Implementation and Testing Report

Prepared by

Date: 25th March 2017

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**Implementation**

The implementation phase of the project has by far been the most challenging of the phases of this project.  Many hopes and dreams were shattered.  Because of the significant time constraint, many functions that initially seemed trivial to implement became very time consuming to implement.  Much functionality has been left out either due to time or to manpower as many project members had other projects during the same period of time. Below is a list of functions that we intended to implement.  The highlighted ones are the ones that were actually implemented as of the time of this writing.

Functions Implemented(Highlighted)

1. Register- Login function
   1. register
   2. sign in
   3. sign out
2. Analysis
   1. status
   2. summary
   3. category analysis
   4. balance analysis
3. Activity
   1. deposit
   2. withdraw
4. Goal
   1. add goal
   2. delete goal
   3. goal progress
   4. complete goal
5. Friend
   1. add friend
   2. delete friend
   3. send challenge
   4. challenge progress

User Interface Design

Our main interface have home page and button to go next or back to previous page. After enter the application you will found the login page you choose only log in or register. Then, you can see transaction (income, outcome, extra money, etc.), statistic of money usage, friend list, challenge, and notification.

Login Page

Register form Page

Transaction Page

**Test Plan**

Please Save Tang application can be sum up in 2 main major: usability and security.

First is usability

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Case# | Description | Intended Result | Actual Result | Completed by |
| 1 | register a new account  Username: sexybom  Passward: yesiam |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |

**Implementation and Testing Phase Responsibilities**

**Implementation and Testing- Major Problems**

**Tools**

**Data Dictionary**