

Social Interest eClub	Version: 1.2.6
Software Test Report	Date: 26/05/2021

Social Interest eClub

Software Test Report

1. Introduction

1.1 Purpose and Scope

This document is written to explain the testing process of the project. It describes how the testing is done and gives some information about the tests like test results or the criterias for evaluating tests

1.2 Descriptions and Abbreviations

STR Software Test Report

UC Use Case

SleC Social Interest eClub

2. Descriptions of Test Activities

2.1 Document Security

Test Documents contain important information and must be protected to some extent. To this purpose our document is stored in google drive and github. We use google drive to coordinate team work between team members. We did not use any special security measures for the data stored in google drive but we still made sure only team members may access and modify the data. The document is also stored in github where in addition to the team members other authorized persons can access the files. In This case, the authorized persons are the course instructors for this project

2.2 Data Recording, Reduction and Analysis

Manual Testing methods are used for his project

Testing is mostly done during the coding process itself, which makes finding out bugs easier. Of course, after the coding process we also do some final tests.

3. Test Preparation

Social Interest eClub	Version: 1.2.6
Software Test Report	Date: 26/05/2021

3.1 Hardware Preparation

Tests are generally done on emulators so for most of the testing the only necessary hardware is a computer capable of running an android emulator.

3.2 Software Preparation

Only software required for testing is android studio with a virtual device

We used white Box testing. White Box testing is a testing method which requires knowledge of the background of the project. While Black Box testing simply tests functionality, White Box testing tests the internal workings of the code

3.3 Other Pre-test Preparations

Test cases that were previously decided by the team are created. While designing tests we considered all use cases and how the code itself would behave.

It should be noted that most of the testing was already done while in the process of coding. All members either tested the parts they coded before committing, or it was tested by other teammates and quickly corrected by the team member who was writing that part of the code. Because of this there is a smaller amount of testing to be done for the final testing.

4. Test Results

Use Case Number	Use Case Name	Test Case Description File Name	Retest?	Number of Activity Paths Tested	Number of Non-working Activity Paths	The time spent
1	Registration	TC-01	NO	3	0	30 min
2	Log-in	TC-02	NO	4	0	40 min
3	Questionnaire	TC-03	NO	4	0	40 min
4	View Joined Clubs	TC-04	NO	3	0	30 min

Social Interest eClub	Version: 1.2.6
Software Test Report	Date: 26/05/2021

5	Browse Clubs	TC-05	NO	2	0	20 min
6	Club, Sub-Club Request	TC-06	NO	3	0	30 min
7	Password Recovery	TC-07	NO	2	0	20 min
8	Create Club by Request	TC-08	NO	3	0	30 min
9	Admin Creates Club	TC-09	YES	4	0	40 min
10	View Profile	TC-10	NO	6	0	30 min
TOTAL		10			34	0
						appx 5 hours

4.1 Criteria for Evaluating Results

Just because a test is completed doesn't mean it is successful, there are a number of criteria that must be fulfilled for a test to be considered successful

General Criteria:

- Every process must be done within milliseconds. Our app does not do anything that would justify a long runtime, except if it is caused by connection issues
- All exceptions must be handled and crashes must be prevented as much as possible. If one or 2 crashes are encountered after tens of hours of operation, then that might simply be a small and acceptable problem not directly related to our code but instead caused by hardware issues or something similar, but any more than that implies a fault with our project and also makes it infuriating for users to use our app. For every exception, an descriptive and easy to understand warning must be displayed

Specialized Criteria:

- Registration (TC-01): After registration the user must be returned to the login screen. Their user information must be stored in the database and they should be able to Log-in at any time after registration. After registration, a user must be a normal registered user. Admins are created not through the app but directly through the database.
- Log-in(TC-02): Banned users cannot login.
- Questionnaire(TC-03):Users are recommended clubs according to results of the questionnaire asked when they first join but they can later join clubs they were not recommended to. Once a user elects to join a club, they should be asked a specialized questionnaire again.
- Browse Clubs(TC-05):Users must be able to see a list of clubs.. Unregistered users should be unable to join or chat.
-

5. References

- Coders of SHIELD Social Interest Club.mp4

Social Interest eClub	Version: 1.2.6
Software Test Report	Date: 26/05/2021

- DEL3_Config_ChangeManagement.pdf
- DEL3_RiskManagementReport.pdf
- Test_Case_Definition.docx.pdf
- bbm384_1.pptx

6. Notes

Only the Test_Case_Definition document is updated other than that we don't change any document file.