Software Engineering Group Project
Testing Report

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CONTENTS

1. INTRODUCTION

1.1 Purpose of this Document

This document contains the results after carrying out the testing documented in the Test Specification. This document contains 2 tables. The first containing successful tests and the second containing any failed tests.

1.2 Scope

The Testing Report aims to document all tests that are to be performed on the application produced during the software engineering module. Containing all relevant information that enabled the test to result in either a pass or fail.

1.3 Objectives

The objective of this document is to contain the results of all produced tests. The result should contain a Boolean statement of either pass of fail. The result of the test should also include details relevant to the success or fail.

2. TESTING

2.1 Successful Tests

Test	Result
SE-F-001	PASS - Data is loaded into the dictionary object and a list of words in a scrollable format appears on the GUI for the user in alphabetical order.
SE-F-002	PASS – Data is sent to the practice list
SE-F-003	PASS – Data is verified to make sure it's not the same and is sent to the practice list
SE-F-004	PASS – System does not duplicate words and instead sends words to practice list
SE-F-005	PASS – System adds words with nothing in them into the practice list creating blank records. This test does pass when working specifically on a dictionary and not the whole base application class. This is caught on the front-end of the system after proper implementation.
SE-F-006	PASS – The dictionary loads as an empty data store (Not a 'null') when initialised
SE-F-007	PASS – GUI changes to reflect different language search but isn't made obvious to the user
SE-F-008	GUI Test – PASS – The application holds onto the search parameter and shows valid responses in welsh
SE-F-009	PASS – The Tree maintains structure between two separate instances of it
SE-F-010	GUI Test – Pass – The application successfully adapts to the search parameters and changes the required scroll bar based upon the volume of possible matches
SE-F-011	PASS – System displays possible other sequence of characters containing 'Add' in front.
SE-F-012	PASS – System displays no words found
SE-F-013	PASS – System doesn't remove whitespace around ' Add ' on the back end. This is caught on data-entry checks on the front-end of the system.
SE-F-014	PASS – System displays error message because no word matches 'Addenism'
SE-F-015	PASS – The dictionary successfully searches for the word "add" in the dictionary and returns the expected responses

SE-F-016	PASS - The dictionary successfully searches for the word "ab" in the dictionary and returns the expected responses
SE-F-017	GUI Test – PASS – The application successfully switches from English to welsh for its search language and updates the GUI with the relevant responses
SE-F-018	GUI Test – PASS – The application successfully switches between welsh and English for its search parameter and updates the GUI with the new relevant responses
SE-F-019	GUI Test – PASS – The application successfully adds a word to the practice list and removes it from the main dictionary display section
SE-F-020	GUI Test – PASS - The application successfully removes a word from the practice list and adds it from the main dictionary display section
SE-F-021	PASS – Valid word is successfully added to the dictionary and is
SE-F-022	PASS – The word still ends up in the dictionary despite proper catching. This is caught on front-end checks of the application.
SE-F-023	PASS – The information is added to the practice list but can be taken to the dictionary when removing the word from the practice list
SE-F-024	PASS – The information is still added to the practice list on the back-end. This is caught on front-end integration of the application.
SE-F-025	PASS – The newly added words always show up in the practice list
SE-F-026	PASS – User cannot remove words from the dictionary, only the practice list
SE-F-027	PASS – User is able to write long strings of text into the text boxes which then gets input into the practice list. This is handled on front-end implementation and has a character limit of 50.
SE-F-028	PASS – The user is able to enter numbers when adding new words on back-end Junit Testing. This is caught on the front-end implementation.
SE-F-029	PASS – The application does not stop the user from entering special characters when adding new words on back-end testing. This is caught on front-end implementation and passes.
SE-F-030	PASS – The newly added verb isn't prefaced by 'to'
SE-F-031	PASS – System doesn't preface word
SE-F-032	PASS – User is able to tell if a word is masculine or feminine
SE-F-033	PASS – Information user entered is not saved after reloading the application. This fails for JUnit Testing without a proper closing statement. This passes completely on front-end implementation and testing.
SE-F-034	PASS – Flash cards are correctly produced for English words
SE-F-035	PASS – Flash cards are correctly produced for Welsh words
SE-F-036	PASS – Multiple Choice tests are correctly produced for English words
SE-F-037	PASS – Multiple Choice tests are correctly produced for Welsh words
SE-F-038	PASS – Alternative answers vary from test to test
SE-F-039	PASS – No answers are duplicated
SE-F-040	PASS – No alternative meanings are produced
SE-F-041	GUI TEST - PASS – Translate Word test is correctly produced for English words and returns correct
SE-F-042	GUI TEST - PASS – Translate Word test is correctly produced for English words and returns incorrect

SE-F-043	GUI TEST - PASS – Translate Word test is correctly produced for Welsh words and returns correct
SE-F-045	GUI TEST - PASS – Translate Word test is correctly produced for Wels words and returns incorrect
SE-F-046	GUI TEST – PASS – Inputting blank returns incorrect
SE-F-047	PASS – The system correctly produces match words quiz
SE-F-048	PASS – The words are jumbled up
SE-F-049	PASS – When less than four words throws NullPointerExeption
SE-F-050	PASS – The system correctly produces a ransom set of tests
SE-F-051	PASS – Tests are sufficiently random
SE-F-052	GUI TEST – PASS – Test score increases when a test is solved
SE-F-053	GUI TEST – PASS – Test score is totalled when all tests are over
SE-F-054	PASS – Match Words quizzes do not appear when practice list contains less than four words.

2.2 Failed Tests

Test Reference	*Explanation*
SE-F-023 – SE-F-033	These tests have not been properly tested with Junit code. Spikework was produced but not tested on the complete version of the program due to the Junit being unfinished. Visual GUI testing passed every test by running the program, but it cannot be certain that everything works without Junit tests.

REFERENCES

[1] Software Engineering Group Projects – Producing a final report / 2.2 (Release) - C. J. Price

DOCUMENT HISTORY

Version	CCF No.	Date	Changes made to document	Changed by
0.1	N/A	27/04/2020	Document creation and initial data entry	BID1
0.15	N/A	28/04/2020	Document update to include all tests for Functional Requirements 1 - 4	MAC127
0.2	N/A	30/04/2020	Document update to include all tests for Functional Requirements 8-10	LAB54
0.3	N/A	30/04/2020	Document update to include the final tests in the document	BID1
0.4	N/A	01/05/2020	Alterations of Tests and completion of test notes ready for QA review	MAC127
0.5 (Draft)	N/A	04/05/2020	Inclusion of footnote regarding Tests 23 - 33	MAC127
0.6 (Draft)	N/A	05/05/2020	Finalisation of document.	SHW30
1.0	N/A	05/05/2020	Addition of introduction section.	MAL102