

Manual testing Gallery App

- I would start the approach to testing this application with a visual overview, checking the links, the overall appearance of the application and what impression it leaves on the end user.
- I estimate that testing the quality of this application requires one Junior tester, no longer than a few hours of work. He will need photos of different sizes, he must use texts in which he will use lowercase and uppercase letters, various characters to see if the application accepts all types of characters.
- The main functionalities of the Gallery are that the user can log in to the application, browse images in the gallery, create their own gallery, edit their galleries, comment on photos and log out of the application.

- Types of testing I would use:

Smoke test

I would check the existence of all expected functionalities, the existence of each field on the screen, whether the expected behavior of the system is obtained when valid data is entered into them, as well as what happens when invalid data is entered into them.

Functional testing

I think that with this technique I could find errors in incorrect or missing functions, errors in the interface, errors in performance.

Usability testing

I would test the usability of the software from an end user perspective. It is important to check whether all users can easily and simply use the Gallery App on different operating systems and platforms (Android, iOS, Web, desktop).

Regression testing

I would use this testing technique in case some changes are made to the application.

I suggest this order of testing:

- Smoke test
- Functional testing
- Usability testing
- Regression testing

I would try to keep the coverage and scope of testing as high as possible, to test as much functionality as possible in the shortest possible time interval, and to examine all critical points of the application.

I'll try to estimate the testing time. If we take into account that the tester is on junior level, for example that the level of urgency is medium, I estimate that for Smoke testing it would be 1 hour, for Functional testing 2 hours, Usability testing 2 hours, and Regression testing 1 hour, a total of 6 hours.

