

Functional & Performance Testing

Model Performance Test

Date	18 February 2026
Team ID	LTVIP2026TMIDS66199
Project Name	TransLingua: AI-Powered Multi-Language Translator
Maximum Marks	

Test Scenarios & Results

Test Case ID	Scenario (What to test)	Test Steps (How to test)	Expected Result	Actual Result	Pass/Fail
FT-01	Text Input Validation	Leave text input empty and click “Translate Now”	System should show validation error	Error message displayed correctly	Pass
FT-02	Source Language Validation	Do not select source language and click “Translate Now”	System should prompt user to select source language	Validation message shown	Pass
FT-03	Target Language Validation	Do not select target language and click “Translate Now”	System should prompt user to select target language	Validation message shown	Pass
FT-04	AI Translation Generation	Enter valid text, select source and target languages, then click “Translate Now”	System generates accurate translated text	Translated text generated correctly	Pass
FT-05	API Connection Check	Verify API key configuration and trigger translation	Gemini API should respond successfully	API response received successfully	Pass

FT-06	Same Language Handling	Select same source and target language and click translate	System should either show warning or return same text appropriately	Handled correctly	Pass
FT-07	Error Handling	Temporarily disconnect internet and attempt translation	System should show user-friendly error message	Error handled gracefully	Pass
FT-08	Output Display Formatting	Translate valid text and check display format	Translated text should appear clearly and properly formatted	Output displayed clearly	Pass
PT-01	Response Time Test	Enter valid text, select source and target languages, and measure translation response time	System should respond within acceptable time (< 5 seconds depending on API response)	Response time within limit	Pass
PT-02	Multiple Request Handling	Perform multiple translations consecutively without refreshing the page	System should process all requests smoothly without crashing	Handled smoothly	Pass