MASTER TEST PLAN

1. TEST PLAN IDENTIFIER: OGHBS_KGP_1.0

2. REFERENCES

None Identified.

3. INTRODUCTION

This is the Master Test Plan for the Online Guest House Booking System (OGHBS). This plan will address only those items and elements that are related to the online guest house booking process, both directly and indirectly affected elements will be addressed. The primary focus of this plan is to ensure that the new application is error free and provides the same level of information and features as the current offline system while allowing for improvements and increases in data acquisition and level of details available.

The project will have Unit testing and manual GUI testing. We will be performing Unit Testing to cover all the major features and generate a report of the performance of our system. The system will pass if the output matches with the golden output for all the test cases.

The estimated timeline for this project includes design and in two weeks, implementation in one week and testing in one week days.

4. TEST ITEMS

The following is a list of the items to be tested:

A. User Functionalities

   a. Login and Registration

   b. Booking and Payment

B. Manager Functionalities

   a. User Verification

C. System Functionalities

   a. User Authentication before login

   b. Store visitors' details

       c. Check room availability

       d. Confirm booking

5. FEATURES TO BE TESTED

The following is a list of the areas to be focused on during testing of the application.

A. Registration process and verification of user data.

B. Login system and security of login process.

C. Searching rooms by dates

D. Display room availability in given week

E. Food option selection

F. Sorting rooms based on total price

G. Computation of room prices and factoring food prices

H. Maintaining and updating room status

I. Booking confirmation and Payment System

J. Waiting queue for rooms

K. Feedback system

6. APPROACH

6.1 Testing Levels

The testing for the Online Guest House Booking System project will consist of Unit and GUI Testing.

UNIT Testing will be done by the development team. In this, we test every class that is implemented. We test all the major functionalities of each class to ensure that it gives the correct golden output every time.

GUI Testing (Manual) will be performed by the Development team using the scenarios provided in the Test Suite. The steps given for the testing are followed to enter the particular state of the system and then the Output/Response from the system is verified against the expected Output/Response. The testing is done manually to verify

that the on screen interface provides the correct response. It tries to cover all possible edge cases in the functioning of the system.

Finally a Test Report is prepared for all given scenarios and specifies whether the system behaved within testing limits along with a PASS/FAIL result.

6.2 Test Tools

A. Unit Testing is done by using separate functions for each class.

B. GUI Testing is done manually.

6.3 Measures and Metrics

The system performance is measured by a pass fail system. The criteria for which is defined later.

7. ITEM PASS/FAIL CRITERIA

The pass/fail criteria is checked by comparing the system output to the golden output. If the output matches to the golden output then the test passes otherwise it fails.

8. TEST DELIVERABLES

Test Plan

Test Suite with test scenarios and golden output

Test report

9. ENVIRONMENTAL NEEDS

The following elements are required to support the overall testing effort within the Online Guest House Booking System project:

A. Access to production and development server to host the website
B. Access to an online database to store the information.
C. A desktop / laptop device to run the system tests.

10. SCHEDULE

Time has been allocated within the project plan for the following testing activities.

After designing the Test Plan for the system, one week time is given for implementing the system and finally one week time is given to carry out the tests and generate the test report.