Test Plan for “Restful Booker” project

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1.0 INTRODUCTION

1.1. General information

This document describes the methods and procedures that will be used by the QA team in the functional testing process of the web application.

It is meant to be used as a manual during testing works.It describes the procedure of the testing process. The test plan is intended for project managers, product developers, and QA engineers.

The objective of the testing activities is to check functions and features of a software product developed for a web browser (Chrome).

1.2 Purpose

This Test Plan document for the A project supports the following objectives:

- Identify existing project information and software components to be tested.
- Recommendation and description of the testing strategies to be employed.
- Identify required resources and provide a test effort estimate
- List the test project deliverable elements.

The results of test execution will be sent to the customer as reports. All found bugs will be tracked using the Trello bug tracker.

2. Scope of project

2.1. Scope of web portal Testing of “Restful Booker” is in the scope of this test plan.

The following components and functions would be tested:

1. UI elements are visible at the home page.
2. Booking the room functionality.
3. Calendar functionality.

3. Work plan

The parties agreed to follow the next work plan:
1. Test plan preparation
2. Test plan approval
3. Functional testing and bugs reporting
4. Daily reports preparation
5. Final report preparation

4. Test Plan and Strategy

4.1. Functional testing

The objective of functional testing is to make sure that the whole software product works according to the requirements, and no significant errors appear in the application.

Functional testing is the most substantial part of software testing. It involves checking different aspects of the system. A software product must pass all the planned tests. Only in this case its quality can be assured.

Test Objective: Ensure proper target-of-test functionality	
Technique:	Execute each use case, use-case flow, or function, using valid and invalid data, to verify the following: ● The expected results occur when valid data is used. ● The appropriate error or warning messages are displayed when invalid data is used. ● Each rule is properly applied
Entry Criteria:	● The application construction is completed. ● The test engineers are dedicated. ● Necessary devices, instruments, and other equipment are acquired. ● Test environment is prepared, and the application is released to the test environment
Completion Criteria:	● All the planned tests are performed.

	● There are no show-stopping errors. ● All the errors of high priority and severity are fixed. ● The test results are evaluated, discussed and approved.
Special Considerations:	None

Participants: Olena Nesteruk

Methodology: Functional testing will be provided as API testing. Auto test scripts will be implemented.

4.2. UI Testing

UI Testing, also known as GUI Testing is basically a mechanism meant to test the aspects of any software that a user will come into contact with. This usually means testing the visual elements to verify that they are functioning according to requirements – in terms of functionality and performance. UI testing ensures that UI functions are bug-free.

Test Objective: Ensure proper target-of-test functionality	
Technique:	Execute each use case, use-case flow,the following: ● Ensure that elements are visible; ● Ensure that all buttons are clickable; ● The expected results occur when valid data is used. ● The appropriate error or warning messages are displayed when invalid data is used. ● Each rule is properly applied
Entry Criteria:	● The application construction is completed. ● The test engineers are dedicated. ● Necessary devices, instruments, and other equipment are acquired. ● Test environment is prepared, and the application is released to the test environment

Completion Criteria:	● All the planned tests are performed. ● There are no show-stopping errors. ● All the errors of high priority and severity are fixed. ● The test results are evaluated, discussed and approved.

Participants: Nadiia Patrusheva, Olesia Poliakova.

Methodology: Automated Selenium test scripts will be implemented.

4.3. Test Procedure

Test procedure assumes the following points:

- Reporting of found software bugs.

Various aspects of the tested software should be checked; this requires executing different testing types.

The main testing types that would be executed:

- Functional Testing (API testing)
- UI Testing
- Regression testing

During this test round the following types of testing will NOT be applied:

- Security testing
- Compatibility Testing
- Performance testing
- Accessibility

4.6. Bug Reports

Bug reports are created in order to provide the development team and the project managers with exhaustive information about the discovered defects. They must be helpful in determining causes of the errors and correcting them.

The information that is indicated in each bug report:

- the software product name;
- version number of the software product;

- the browser on which the tests were performed.

Each report provides the next information about the defect:

- summary, which is a short description of the problem;
- location of the defect in the software product;
- steps to reproduce the error;
- frequency of the defect occurrence;
- severity of the defect;
- additional information about the defect in the form of attached screenshots or video records.

Third party software will be used for reporting and maintaining discovered errors. The test team will log in that software all the defects that will be found during the testing process.

5. Resources

5.1. Tools

The following tools will be used for this project:

Name of process	**Tool**
Version control system	Github
Defect Tracking	Jira
Screenshots, reports	Allure report
Logging	Log file

5.2. The list of the browsers:

- Chrome

6. The criteria of quality

The product should operate in accordance with the requirements and the functional specification (if present). The product should not contain critical and blocking defects in the final version of the project.

7. Testing Process Risks

The next issues may influence testing works:

- changes and modifications of the software product that were not planned and discussed with the test team beforehand;
- changes in the software requirements that were not discussed with the test team beforehand;
- delays in correcting/fixing errors;
- delays in delivering new builds to the test team.

8. Test Team Expectations

The test team must be provided with valid, updated documents during the whole testing process. All the required equipment, instruments, devices and software must be acquired and prepared before the beginning of the testing process. All show-stopping errors must be corrected as soon as possible. Release notes should be added to each software release to the test team. The note must explain which elements, functions and features were added to the program and how these additions affect the software. The developers should correct all the errors in the software modules before releasing a new version.

9. Responsibilities of Test Team Members:

- Create the initial test designs.
- Write the scripts.
- Report the results.

10. Deliverables

- Test Plan.
- Check list.
- Road map.
- Automation test scripts.
- Test Summary Reports.
- Bug reports.

11. Approvals

Pavlo Mryhlotskyi