**[TESTING]**

As we are getting close to the end, testing is a top priority now. Throughout the development process, we used several kinds of testing – mostly functional, though. That’s because we just needed to make sure that a certain function works without too much care for UI or other components. Last time Milad and Nadia were talking about storing on different GitHub branches – it was it, we separated the parts of the app. Now it is very different, when we are putting everything together. At this point, we need to make all the features compatible, secure the user data and style the UI.

We are using both emulators and simulators. Physical devices help us create the real-world conditions and see how the app works outside of sandbox environment. Me and Nadia both have Android phones, hers being older and less powerful. We used it to check the backwards compatibility and make sure the app works fine with previous versions of Android. Mostly, we tried to manually break (not Nadia’s phone, the app), as Android studio automatically includes some tests in the project. That we did previously in the simulator – it was enough.

The only issue is that we can’t deploy to target users yet, so we rather motivate ourselves to get in shape. Jokes aside, Nadia might be able to find someone who’d be willing to test the app.

The changes we made in UI didn’t require much testing – we just ran the app and, as I said before, tried to break it. But the changes themselves were significant – I’ll let Nadia talk about it.