



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA

Testing Report

Compiled By

Nkosinathi Mothoa - u12077420

Nkosenhle Ncube - u13247914

Nathan Ngobale - u15110045

Kamogelo Tsipa - u13010931

1 Overview Tests

1.1 Ad-hoc Testing

1.1.1 Description

Ad-hoc testing is software testing which can be performed by any stakeholder without any formal planning or documentation. The person carrying out the tests has a good understanding of the domain and workflows of the software and aims to break the system with tests intended to be run once only, unless a defect is discovered.

1.1.2 What is being tested

The Post Module is responsible for all the Post related parts of the software which include being able to CRUD a message within the forum with certain features restricted based on the user's status.

Use Cases to be tested

Import: Import code which forms part of the post.

Admin: Move a post to a higher level.

User: Get recent posts from subscribed threads.

1.1.3 Results after testing

1.2 Accessibility Testing

1.2.1 Description

Accessibility testing is a subset of usability testing, performed to ensure that the software can be usable by people with disabilities like hearing, colour blindness and other disadvantaged groups.

1.2.2 What is being tested

The User Interface has to be usable by people with disabilities. It has to account for different font sizes for people who are visually impaired, with text that is concise and readable.

Use Cases to be tested

User: Increase font size

User: Change background colour

1.2.3 Results after testing

1.3 Acceptance Testing

1.3.1 Description

Acceptance testing is software testing where the system is tested for acceptability. The aim is to evaluate the system's compliance with the business requirements and assess whether it is acceptable for delivery. Acceptance tests are documented at the beginning of the requirements and design phase and help identify problems which unit or integration tests might have missed.

1.3.2 What is being tested

The Gamification Module is responsible for creating a gamifying factor which encourage users to interact and progress their status within the system.

Use case to be tested

Admin: Provide business rules for gamification

User: Create a bounty for a post

1.3.3 Results after testing

1.4 Integration Testing

1.4.1 Description

Integration testing is software testing in which individual subsystems are combined and tested as a group, in multiple ways. The aim is to determine problems and defects with the interfaces, among program components, before the system is put through real-world execution.

1.4.2 What is being tested

1.4.3 Results after testing

2 API Testing

2.1 Type of testing technique applied

2.1.1 Black-Box Testing

We choose to use Black-Box testing within the unit tests of the Buzz system because it allowed us to test the functionality and behaviour of each module.

2.2 Unit Tests

2.2.1 User Interface

2.2.2 Users Module

Use case tested:

- Add user to database
- Retrieve information for a specified user
- Update user information
- Delete user from database

2.2.3 CSSStatus Module

-

2.2.4 Notification Module

-

2.2.5 Post Module

-

2.2.6 Authorization Module

2.2.7 Gamification Module

3 Non-functional Requirements Tested

4 Evaluation of Test Cases