves information on the device in form of .bookmark-files, it may be necessary to remove these after each test to ensure test consistency.

2.3 Hardware environment
The tests are run on the following devices:
- HTC Desire (HTC Bravo), 1GHz Qualcomm QSD8250 Snapdragon, 576MB RAM, 3.7" 480x800 WVGA Amoled

2.3 Software environment
2.3.1 Software used in the testing process
- Android 4.1.1 Jelly Bean
2.3.2 Software settings
Plain settings from fresh install. Snapshot disabled for virtual devices.

3. System information

3.1 System version
Claudio Final (tagged with 'release_FINAL')

4. Known bugs and limitations
- Selecting a track in the bookshelf UI does not select the correct track.
- Author is not set correctly when creating a book.
- Playback stops after the currently playing track finishes when switching out of the application.
- Duration of tracks in created books is not set correctly.
- Deleting the last book in the bookshelf results in a crash.
- The timer does not show each second as long.

- Sometimes when adding a book quickly the user will be sent to the home screen.
- Selecting tracks in the bookshelf UI does not update the color of the book they belong to.

5. Test specification

The documentation for the acceptance tests carried out can be found in Claudio Acceptance Tests v1.0.0.

6. Automatic test

6.1 Code coverage

Currently, the project development process does not feature any code coverage tools that measure the coverage of automatic tests. It should however be noted that the definition of done defines that tests should cover at least 50% of all submitted code.

6.2 Daily builds

The project is automatically built each day using an ant script file *build.xml* within the project folder. Results of this build are presented through a Sonar information report.

6.3 Unit test

The individual classes of the application are tested using JUnit 3. The testing occurs whenever new functionality is integrated into the application to ensure that no existing functionality is broken. It should be noted that the testing of view module components and multithreading, such as the fragment classes and the PlayerController class, respectively, are limited due to time constraints. The main goal of the acceptance tests is therefore to cover the functionality of these through manual tests.

7. Test report

The version of the application tested within this report can be found at the official git repository tagged with 'release_0.4'. The following color scheme is used to indicate the outcome of an individual test case:
- Passed
- Failed
- Not implemented

7.1 HTC Desire run (Android 4.1.1 Jelly Bean)

Test ID	Result	Comment
1a	Passed	
1b	Passed	
1c	Passed	

2a	Passed	
2b	Passed	
3a	Passed	
3b	Passed	
4a	Not implemented	
4b	Not implemented	
4c	Not implemented	
4d	Not implemented	
5a	Passed	
6a	Failed	Playback starts from the beginning of the track. Marked with issue #57.
7a	Passed	
8a	Not implemented	
8b	Not implemented	
8c	Not implemented	
8d	Not implemented	
8e	Not implemented	
8f	Not implemented	
9a	Not implemented	
9b	Not implemented	
9c	Not implemented	
10a	Passed	
10b	Passed	Results in a crash. Marked with issue #47.
10c	Passed	

10d	Passed	
11a	Passed	
12a	Passed	Does not pause until call has been answered, also does not pause for notifications.
12b	Passed	
13a	Failed	Playback continues, but only until the currently playing track finishes. Marked with issue #49.
14a	Passed	
15a	Passed	
16a	Passed	
16b	Passed	
17a	Not implemented	
17b	Not implemented	
17c	Not implemented	
17d	Not implemented	
18a	Not implemented	
19a	Passed	
19b	Passed	
20a	Passed	Does however only change the title to "NEWNAME", also, the title does not update in the bookshelf GUI until another update.
21a	Not implemented	
21b	Not implemented	
22a	Not implemented	
22b	Not implemented	

22c	Not implemented	
23a	Not implemented	
24a	Not implemented	
24b	Not implemented	
25a	Not implemented	
25b	Not implemented	
26a	Passed	By hitting the 'back' key the activities of this application should finish, and thus, the application is 'terminated'. There is, however, no "Quit" button, since this goes against Android guidelines.

(to 16b) Test result: 24 passed, 2 failed, 28 not implemented