

Ali Babaei

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Testing

I created the RegisterActivity, HomeActivity, BuyActivity, SellActivity, and OfferActivity.

In RegisterActivity class I tested to see if the password is at least 6 characters and that they repeat the same password. I also made sure no one leaves email or password empty. Every time any of these tests fail, there will be a pop up with a string that explained what went wrong.

In the HomeActivity.class, the page is basically leads to other pages, so I didn't find it necessary to do any testing there.

In the BuyActivity.class, I did some similar testes as the RegisterActivity.class such as displaying error messages if any details that are supposed to give to the database is left empty. Also, when give the data to the database I put the code in a try and catch to display an error message if it fails to connect to database. This way we know where the program went wrong, and the app will not crash.

For the SellActivity.class, there were more testing. I had to use google API to get the latitude and longitude of the last location the user was in and using the FusedLocationProviderClient object I was able to find the country code in which the database needed to display all the orders in that country. There were lots of crashes for that one and sometimes the country code would turn null so after we received the country code I tried to display it just to see it is not null and put this entire prosses within a try and catch.

For the OfferActivity.class, I used the same tests as before and also, added new test to display the order id and user id to see that each offer is made for the right order.