**Testing Procedure**

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Testing is a crucial phase in the software development lifecycle that helps ensure the quality, reliability and functionality of a software product. Testing process involves systematically evaluating a software application to identify defects, verifying of meeting specified requirements, ensuring it functions as intended.

Following are some basic testing fundamentals:-

**Functional Testing:**

* To ensure all links, buttons, forms, and navigation work correctly.
* Testing individual units or components in the software.
* Verifies the interactions between different components.
* Verify that users can log in with valid credentials.
* Check for password recovery/reset functionality.
* Add, edit, and delete player profiles.
* Create new cricket teams and assign players to them.
* Create and schedule fixtures for matches.
* Input and calculate match scores based on predefined rules.
* Generate player and team statistics based on match performances.
* Test different user roles (e.g., admin, coach, player) to ensure appropriate access levels.
* Test the software on different devices and browsers to ensure compatibility.

**Compatibility Testing:**

* Test the software on different operating systems commonly used by your target audience (e.g., Windows, macOS, Linux).
* Test the software on different web browsers such as Google Chrome, Mozilla Firefox, Safari, Microsoft Edge, and others.
* Verify the compatibility of the software on various mobile devices (phones and tablets) with different operating systems (iOS, Android).

**Test Planning:**

* Identify test strategy and objectives.
* Create detailed test cases and scenarios that cover various aspects of the system.
* Prepare data set for testing data, training data .
* These data set may include sample user accounts, booking information and other relevant data needed.