Harmony

Test Result Reports

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Task Matrix:
Yankı Yağız Ozan: Worked on automated tests and results.
Ege Azca. Ali Doğan Çamur, Savaş Solak: worked on the manual test and the app interface

TEST RESULTS OVERVIEW:

- In the automated tested we used Espresso which is googles testing library for android developers. This library was imported to the code to test some of the functions.

- Map functionality test

  - This apps map functionality was tested manually due to complicated steps.

  - Whenever a new user enters the app and log in with their Spotify the app displays the users location on the map and also on top of their locations what they are currently listening to is displayed. This was tested with multiple devices by downloading the apk of the application and changing locations and music on the app. These test were successful. The app was able to update the location and the current playing music.

  - Maps zoom in and out functions were also tested. This test was also successful

- User-Friendly Interface

  - The app was designed to have a clear display for the user and smooth transitions between segments.

  - The first screen is the log-in screen. You can login to the app with the "Google Log-in" button which is clearly shown with the buttons text.

  - After the log in screen the Spotify log in screen is displayed. In this segment the user should link their Spotify to the application by clicking the "Spotify Sign-in" button.

  - And finally the map screen. In this screen there is a map and 3 buttons at the bottom. The map shows your location and the other users location and also the current music that they are listening to right now
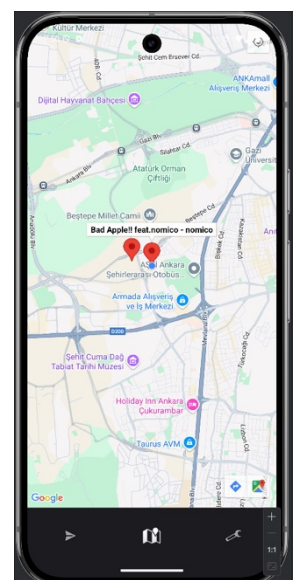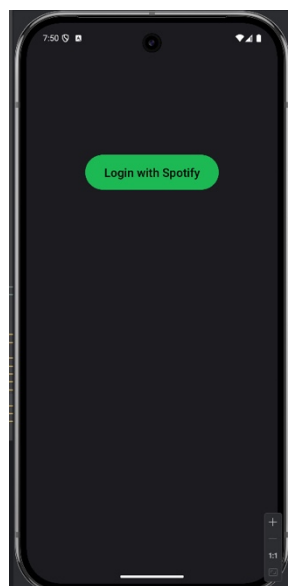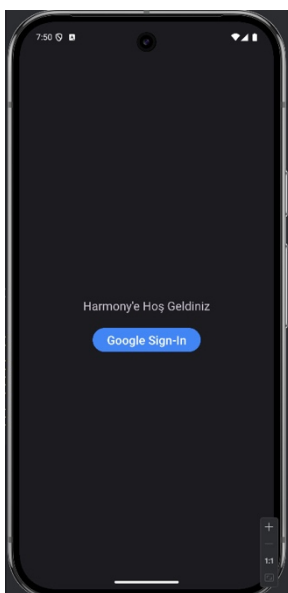
- LoginActivity's button and signIn methods were tested with LoginActivityTest

    o testGoogleSignInButton(): The button test passed and it does open the log in screen

    o testSignInFailure(): This test shows whether if the SignInFailure fails or not. If it fails the "sign-in failed" should be displayed if success the mail and the google user name should be displayed in our test it can't log in so the "sign-in failed" text is displayed correctly. This test also passes.

    o testSignInFailure(): This test shows if the log in was successful or not. In testing our test keeps trying to log in so its. This test shows that after the clicking to "google log in" button a manual touch is needed to get through the next screen. This test problem can also be solved with creating mockitos for GoogleSignIn objects but due to private method complications it was not achievable

- SpotifyLoginActivity's login activity and authorization response was tested with SpotifyLoginActivityTest

  - testOpenSpotifyLogin(): Test and clicks on the Spotify log in button and after click it should send the tester to testHandleAuthResponse_Success(). The test can be directed to this method so this test succeeds.

  - testHandleAuthResponse_Success(): This test check is our application if it can get the authorization response for us to fetch the wanted data from spotify or not. This test secceeds.

  - testHandleAuthResponse_Failure(): This test checks if the right display is displayed if an unsuccessful entry was done however this test causes and unexpected crash due to not being able to create Mockito because of private method complications. This could have been overcome with powerMockito or other Mockito types that can overcome these complications.
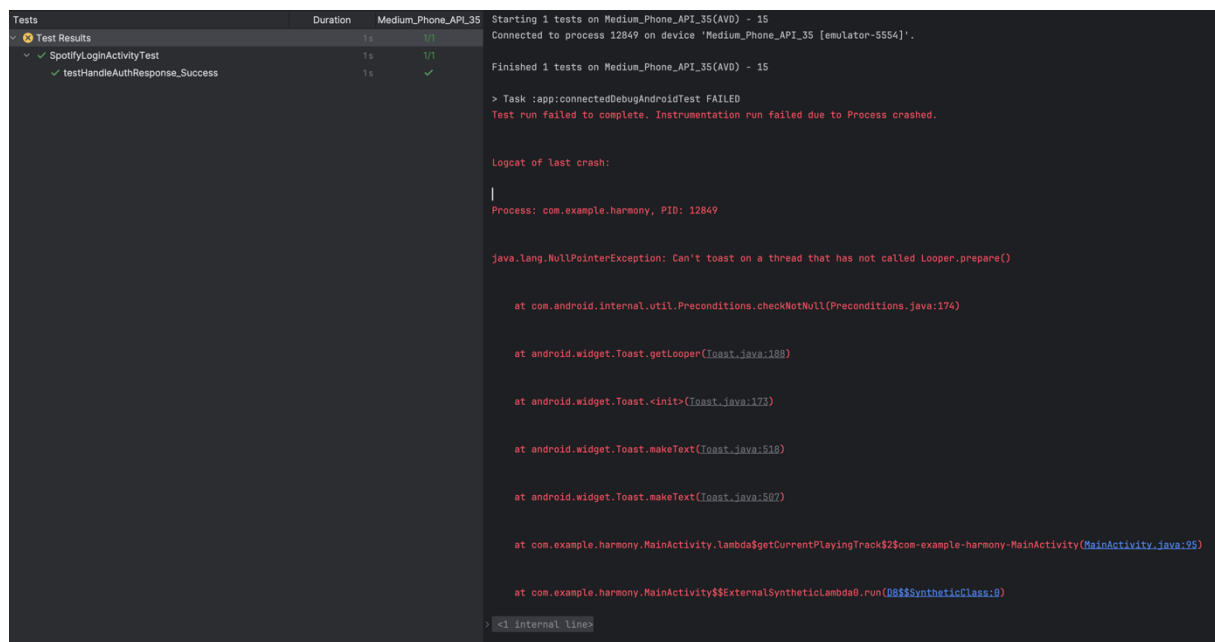
Tests	Duration	Medium_Phone_API_35
⊗ Test Results	1 s	1/1
✓ SpotifyLoginActivityTest	1 s	1/1
✓ testHandleAuthResponse_Success	1 s	✓

```
[Incubating] Problems report is available at: file:///Users/yankiozan/Desktop/Harmony2%202/build/reports/problems/problems-report


FAILURE:
Build failed with an exception.




* What went wrong:


Execution failed for task ':app:connectedDebugAndroidTest'.


>
There were failing tests. See the report at: file:///Users/yankiozan/Desktop/Harmony2%202/app/build/reports/androidTests/connecte



* Try:


>
Run with
--stacktrace
 option to get the stack trace.


>
Run with
--info
 or
--debug
 option to get more log output.
```