**Ticket Buying Software Test Document**

**1. Introduction**

This section describes the basic situation and requirements of the test, including the purpose of writing, project background and terminology.

**1.1 Purpose of writing**

Establish a plan for software testing, as a reference for software testing implementation.

**1.2 Project Background**

As movies become more and more popular among people, the frequency of people's buying ticket online has increased dramatically in recent years. The increase of demand has led to the requirement of developing a ticket buying software. So developers hope to develop a software for people who want to buy movie ticket online.

**1.3 Terminological Definitions**

Terms mentioned in this document are defined in accordance with GB/T11457.

**2. Summary of Tasks**

This section describes the testing objectives, testing environment, basic requirements of the software, as well as testing conditions and limitations.

**2.1 target**

It can basically realize the basic functions of user registration, modifying order information, deleting order information, querying order information and so on.

**2.2 Test Environment**

Hardware environment: omitted;

Software environment: Android studio

**2.3 Summary of Requirements**

Users: Register, log in, log out, modify order information, delete order information, view order information, view the details of a specific movie and the seat information in a cinema hall, confirm order and view personal page.

**2.3.1 Data Requirements**

It includes internal data and external data requirements, such as external storage format, access format, and internal data structure and type.

**2.3.2 Transaction Requirements**

Including what transaction requirements are needed to complete the test, such as the process and processing requirements of each group of tests, and what work is needed.

Android side: There are one user in the test that can implement all the functions in the requirements overview.

**2.4 Conditions and Limitations**

What conditions are needed in the testing process, such as hardware equipment, software system assurance, personnel readiness, cooperation among all aspects, internal coordination, etc. Restrictions include capital constraints, time constraints, environmental constraints and so on.

Android side: Android 4.0 or above, mysql database running normally.

**3 plan**

This section describes the test plan, test items, preparation and staffing before the test.

**3.1 Test Scheme**

The test scheme includes test strategy, test process, test content, test technology to be adopted, and technical standards, etc.

**3.1.2 Testing Process**

Yu Keyang simulates an user to buy ticket.

Guo Fengshuo analogs an user to entry into Personal Interface.

Yu Keyang simulates an user to look for movies’ detail and seats’ detail.

Yu Keyang tests Registration, Log in and Log out.

**3.1.3 Test Contents**

User registration, login, view seats ordered.

User personal interface display correctly.

User can modify user name can modify password.

User can enter the interface that display the order information and movie information as well as seat information.

**3.1.4 Testing Technology**

Black box testing

**3.1.5 Technical Standard**

User information and transaction completion information are stored in the database.

The data information in each page is displayed correctly

**3.2 Test Projects**

It includes functional testing, regression testing, interface testing, load testing and document testing.

**3.3 Test preparation**

1. Consultation and discussion with the principal leaders of each module;

2. Read the software specifications, outline design instructions and detailed design instructions, and use them as the general outline;

3. Choose appropriate input/output data;

4. Write test cases.

**3.4 Testing Institutions and Personnel**

The establishment and personnel composition of the testing organization, the duties and tasks of each personnel, etc.

Tester:

Android side:

Yu Keyang and Guo Fengshuo: Write detailed design documents and test personal interface on Android simulator.

**4 Test Project Description**

This section is a description of the test project, including the definition of the test project, test case writing and operation steps, test schedule and reference materials.

**4.1 Test case**

See Test form.xlsx

**4.1 Testing steps and operations**

See front end test.docx

**5 evaluation**

Test evaluation criteria and end criteria are given.

**5.1 criteria**

It includes quality criteria, such as error rate, efficiency, reliability, and coverage criteria, such as coverage of use cases.

**Quality criteria**

Error rate: less than 10%

Higher reliability

Higher portability

**Coverage criteria**

Using exhaustive testing, i.e. black box testing, the coverage rate of use cases reaches more than 90%.

**5.2 Ending Criteria**

When the test results fully meet the requirements, the test is completed.