**Testing Result**

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| **Test Plan** | **Test Description** | **Expected Result** | **Actual Result** |
| **Android Application** | | | |
| 1.1 | Users should be able to login with correct username, password and security code. | After inputting correct login details, the app should login to the profile page and present correct information. | loginSuccess.PNG |
| 1.2 | Incorrect login username, password and security code must not be allowed access to any further part of the application. | An error message telling the user to re-enter login username, password and security code will be shown. |  |
| 1.2.1 | Blank username | An error message telling the user to enter login username will be shown. | LoginUsernamelank.PNG |
| 1.2.2 | Blank password | An error message telling the user to enter password will be shown. | LoginPasswordBlank.PNG |
| 1.2.3 | Blank security code | An error message telling the user to enter security code will be shown. | SecurityBlank.PNG |
| 1.2.4 | Incorrect username or password | An error message telling the user to re-enter login information will be shown. | loginWrong.PNG |
| 1.2.5 | Incorrect security code | An error message telling the user to re-enter security code will be shown. |  |
| 1.3 | Google Play service should only be allowed to use when the user choose to. | Users who choose not to use Google account to login to the Google Play service will have no access to some functionality like achievements and leader board, and these functionality will be disabled. |  |
| 1.3.1 | Users can choose to login to google account or not | After user logged in to profile page, the app will not connect google account unless the user click ‘sign into google play’ button. | NotSigninGoogle.PNG |
| 1.3.2 | Users can choose to login to google account and get access to achievement and leader board | After clicking the ‘sign into google play’ button and logging into google account, users can connect google play account with the app, and two more buttons will be shown to access achievements and leader board |  |
| 1.4 | The app should log out automatically after five minutes inactivity | After five minutes inactivity, the user should be logged out automatically to the login page, and a logout message should pop up. | LogoutTimeout.PNG |
| 1.4.1 | The app should log out normally if user uses the logout button in the menu | A dialog should pop up with two choices; if YES the app should logout; if NO the app should return the last page | logout.PNG |
| 1.5 | User should be able to pull nearest Lloyd Bank ATMs and branches | The ATMs and branches should be pulled in and displayed via Google Maps allowing the user to use its interface to navigate to the ATM or branch. |  |
| 1.5.1 | If the location service is disabled on the phone, then user cannot use finding ATMs and branches services | An error message should be shown to inform that the location service is disabled |  |
| 1.5.2 | Use city name to find ATM | search ATMs in York |  |
| 1.5.3 | Use post code to find ATM | Search ATMs using postcode ‘NE1’, should show all the ATMs in these area |  |
| 1.5.5 | Use post code to find branches | Search branches using postcode ‘NE1’, should show all the branches in these area |  |
| 1.5.6 | Use city name to find branches | Search branches using city name ‘York’’, should show all the branches in these area |  |
| 1.6 | Graphics should render properly regardless of device’s screen size and should be appropriately proportionate in portrait mode. | On large scale devices, the graphics and layout should render so that the components scale to the larger screen size. And on smaller screen sizes the components should adjust so that they do not overlap each other. |  |
| 1.6.1 | Use Nexus S 480 x 800 resolution | The main content should be rendered properly and user should be able to scroll up and down to view the whole page | screensize4.PNG |
| 1.6.2 | Use Galaxy Nexus 720 x 1280 resolution | The main content should be rendered properly and user should be able to scroll up and down to view the whole page | screensizeGN.PNG |
| 1.6.3 | Use Nexus 6  1440 x 2560 resolution | The main content should be rendered properly and user should be able to scroll up and down to view the whole page | screensize6.PNG |
| 1.7 | Transactions should correctly update the information stored in the web backend. | If a user does have enough funds then the transaction will proceed as normal and will update on the backend. |  |
| 1.7.1 | Before transaction | The current account balance should be 0 | transacBefore.PNG |
| 1.7.2 | Making transaction | Making transactions to another bank account with correct info | trasacPre.PNG |
| 1.7.3 | After transaction | After making transaction, the current account balance should be -10 | TransacAfter.PNG |
| 1.8 | Transactions that have erroneous transfer details should fail with a warning to be aware in the future. | If the user attempts to enter some transaction with erroneous data then an error message must be shown and the transaction will be aborted. |  |
| 1.8.1 | Blank account number | An error message telling user to enter the account number will be shown. | payment1.PNG |
| 1.8.2 | Incorrect account number which is less than 8 digits | An error message telling user to re-enter the account number will be shown | payment2.PNG |
| 1.8.3 | Blank sort code | An error message telling user to enter the sort code will be shown. | payment3.PNG |
| 1.8.5 | Incorrect sort code which is less than 6 digits | An error message must be shown | payment6.PNG |
| 1.8.4 | Blank amount number | An error message telling user to enter the amount number will be shown. | payment4.PNG |
| 1.8.5 | Wrong transaction information | An error message must be shown and the transaction will be aborted. | paymentFail.PNG |
| 1.8.6 | Erroneous transaction amount (more than the available funds in the account) | An error message must be shown and the transaction will be aborted. |  |
| 1.9 | Transfer that have erroneous transfer details should fail with a warning to be aware in the future. | If the user attempts to enter some transfer with erroneous data then an error message must be shown and the transfer will be aborted. |  |
| 1.9.1 | Blank amount information | An error message must be shown | transferblank.PNG |
| 1.9.2 | Erroneous transfer amount (more than the available funds in the account) | Transfer should fail with a warning to be shown | transferInsuff.PNG |
| 1.9.3 | Only one bank account cannot make transfer | An error message will be shown. | transferFail.PNG |
| 1.10 | Transfer should correctly update the information stored in the web backend. | If a user does have enough funds then the transfer will proceed as normal and will update on the backend. |  |
| 1.10.1 | Before transfer | Before transfer, current account balance is -10, savings account balance is 0 | TransacAfter.PNG |
| 1.10.2 | Making transfer | Transfer 20 pounds from savings account to current account | transferMoney.PNG |
| 1.10.3 | After transfer | Current account balance should be 10, and savings account balance should be -20 | TransferAfter.PNG |
| 1.11 | Account Information Page should present correct account information | The account information page should present the account username, account number, sort code, balance and available funds | accountInfo.PNG |
| 1.12 | Transaction History page should present correct transaction history information, and the expandable list should be working properly |  |  |
| 1.12.1 | If there is no transaction history, then | There should be a message telling user no transactions history to be shown | noTransac.PNG |
| 1.12.2 | The transaction history should show all the income and outgoing transactions | The transaction history page should present all the transaction history in expandable lists, and red arrow for incoming money, and green arrow for outgoing money | transactionhis.PNG |
| 1.13 | Notification page should present all the notification received from backend | All the notifications that received so far and not yet discarded by user should be shown |  |
| 1.13.1 | The backend website should be able to send notifications to the user | sendNotification.PNG | |
| 1.13.2 | The notification from website backend should be received by user | The notification page in the app should show the latest notification | receiveNotification.PNG |
| 1.13.3 | The notification from website backend should be received by user | The broadcast receiver should receive the notification as well | notificationBroadcast.PNG |
| 1.14 | Feedback page should be working if a feedback is submitted |  |  |
| 1.14.1 | Fill the feedback form | The rating star and text area should be working properly | feedbackFill.PNG |
| 1.14.2 | If the feedback is not completed, it cannot be sent | An error message will be shown | Feedbackfail.PNG |
| 1.14.3 | Submit the feedback form | A submit success page will be shown | feedbackfinish.PNG |
| 1.14.4 | Receive feedback form in team e-mail box | The team email box should receive the message and should be the same as the feedback | FeedbackSuccess.PNG |
| 1.15 | Setting page should be able to change the notification, weekly email etc. |  | Setting.PNG |
| 1.16 | Health system |  |  |
| 1.16.1 | The goal setting page should present goals correctly | Same as description | setGoal.PNG |
| 1.16.2 | The health page should show the correct health score and all the progress for each goal | Same as description | health.PNG |
| 1.17 | Google Play services | Most functionality are provided by Google Play services |  |
| 1.17.1 | Achievement page using Google Play services | The Achievement page should show all the achievement progress | achievementPage.PNG |
| 1.17.2 | Leader board using Google Play services | The Leader board page should show all the leader board information | leaderboardPage.PNG |
| 1.18.1 | The other product page should show a website page of Lloyds bank | Same as description |  |