
Test Plan

Web Chat Client with Chatbot

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Team 8

Atul Aneja, Jalaleldeen Aref, Tarang Khanna, Wyatt Larkey, and Joel Van Auken

Design Inspection

Product	Chatbot Design Inspection
Date	3/2/2017
Author	Chatbot Team (Team 8)
Moderator	Wyatt Larkey
Inspectors	Atul Aneja, Tarang Khanna, Joel Van Auken, Jalal Aref
Recorder	Wyatt Larkey

Defect #	Description	Severity	How Corrected
01	Layout of UI elements spread out and requires scrolling to see all of it, can't see all of the UI in one web page window.	3	Changed layout of elements in UI for ease of use. (user count at top of page, sidebar used for room selection)
02	UI is not consistent across browsers, It will display correctly in Firefox on one laptop, but won't look correct on another laptop running Chrome	2	Changed CSS to generate dynamic sizing for windows so that it looks correct on all popular browsers.

03	Available rooms list updates correctly, but the buttons don't do anything	3	Dynamically update button functions to take user to correct location.
04	Using POSTs were proving to be difficult and slow for the means of a chat room application.	1	Changed to use socket programming for faster communication with server.
05	Notification above message window is grammatically incorrect (space missing)	3	Corrected spelling and spacing issues.
06	Room select buttons don't switch the current chat room.	1	TODO correction, still debating on how to have server handle number of available rooms.

Code Inspection

Product	Module Code Inspection
Date	3/2/2017
Author	Chatbot Team (Team 8)
Moderator	Wyatt Larkey
Inspectors	Atul Aneja, Tarang Khanna, Joel Van Auken, Jalal Aref
Recorder	Atul Aneja

Defect #	Description	Severity	How Corrected
01	Method we were using to update the list of available rooms was not working as expected (POST).	1	We now use socket.emit to update lists on our UI.

02	Function addMessage() in script.js. A link sent by a user was not being made clickable for the same user that sent it. Even though other users were able to click the link.	3	Regex code to make message links clickable was put in "if(currentUser != name)", so the current user who sent the link was not able to get the clickable link. Fixed by moving the regex code before the if.
03	Function addMessage() in script.js. Could make Https links clickable but not ftp links.	2	Regex code to make message links clickable did not have "ftp" argument. Added "Ftp" by adding this to regex: "(https?!ftp file)", so it can detect https, ftp and file links.
04	function sendMessage(user, message, emotion) in database.js. Message sending to wrong room.	1	currentRoom is used to send the message to the right room, currentRoom was not getting updated when a user enters a new room. So updated currentRoom in function enterChatroom(room, func).
05	Function getAllRooms() in script.js Always prints 5 room buttons even if that is not the amount of rooms available		Server.js determines how many rooms are available and will send string of appropriate html back to UI via use of socket.io.

Unit Test Inspection

We automated our unit testing using a Python module called "unittest": A unit testing framework.

Product	Module Unit Test Inspection
Date	3/2/2017
Author	Chatbot Team (Team 8)
Moderator	Wyatt Larkey
Inspectors	Atul Aneja, Tarang Khanna, Joel Van Auken, Jalal Aref
Recorder	Atul Aneja

Defect #	Description	Severity	How Tested
1	Unit test for getAllRooms() in script.js to place a list of buttons, one for each available room.	1	Automated testing method to make sure that the correct buttons are placed in the UI and they are linked correctly to respective rooms. (TODO QUnit)
2	Unit testing for drawHud() in script.js places buttons for user to logout or create new room.	1	Automated testing method to make sure that buttons create rooms successfully. (TODO QUnit)
3	Unit testing for reloadRooms() in server.js to return valid number of rooms, as well as their IDs using io.socket.emit	1	Automated testing method to make sure that we report the correct number of rooms and that they are available for a user to join. (TODO QUnit)

4	Unit testing for reload setRoom() in server.js for initializing new rooms on the server side.	1	Automated testing method to make sure initialized rooms are created correctly given specifications. (TODO QUnit)
5	Unit testing for machine learning neural network. Checking if we got predicted output type as a string.	2	Automated method in unit testing framework: "testPredictionTypeN N". Checking type of returned result from Neural Network prediction.
6	Unit testing for machine learning neural network. Checking if we got predicted results (buy/sell) for x days if we asked for x days predicted results.	2	Automated method in unit testing framework: "testPredictionTimeN N". Checking length of predicted results list to see if we got result for x days.