# Verification and Validation Report: Software Engineering

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# 1 Revision History

Date	Version	Notes
Mar 4	1.0	Add functional requirements evaluation

# 2 Symbols, Abbreviations and Acronyms

symbol	description
JMeter	Load testing tool for analyzing and measuring the performance
SRS	Software Requirements Specification
UI	User Interface
VnV	Verification and Validation

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This document describes the test results of the verification and validation (VnV) plan for CampusConnections. The VnV plan was continuously updated as the project evolved. The following document records the results of the current version of the VnV plan. It provides results of functional and nonfunctional requirements tests, unit tests, changes that will be implemented in the system as a result of the tests, and various traceability tables.

## 3 Functional Requirements Evaluation

The following section outlines the results of functional requirements testing. The process and test performed follow the VnV Plan. To summarize, all the tests are tested manually and passed, indicating that all the functional requirements in the Software Requirements Specification (SRS) document are covered.

### 3.1 Pre-Registration Settings

This section covers all tests related to functional requirements about preregistration settings.

#### 1. FRT-PR1

Name: Agree To Consent Form

**Initial State:** The user does not have an account, and they starts to register an account. A consent form appears asking for access to the device and permission to collect user data

**Input:** The user agrees to all the terms and conditions and clicks 'Agree' and continues to complete the registration process

**Expected Output:** A notification shows the registration succeeds and the user is redirected to the login screen

**Actual Output:** A notification shows the registration succeeds and the user is redirected to the login screen

Results: Pass

#### 2. **FRT-PR2**

Name: Disagree To Consent Form

**Initial State:** The user does not have an account, and they starts to register an account. A consent form appears asking for access to the device and permission to collect user data

**Input:** The user rejects the terms and conditions and clicks 'Disagree' and continues to complete the registration process

**Expected Output:** The registration fails and a warning will show up notifying the user that they cannot create an account unless they agree to the consent form

**Actual Output:** The registration fails and a warning will show up notifying the user that they cannot create an account unless they agree to the consent form

Results: Pass

## 3.2 User Account

This section covers all tests related to functional requirements about the account and user profile.

#### 1. **FRT-UA1**

Name: Successful Account Creation

Initial State: The user does not have an account and is not logged in

to the application

**Input:** All information needed to create an account:

• Email: testUA1@gmail.com

• password: FRT-UA1

• nickname: UA1

**Expected Output:** An Account with corresponding information is created in the database with the account initialized to INITIAL\_USER\_STATE

**Actual Output:** An Account is created in the database with the following attributes and other attributes are initialized to INITIAL\_USER\_STATE:

• Email: testUA1@gmail.com

• password: FRT-UA1

• nickname: UA1

Results: Pass

#### 2. **FRT-UA2**

Name: Unsuccessful Account Creation

Initial State: The user does not have an account and is not logged in

to the application

**Input:** All information needed to create an account:

• Email: qtest@gmail.com (this is an existing test account)

• password: FRT-UA1

• nickname: UA1

**Expected Output:** Account creation fails with a warning telling the user the email has already been used

Actual Output: Account creation fails with a warning telling the user

the email has already been used

Results: Pass

#### 3. **FRT-UA3**

Name: Successful Account Login

Initial State: The user has an account and is not logged in to the

application

**Input:** All information needed to login:

• Email: FRT-UA3@test.com (this account exists in the system al-

ready)

• password: FRT-UA3

Expected Output: User successfully logs into the application and

goes to the menu page

Actual Output: User successfully logs into the application and goes

to the menu page

#### 4. FRT-UA4

Name: Unsuccessful Account Login

**Initial State:** The user has an account and is not logged in to the application

Input: All information needed to login:

• Email: FRT-UA3@test.com (this account exists in the system already)

• password: FRT321 (wrong password)

**Expected Output:** Login fails with a warning telling the user the password is wrong

**Actual Output:** Login fails with a warning telling the user the password is wrong

Results: Pass

#### 5. FRT-UA5

Name: Account Deletion

**Initial State:** The user has an account and is logged into the application

• Email: FRT-UA5@gmail.com (this is an existing test account)

• password: FRT-UA5

• nickname: UA5

**Input:** User clicks on the delete account button on the profile page and confirms the deletion

**Expected Output:** The user is redirected to the login page and the account cannot be logged in any more

**Actual Output:** The user is redirected to the login page and the account FRT-UA5@gmail.com cannot be logged in any more

Results: Pass

#### 6. FRT-UA6

Name: Reset Password

**Initial State:** The user has an account:

• Email: campusconnections@gmail.com (this is an existing test account)

• password: qtesting

Input: Email address and new password

• new password: QTesting

Expected Output: Password is successfully reset

Actual Output: Password is successfully reset to be QTesting

Results: Pass

#### 7. FRT-UA7

Name: Avatar Creation and Modification

Initial State: The user has an account with DEFAULT\_AVATAR

Input: URI represents the new avatar:

• URI: https://upload.wikimedia.org/wikipedia/commons/2/2f/Google\_2015\_logo.svg

**Expected Output:** The user changes the avatar to a Google logo **Actual Output:** The user changes the avatar to a Google logo

Results: Pass

#### 8. FRT-UA8

Name: Email Verification

Initial State: The user has an account whose email has not been verified yet

• Email: fuz15@mcmaster.ca (this is an existing test account)

• password: password

**Input:** User clicks on 'Verify Email' button on user profile page and follows instructions on the email sent from the system

**Expected Output:** That email above is verified as a valid email address

**Actual Output:** fuz15@mcmaster.ca is verified as a valid email address in the system

Results: Pass

#### 9. **FRT-UA9**

Name: Edit Profile

Initial State: The user has an account

• Email: qtest@gmail.com (this is an existing test account)

• password: qtesting

• newProgram: Computer Science

**Input:** New Profile:

• newProgram: Computer Science

• newLevel: 4

**Expected Output:** The program and level are updated

**Actual Output:** The program and level are updated to be Computer

Science and 4
Results: Pass

### 3.3 Social Networking System

This section covers all tests related to functional requirements about interactions between friends.

#### 1. FRT-SN1

Name: Successful Friend Request

**Initial State:** The user is logged in with the following account:

• Semail: FRT-SN1@test.com

• password: testing

**Input:** A valid email to send the request:

• Temail: FRT-SN1-F@test.com

**Expected Output:** A Request is sent to the target user

Actual Output: A Request is sent to the target user

Results: Pass

#### 2. **FRT-SN2**

Name: Friend Request Acceptance

**Initial State:** A friend request was sent from an account (Semail) to the target account (Temail):

Semail: FRT-SN1@test.comTemail: FRT-SN1-F@test.com

**Input:** The request is accepted

Expected Output: Two users are added to each other's friend lists Actual Output: Two users are added to each other's friend lists

Results: Pass

#### 3. FRT-SN3

Name: Successful Friend Rejection

**Initial State:** A friend request was sent from an account (Semail) to the target account (Temail):

Semail: FRT-SN1@test.comTemail: FRT-SN1-F@test.com

**Input:** The request is rejected

**Expected Output:** The request is declined and no friend is added for both accounts

**Actual Output:** The request is declined and no friend is added for both accounts

Results: Pass

#### 4. FRT-SN4

Name: Friend Deletion

**Initial State:** A friend (Femail) exist in the friend list of the test account (Temail):

• Temail: FRT-SN4@test.com

• Femail: FRT-SN4-F@test.com

Input: User deletes the chosen friend

**Expected Output:** The corresponding friend is deleted from the list

Actual Output: The corresponding friend FRT-SN4-F@test.com is

deleted from the friend list

Results: Pass

#### 5. FRT-SN5

Name: Friend Messaging

**Initial State:** A friend (Femail) exist in the friend list of the test account (Temail):

• Temail: FRT-SN5@test.com

• Femail: FRT-SN5-F@test.com

Input: Message: 'Hello World'

**Expected Output:** The corresponding message is sent to the friend

Actual Output: The corresponding message is sent to the friend

Results: Pass

#### 6. FRT-SN6

Name: Friend Sharing Event

**Initial State:** A friend (Femail) exist in the friend list of the test account (Temail):

• Temail: FRT-SN6@test.com

• Femail: FRT-SN6-F@test.com

**Input:** Message that contains event name and follows some specific pattern: Hey, check this event: \_E\_[EXPO]

**Expected Output:** User is redirected to the event page with that event once they click on the message

Actual Output: User is redirected to the event page with a filter on

event name: EXPO

Results: Pass

#### 7. FRT-SN7

Name: Friend Sharing Lecture

**Initial State:** A friend (Femail) exist in the friend list of the test account (Temail):

Temail: FRT-SN7@test.comFemail: FRT-SN7-F@test.com

Input: Message that contains lecture code and follows some specific pattern: 'Hey, are you in this lecture: \_L\_[SFRWENG 4G06]'

**Expected Output:** User is redirected to the lecture page with that lecture once they click on the message

**Actual Output:** User is redirected to the lecture page with a filter on lecture code: SFRWENG 4G06

Results: Pass

#### 3.4 Lectures and Events

This section covers all tests related to functional requirements about lectures and events and how users can interact with them.

#### 1. **FRT-LE1**

Name: Save Event

**Initial State:** A sample event:

• Name: EXPO

**Input:** On the event page, user clicks on the save button on the pop-up window with details of the sample event

**Expected Output:** The event is saved to the user's event list

**Actual Output:** The event EXPO is saved to the user's event list

#### 2. **FRT-LE2**

Name: Unsave Event

**Initial State:** A sample event that is already been saved:

• Name: EXPO

Input: On the event page, user clicks on the unsave button on the

pop-up window with details of the sample event

Expected Output: The event is removed from the user's event list

Actual Output: The event EXPO is removed from the user's event

list

Results: Pass

#### 3. **FRT-LE3**

Name: Save Lecture

Initial State: A sample lecture:

• Code: SFWRENG 4G06

Input: On the lecture page, user clicks on the save button on the

pop-up window with details of the sample lecture

**Expected Output:** The lecture is saved to the user's lecture list

**Actual Output:** The lecture SFWRENG 4G06 is saved to the user's

lecture list

Results: Pass

#### 4. FRT-LE4

Name: Unsave Lecture

**Initial State:** A sample lecture that is already been saved:

• Code: SFWRENG 4G06

Input: On the lecture page, user clicks on the unsave button on the

pop-up window with details of the sample lecture

**Expected Output:** The lecture is removed from the user's lecture list

Actual Output: The lecture SFWRENG 4G06 is removed from the

user's lecture list

Results: Pass

#### 5. **FRT-LE5**

Name: Administrator Add Event

Initial State: User is logged in as an administrator

• email: campusconnections@gmail.com

• password: testing

Input: Sample event:

• name: Test event

• description: Sample event for system test

• time: 0

• duration: 0

• location: Online

• isPublic: true

• organizer: Team 2

**Expcted Output:** The event is added to the event list

Actual Output: The event Test event is added to the event list

Results: Pass

#### 6. **FRT-LE6**

Name: Administrator Edit Event

Initial State: User is logged in as an administrator

• email: campusconnections@gmail.com

• password: testing

Input: Sample event name and new location:

• name: Test event

• location: ITB AB102

**Expected Output:** The test event location is updated to the new one

Actual Output: The test event location is updated to ITB AB102

Results: Pass

#### 7. **FRT-LE7**

Name: Administrator Delete Event

Initial State: User is logged in as an administrator

• email: campusconnections@gmail.com

• password: testing

**Input:** Sample event (already in the system) name:

• name: Test event

**Expected Output:** The event is deleted and disappears from the list

Actual Output: The Test event is deleted and disappears from the

list

Results: Pass

#### 8. **FRT-LE8**

Name: Administrator Add Lecture

Initial State: User is logged in as an administrator

• email: campusconnections@gmail.com

• password: testing

Input: Sample lecture:

• code: TEST 1T03

• name: Test lecture

• time: 12:00 - 13:00, Mon

location: Onlineinstructor: NA

**Expected Output:** The lecture is added to the lecture list

Actual Output: The lecture TEST 1T03 is added to the lecture list

Results: Pass

#### 9. **FRT-LE9**

Name: Administrator Edit Lecture

Initial State: User is logged in as an administrator

• email: campusconnections@gmail.com

• password: testing

**Input:** Sample lecture name and new location:

• code: TEST 1T03

• location: ITB AB102

**Expected Output:** The test lecture location is updated to the new one

Actual Output: The test lecture location is updated to ITB AB102

Results: Pass

#### 10. **FRT-LE10**

Name: Administrator Delete Lecture

Initial State: User is logged in as an administrator

• email: campusconnections@gmail.com

• password: testing

**Input:** Sample lecture (already in the system) name:

• code: TEST 1T03

**Expected Output:** The lecture is deleted and disappears from the list

Actual Output: The test lecture is deleted and disappears from the

list

#### 11. FRT-LE11

Name: Event Information

Initial State: A sample event exists:

• name: EXPO

Input: User clicks on the sample event

**Expected Output:** All event information is shown in a pop-up win-

dow

**Actual Output:** All event information is shown in a pop-up window:

• name

• description

• location

• time

• duration

• organizer

• isPublic

Results: Pass

#### 12. **FRT-LE12**

Name: Lecture Information

Initial State: A sample lecture exists:

• code: SFWRENG 4G06

Input: User clicks on the sample lecture

**Expected Output:** All lecture information is shown in a pop-up win-

dow

**Actual Output:** All lecture information is shown in a pop-up window:

• code

• name

• instructor

- time
- location

Results: Pass

#### 13. FRT-LE13

Name: Lecture Filter by Code

Initial State: Some software engineering lecture exists:

- SFWRENG 4G06
- SFWRENG 4E03

Input: Filter:

• FilterString: SFWRENG

**Expected Output:** All lectures which do not contain the FilterString in the code are removed from the list

**Actual Output:** All lectures which do not contain the SFWRENG in the code are removed from the list

Results: Pass

#### 14. FRT-LE14

Name: Event Filter by Name

**Initial State:** Some job fair event exists:

Job Fair: March 4Job Fair: March 10

Input: Filter:

• FilterString: Job Fair

**Expected Output:** All events which do not contain the FilterString in the name are removed from the list

**Actual Output:** All events which do not contain the Job Fair in the name are removed from the list

#### 3.5 AR Camera

This section covers all tests related to functional requirements about AR camera.

#### 1. FRT-AR1

Name: Successful Building Recognition

**Initial State:** User is at the front door of JHE

Input: Clear camera view

Expected Output: The building is recognized with name and de-

scription shown as an AR object

**Actual Output:** The building is recognized with name and descrip-

tion shown as an AR object

Results: Pass

#### 2. FRT-AR2

Name: Unsuccessful Building Recognition

Initial State: User is out of campus

Input: Clear camera view

**Expected Output:** No AR objects are shown

Actual Output: No AR objects are shown

Results: Pass

#### 3. **FRT-AR3**

Name: Building Lectures/Events

**Initial State:** User is in JHE lobby

**Input:** Clear camera view

**Expected Output:** Event and lecture information separated by room

number at the corresponding locations of the building

Actual Output: Event and lecture information separated by room

number at the corresponding locations of the building

### 3.6 Map and Location

This section covers all tests related to functional requirements about the map and location tracking in the system.

#### 1. **FRT-MAP1**

Name: User Location

Initial State: User allows the user to use their real-time location

**Input:** User enters the map page

**Expected Output:** A model representing the user shows up on the

map and moves correspondingly when the user moves

**Actual Output:** A model representing the user shows up on the map

and moves correspondingly when the user moves

Results: Pass

#### 2. **FRT-MAP2**

Name: Friend Locations

**Initial State:** User has some friends who are willing to share locations:

email1: MAP2-1@test.comemail2: MAP2-2@test.com

Input: User enters the map page

**Expected Output:** Additional models representing friends show up

on the map and move correspondingly when friends move

**Actual Output:** Additional models representing friends show up on

the map and move correspondingly when friends move

Results: Pass

## 4 Nonfunctional Requirements Evaluation

The following section outlines the results of non-functional requirements testing. The process and test performed follow the VnV Plan. Most of the tests are tested manually while some of them are tested in another way, for instance, load testing is tested with JMeter while some UI requirements are

tested by conducting a survey, etc. Some of the tests fail because their related requirements are removed due to the change of the project's scope, these tests will be marked in red. In general, most of the tests in the plan succeed, indicating that non-functional requirements in the Software Requirements Specification (SRS) document are covered.

#### 4.1 Look and feel

This section corresponds to the Look and feel tests in VnV Plan and Look and Feel requirements in SRS.

#### 1. NFRT-LF1

Name: Survey for feedback on application layout Initial State: Survey taker is given an account:

• email: mtest@gmail.com

• password: mtesting

Input/Condition: Usability Survey in section 5

**Expected Output:** Tasks are completed successfully and "Immediate Visual Response when Clicking" and "Appealing Colour Scheme" questions get average scores that are great than MIN\_SCORE

**Actual Output:** Tasks are completed successfully and "Immediate Visual Response when Clicking" and "Appealing Colour Scheme" questions get average scores of 3.8 and 4.8 respectively

Result: Pass

#### 2. NFRT-LF2

Name: Visual inspection with different screen sizes

Input/Condition: User opens the application on the phone with all different screen sizes in the SCREEN\_VIEWPORTS list

**Expected Output:** For all different pages all visual elements on the screen are within the borders of the screen for all screens in the SCREEN\_VIEWPORTS list

Actual Output: All elements are within the borders of the screen without overlapping for all screen sizes in the SCREEN\_VIEWPORTS list

Result: Pass

#### 3. NFRT-LF3

Name: Visual inspection of color scheme

Initial State: NA

**Input:** User opens the application on the phone

**Expected Output:** For all different pages the colour scheme is the

same

Actual Output: For all different pages the colour of elements and

texts is always maroon, gold, black and white

Result: Pass

### 4.2 Usability and Humanity

This section corresponds to the Usability and Humanity tests in VnV Plan and Usability and Humanity requirements in SRS.

#### 1. NFRT-UH1

Name: Survey for feedback on understandability and easy of use

**Initial State:** Survey taker is given an account:

• email: mtest@gmail.com

• password: mtesting

**Input:** Usability Survey in section 5

**Expected Output:** Tasks are completed successfully and "No Technical or Software-Specific Language" question gets an average score that

is great than MIN\_SCORE

**Actual Output:** Tasks are completed successfully and "No Technical or Software-Specific Language" question gets an average score of 4

#### 2. NFRT-UH2

Name: Walkthrough of user guide

**Input:** GitHub web page (see details in section 7)

**Expected Output:** Convinced the participants that the main features

are explained in the GitHub repo

Actual Output: Convinced the participants that the main features

are explained in the GitHub repo

Result: Pass

#### 3. NFRT-UH3

Name: Visual inspection of color contrast

Initial State: NA

**Input:** User opens the application checks the color contrast statically

**Expected Output:** The color contrast is greater than 4.5:1, the Web

Content Accessibility Guidelines' AA standards for accessibility

**Actual Output:** The color contrasts are listed following:

• Maroon - White: 10.94:1

 $\bullet$  White - Black: 21:1

• Gold - Black: 14.97:1

• Maroon - Gold: 7.8:1

Result: Pass

#### 4.3 Performance

This section corresponds to the Performance tests in VnV Plan and Performance requirements in SRS.

#### 1. **NFRT-P1**

Name: AR camera recognition

**Initial State:** The user is near or in a target building (JHE)

Input: User turns on AR camera

Expected Output: Corresponding AR objects appears within RECOGNITION.

NITION\_TIME

Actual Output: Corresponding AR objects appears within 1 second

Result: Pass

#### 2. **NFRT-P2**

Name: Real-time location update

**Initial State:** User allows the application to use device location

Input: User turns on the map and walks around on campus

Expected Output: The user model on the map is updated within

LOCATION\_UPDATE\_TIME when the user is moving

**Actual Output:** The user model is updated within 0.5 second if the user is outdoor, and indoor location update time is around 5 second (and sometimes not very accurate)

Result: Pass

#### 3. **NFRT-P3**

Name: Code Walkthrough For User Personal Data

**Input:** Source code (see details in section 7)

**Expected Output:** Successfully convinced the participants the following:

• User's personal information does not appear in the database if the user did not grant permission

**Actual Output:** Successfully convinced the participants that the user personal information is collected under permission only

Result: Pass

#### 4. NFRT-P4

Name: Code Walkthrough For Data Transmission Encryption

**Input:** Source code (see details in section 7)

**Expected Output:** Successfully convinced the participants the following:

• The product only transmits encrypted data from server to user

**Actual Output:** Successfully convinced the participants that the data send from/to the server are encrypted

Result: Pass

#### 5. **NFRT-P5**

Name: Warning when starting AR camera

**Initial State:** User allows the application to use camera

Input: User turns on the AR camera

Expected Output: A warning telling the user to be aware of their

surroundings is displayed upon start-up of the camera

Actual Output: A warning telling the user to be aware of their sur-

roundings is displayed upon start-up of the camera

Result: Pass

#### 6. NFRT-P6

Name: Leaving campus warning

Initial State: User opens the map

**Input:** User moves out of the campus

**Expected Output:** A warning message is displayed telling the user

that the map is not available out of campus

Actual Output: A warning message is displayed telling the user that the map is not available out of campus and the user is redirected to

the menu page once the warning message is closed

Result: Pass

#### 7. **NFRT-P7**

Name: Special character warning

Initial State: User starts to register

Input: User enters nickname with some special character: '; DELETE

\*;

**Expected Output:** A warning message is displayed telling the user that the special characters are not allowed and stops the user from registering

Actual Output: A warning message is displayed telling the user that the special characters are not allowed and stops the user from registering

Result: Pass

#### 8. **NFRT-P8**

Name: Email format warning

Initial State: User starts to register

Input: User enters a not email string in the email field: 'SELECT  $^{\ast}$ 

FROM TABLE'

**Expected Output:** A warning message is displayed telling the user that the input is not an email address and stops the user from registering

 ${\rm tering}$ 

**Actual Output:** A warning message is displayed telling the user that the input is not an email address and stops the user from registering

Result: Pass

#### 9. **NFRT-P9**

Name: AR camera accuracy

**Initial State:** User is near or in a target building (JHE)

**Input:** User turns on the AR Camera and repeat multiple times

**Expected Output:** AR objects shows up for at least AR\_ACCURACY

\* number of tests times

Actual Output: AR objects always shows up when walking around

JHE lobby

Result: Pass

#### 10. **NFRT-P10**

Name: Warning when internet connection is lost

**Initial State:** User has no internet connection

**Input:** User opens the application

Expected Output: There is a pop-up window telling the user the

internet is lost

**Actual Output:** Nothing

Result: Fail

**Reason:** Due to a change in the scope of the project, the corresponding requirement is moved out of the scope, therefore this test fails because

the feature is not implemented

#### 11. NFRT-P11

Name: Rudimentary functions when the server connection is lost

Initial State: Server is turned downInput: User opens the application

Expected Output: The application still works with limited function-

alities

Actual Output: The lecture and event pages still work, the single

user map still works, the friend system still works

Result: Pass

#### 12. NFRT-P12

Name: Code inspection for server restart

Initial State: NA

**Input:** Server settings (see details in section 7)

**Expected Output:** Successfully convinced the participants the fol-

lowing:

• Server attempts to restart when it crashes

Actual Output: Successfully convinced the participants that the

server is set to restart once it goes down

#### 13. **NFRT-P13**

Name: AR camera help button

Initial State: User turns on the AR camera

**Input:** User clicks the help button

Expected Output: A message telling the user things that may affect

AR camera appears

Actual Output: A message telling the user things that may affect

AR camera appears

Result: Pass

#### 14. NFRT-P14

Name: Load testing for server

**Initial State:** The server is online and open to connections

**Input:** Load testing with JMeter (see details in section 6)

**Expected Output:** The server is able to handle up to MAX\_CAPACITY

users connecting to the server simultaneously

Actual Output: The server is able to handle 1000 connections at the

same time

Result: Pass

#### 15. **NFRT-P15**

Name: Code inspection for database capacity

Initial State: NA

**Input:** Database documentation (see details in section 7)

**Expected Output:** Successfully convinced the participants the fol-

lowing:

• The database has enough space to store all the user, lecture and

event information

Actual Output: Successfully convinced the participants that the cur-

rent plan has enough space for expected number of users

#### 16. NFRT-P16

Name: Code walkthrough for adding new building

Initial State: NA

**Input:** Source code (see details in section 7)

Expected Output: Successfully convinced the participants the fol-

lowing:

• A new target building can be added without causing the application running any slower

Actual Output: Successfully convinced the participants that adding a new building is just like adding a new scene and will not affect the speed of the application

Result: Pass

#### 17. NFRT-P17

Name: Code Peer Evaluation For Longevity

Initial State: NA

**Input:** Source code (see details in section 7)

Expected Output: Successfully convinced the participants the fol-

lowing:

- The product is able to operate without major malfunctions in release build for at least 1 year
- The finalized product will remain compatible with the promised operating systems and devices for at least 3 years

**Actual Output:** Successfully convinced the participants that the product is able to operate without major malfunctions in release build for at least 1 year and the finalized product will remain compatible with the promised operating systems and devices for at least 3 years

### 4.4 Operational and Environmental

This section corresponds to the Operational and Environmental tests in VnV Plan and Operational and Environmental requirements in SRS.

#### 1. NFRT-OE1

Name: Visual inspection for application download

Initial State: User has a phone that uses Android 11 or above

**Input:** User wants to download the application

**Expected Output:** The product can be downloaded onto the phone from the Google Play Store, or by downloading the APK file directly

Actual Output: The application can be downloaded from an APK

file the team releases

Result: Pass

### 4.5 Maintainability and Support

#### 1. **NFRT-MS1**

Name: Survey for maintenance time

**Initial State:** Survey taker is given an account:

• email: mtest@gmail.com

• password: mtesting

Input/Condition: Usability Survey in section 5

**Expected Output:** Tasks are completed successfully and "Common periods of usage" question gets an average score that is great than MIN\_SCORE

Actual Output: Tasks are completed successfully and "Common periods of usage" questions get average scores of 3.2

Result: Fail

**Reason:** It seems that students may use the application after school

#### 2. **NFRT-MS2**

Name: Check for feature request

Initial State: A public GitHub repo exists for this application

Input: User goes to the GitHub repo

**Expected Output:** User can read issues created by the team and also

create new issues

Actual Output: User can read issues created by the team and also

create new issues

Result: Pass

#### 3. **NFRT-MS3**

Name: Android version test

Initial State: NA

Input: The application is installed on devices with Android 11 and

above version

Expected Output: The application works without any error about

compatibility

Actual Output: The application works without any error about com-

patibility

Result: Pass

### 4.6 Security

#### 1. **NFRT-S1**

Name: Access test

**Initial State:** Three accounts with different accesses is ready:

• Admin: campusconnections@gmail.com

• User: mtest@gmail.com

• Guest gtest@gmail.com

**Input:** The user starts the application with the three accounts

**Expected Output:** At each level of access, the application constrains the possible actions to what is specified in requirement S-A1, S-A2, S-A3.

#### Actual Output: Possible Actions:

- Administrator: Everything, include Add/Edit/Delete actitives
- User: Friend system, Profile system, lecture and event viewing, map system
- Guest: Public event viewing, single-user map, Profile system

Result: Pass

### 4.7 Privacy

#### 1. NFRT-PRV1

Name: Code inspection for legitimate use of personal data

Initial State: NA

**Input:** Source code (see details in section 7)

**Expected Output:** Successfully convinced the participants the following:

• The usage of a user's personal information by the product abides by the Privacy Act, The Personal Information Protection and Electronic Documents Act, and Canada and Ontario's data protection laws

**Actual Output:** Convinced the participants that the personal data we collect is handled legitimately

Result: Pass

#### 2. NFRT-PRV2

Name: Code inspection for removing unused accounts

Initial State: NA

**Input:** Source code (see details in section 7)

**Expected Output:** Successfully convinced the participants the following:

• Any accounts that are not active for a long time (a semester) will be removed from the system

**Actual Output:** Convinced the participants that the authentication system and database will clean inactive data periodically

Result: Pass

#### 4.8 Culture

#### 1. NFRT-CUL1

Name: Survey for feedback on cultural requirements

Initial State: Survey taker is given an account:

• email: mtest@gmail.com

• password: mtesting

Input/Condition: Usability Survey in section 5

**Expected Output:** Tasks are completed successfully and "Cultural Friendliness" question gets an average score that is great than MIN\_SCORE

Actual Output: Tasks are completed successfully and "Cultural Friend-

liness" questions get average scores of 4.8

Result: Pass

## 4.9 Compliance

#### 1. NFRT-COM1

Name: Code walkthrough on compliance requirements

Initial State: NA

**Input:** Source code (see details in section 7)

**Expected Output:** Successfully convinced the participants the fol-

lowing:

- The data collected will be handled as per the same legal requirements for the university
- The application can abide by the guidelines set by university staff

**Actual Output:** Successfully convinced the participants the following:

- The data collected will be handled as per the same legal requirements for the university
- The application can abide by the guidelines set by university staff

Result: Pass

## 5 Usability Survey Result

### 6 Load Test

This section covers results load testing of the backend server in details. Testing was performed using Apache JMeter to simulate multiple concurrent users accessing the backend chat server. The objective of the test was to find the upper bound of concurrent users that can access the server without it crashing. We discovered that it is rather difficult to crash a server being hosted on a cloud platform as there are several safeguards that prevent that. Instead, we noticed that if too many connections are being made too quickly, then the server will just reject the most recently requested connections.

No. of Users	Server Rejected Connections?	Server Crashed?
1	No	No
10	No	No
100	No	No
500	No	No
1000	No	No
5000	Yes	No
10000	Yes	No

Table 1: Load Testing Results

## 7 Non dynamic Tests Result

## 8 Comparison to Existing Implementation

Not applicable to this project since there is no existing implementation.

## 9 Unit Testing

## 10 Changes Due to Testing

[This section should highlight how feedback from the users and from the supervisor (when one exists) shaped the final product. In particular the feedback from the Rev 0 demo to the supervisor (or to potential users) should be highlighted. —SS]

## 11 Automated Testing

# 12 Trace to Requirements

Test IDs					F	unctiona	l Require	ement II	)s				
	FR1-1	FR2-1	FR2-2	FR2-3	FR2-4	FR2-5	FR2-6	FR2-7	FR3-1	FR3-2	FR3-3	FR3-4	FR3-5
FRT-PR1	X												
FRT-PR2	X												
FRT-UA1		X											
FRT-UA2		X											
FRT-UA3				X									
FRT-UA4				X									
FRT-UA5			X										
FRT-UA6					X								
FRT-UA7						X							
FRT-UA8							X						
FRT-UA9								X					
FRT-SN1									X				
FRT-SN2									X				
FRT-SN3									X				
FRT-SN4										X			
FRT-SN5											X		
FRT-SN6												X	
FRT-SN7													X

Table 2: Traceability Between Functional Test Cases and Functional Requirements, FR-1 to FR-3-5

Test IDs					Funct	ional Re	quireme	nt IDs				
	FR3-6	FR4-1	FR4-2	FR4-3	FR4-4	FR4-5	FR4-6	FR4-7	FR4-8	FR5-1	FR5-2	FR6-1
FRT-SN2	X											
FRT-SN3	X											
FRT-LE1		X										
FRT-LE2		X										
FRT-LE3			X									
FRT-LE4			X									
FRT-LE5				X								
FRT-LE6				X								
FRT-LE7				X								
FRT-LE8					X							
FRT-LE9					X							
FRT-LE10					X							
FRT-LE11						X						
FRT-LE12							X					
FRT-LE13								X				
FRT-LE14									X			
FRT-AR1										X		
FRT-AR2										X		
FRT-AR3											X	
FRT-MAP1												X
FRT-MAP2												X

Table 3: Traceability Between Functional Test Cases and Functional Requirements, FR-3-6 to FR-6

Test IDs	Nonfunctional Requirement IDs											
	LF-A1	LF-A1 LF-A2 LF-S1 LF-S2 UH-EOU1 UH-L1 UH-UP										
NFRT-LF1	X			X								
NFRT-LF2		X										
NFRT-LF3			X									
NFRT-UH1					X		X					
NFRT-UH2						X						
NFRT-UH3								X				

Table 4: Traceability Between Nonfunctional Test Cases and Nonfunctional Requirements, LF-A1 to UH-A1

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Test IDs					N	onfunctio	nal Requ	uirement	IDs				
	P-SL1	P-SL2	P-SC1	P-SC2	P-SC3	P-SC4	P-SC5	P-SC6	P-PA1	P-RF1	P-RF2	P-RF3	P-RF4
NFRT-P1	X												
NFRT-P2		X											
NFRT-P3			X										
NFRT-P4				X									
NFRT-P5					X								
NFRT-P6						X							
NFRT-P7							X						
NFRT-P8								X					
NFRT-P9									X				
NFRT-P10										X			
NFRT-P11											X		
NFRT-P12												X	
NFRT-P13													X

Table 5: Traceability Between Nonfunctional Test Cases and Nonfunctional Requirements, P-SL1 to P-RF4

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Test IDs	Nonfunctional Requirement IDs										
	P-SE1	P-SE2	P-SE3	P-L1	P-L2	OE-EPE1	OE-P1	MS-M1	MS-S1	MS-S2	MS-A1
NFRT-P14	X										
NFRT-P15		X									
NFRT-P16			X								
NFRT-P17				X	X						
NFRT-OE1						X	X				
NFRT-MS1								X			
NFRT-MS2									X	X	
NFRT-MS3											X

Table 6: Traceability Between Nonfunctional Test Cases and Nonfunctional Requirements, P-SE1 to MS-A1

Test IDs	Nonfunctional Requirement IDs										
	S-A1	S-A2	S-A3	S-P1	S-P2	CUL-C1	COMP-L1	COMP-SC1			
NFRT-S1	X	X	X								
NFRT-PRV1				X							
NFRT-PRV2					X						
NFRT-CUL1						X					
NFRT-COM1							X	X			

Table 7: Traceability Between Nonfunctional Test Cases and Nonfunctional Requirements, S-A1 to COMP-SC1

#### Trace to Modules

M1 X	M2	M3	M4	M5	T (C)
				1019	M6
3.7					
X					
	X				
	X				
		X			
		X			
			X		
			X		
			X		
			X		
			X		
			X		
			X		
			X		
				X	
				X	
				X	
					X
					X
					X
	ility F	X	X X X	X X X X X X X X X X X X X X X X X	X X X X X X X X X X X X X X X X X X X

# 14 Code Coverage Metrics

References

## Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Reflection. Please answer the following question:

1. In what ways was the Verification and Validation (VnV) Plan different from the activities that were actually conducted for VnV? If there were differences, what changes required the modification in the plan? Why did these changes occur? Would you be able to anticipate these changes in future projects? If there weren't any differences, how was your team able to clearly predict a feasible amount of effort and the right tasks needed to build the evidence that demonstrates the required quality? (It is expected that most teams will have had to deviate from their original VnV Plan.)