ITD & APP

**Testing premise**

The client implementation of the project consists of an iOS (iPhone) application, buildable and runnable by means of XCode (Apple IDE), available only for Mac OS. We tested it only on the XCode emulator since the installation on a physical iOS device needed an Apple Developer account and some certificates (not provided by the developers and that we have not supposed to have). For this reason, we were not able to test some functionalities, such as the notification system and some map features because they are not available on the emulated system (as pointed out by the developers).

**Documents coherency**

As we observed, the first release of Travlendar+ addresses the majority of the goals and requirements discussed in the RASD. The remaining goals and requirements will be fulfilled in the second release. Following a list of goals and requirements for each release (see RASD for details).

First release:

* [G0][R1]
* [G1][R2][R3][R4][R5]
* [G2][R6][R7][R8]
* [G3],[G3.1][R9][R11], [G3.1.1]
* [G4], [G4.1][R15], [G4.2][R16], [G4.3][R17], [G4.3.1], [G4.3.2], [G4.4], [G4.6][R19], [G4.7][R20]
* [G5][R22], [G5.1][R21], [G5.2]
* [G6][R25], [G6.2][R23], [G6.3][R23], [G6.4], [G6.5][R24]
* [G7][R27][R28], [G7.1], [G7.2]

Second release:

* [G3.2][R14]
* [G3.2.1][R10]
* [G3.2.2][R12]
* [G4.5][R18]
* [G6.1]
* [G6.6][R25]
* [G6.7][R26]
* [G8][R31]
* [G8][R29][R30][R31]

**Installation instructions**

Despite the fact that some installation instructions to make the application work properly on a local server and DB have been provided in the ITD, the released application has been developed to work natively with a remote server. For this reason, after following the provided instructions we were not able to check whether the operations performed through the mobile application were successfully handled by the server or not because the instructions don’t specify that the released client accesses a remote server. Our question was: why are there instructions to install a local server if the application doesn’t access it?

Our doubt was clarified only after we contacted the developers, that told us how to modify a couple of lines in the source code (basically the server address) in order to make the client access the local server.

For the above mentioned reasons, we think that installation instructions could be clearer and more detailed.

**User experience**

Testing the app we found a minor bug in the selection of the end date for a new event: if a begin date is selected, when clicking on the end date field, the date is initialized to the previously selected start date and this is coherent because the ending date should be after the starting date. However, if the choice is confirmed by the user (without modifying anything), the displayed date in the end date field remains unchanged (it remains the old one, that may be before the start date, and not the updated one). This happens because the user, seeing the right date already selected, doesn’t change anything and the system maintains the previous date. However, this bug is not critical (i.e. weak security, memory leak, crash) but it may lead to a selection of incorrect data for the scheduled activity if the user doesn’t notice the problem and re-selects the correct date.

On the emulator, we experienced some crashes, for reasons that we were not able to understand because they didn’t appear to happen after any precise sequence of operations.