

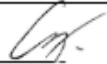

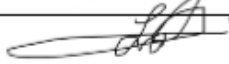
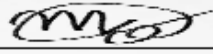

**CEBU INSTITUTE OF TECHNOLOGY  
UNIVERSITY**

**COLLEGE OF COMPUTER STUDIES**

**Software Test Documentation**  
*for*  
**Lucky Paws**  
*(A Pet Adoption Application)*

## Signature

Table 1. Signature

Name	Role	Signature
Amadeo, Carl Marlo M.	App Developer	
Camandona, Tristan Ace M.	App Developer	
Dela Cerna, Lyndon Kirk R.	App Developer	
Flores, Michael B.	App Developer	
Mobe, Mita S.	App Developer	

## Change History

Table 2: Change History

<b><i>Revision No.</i></b>	<b><i>Revised by</i></b>	<b><i>Revision</i></b>	<b><i>Date</i></b>
1	The Team	Creating The STD	July 27, 2022

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## 1. Scope and Purpose

The purpose of this project is to plan and develop a system for overseeing pet adoptions. Animal shelters and rescue groups will be able to oversee the adoption process and monitor each pet's development. It will also provide a way to manage records and report on adoptions. Adopting a pet will be simple, useful, and efficient through this application. Everyone can use this program, but it can only be used on desktop computers with internet access.

This program is accessible to everyone, but it can only be used on desktop computers with internet connectivity. This is convenient for those who love pets or are looking for pets that are available for adoption. Access to the internet is required. Once the installation is complete, the user can access the app. It can only be run on the Windows operating system. This app is beneficial for stray animals, people who love pets, people who want to spend time with animals, pet owners who can't meet their pets' needs, and people who just care about animals in general.

## 2. References

[IEEE Std. 829-1998](#)

### 3. Definitions

- **Design Level**: The design decomposition of the software item (e.g., system, subsystem, program, or module).
- **Pass/Fail criteria**: decision rules used to determine whether a software item or a software feature passes or fails a test.
- **Software Feature**: A distinguishing characteristic of a software item (e.g., performance, portability, or functionality).
- **Software Item**: Source code, object code, job control code, control data, or a collection of these items.
- **Test**: (A) A set of one or more test cases, or (B) A set of one or more test procedures, or (C) A set of one or more test cases and procedures.
- **Test Case Specification**: A document specifying inputs, predicted results, and a set of execution conditions for a test item.
- **Test Design Specification**: A document specifying the details of the test approach for a software feature or combination of software features and identifying the associated tests.
- **Test Incident Report**: A document reporting on any event that occurs during the testing process that requires investigation.
- **Testing**: The process of analyzing a software item to detect the differences between existing and required conditions (that is, bugs) and to evaluate the features of the software item.
- **Test Item**: A software item that is the object of testing.
- **Test Item Transmittal Report**: A document identifying test items. It contains current status and location information.
- **Test Log**: A chronological record of relevant details about the execution of tests.
- **Test Plan**: A document describing the scope, approach, resources, and schedule of intended testing activities. It identifies test items, the features to be tested, the testing tasks, who will do each task, and any risks requiring contingency planning.
- **Test Procedure Specification**: A document specifying a sequence of actions for the execution of a test.
- **Test Summary Report**: A document summarizing testing activities and results. It also contains an evaluation of the corresponding test items.



## 4.0 Test Plan

### 4.1. Test Plan Identifier

Lucky Paws (Test Plan)

### 4.2. Introduction

This section will provide details on the overall testing plan for this system, which will specify the testing activities that will be carried out when each module is completed.

#### 4.2.1 Objectives

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This test plan for the Lucky Paws Desktop Application should support the following objectives:

- Describe the activities required to prepare for and carry out the tests.
- Communicate with those involved in the activities to be carried out the schedule to be followed in performing these tasks.
- To identify the information sources used to prepare the plan.

### 4.3. Test Items

#### 4.3.1 Program modules

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- Application module

#### 4.3.2 Application Procedures

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- Get Started: Proceeds to the Login Panel.
- Create Account: Input the user personal details, login details, contact details, user profile picture, and valid ID.
- Login: Input username and password
- Home: Home screen of the application
- Pet Feed: Display pets that are posted through look for shelter.

- Look For Shelter: Post a pet, input an image and other specific details
- Pick Me: Pick a pet and get the pet owner's contact details.
- Pet Successfully Adopted: Pet posts will be removed from the pet feed.
- Profile: Displays user details and the logout button
- Log out: logs out the user and displays the login panel

#### **4.4. Features to be Tested**

**Application Side:**

- Create Account
- Login
- Look For Shelter
- Pick Me

#### **4.5. Features not to be Tested**

None.

#### **4.6. Approach**

The SRS will serve as the foundation for the test personnel's preparation of all test designs, cases, and process requirements. The test personnel will be a part of another group. This method will check if the system meets all the standards and requirements listed in the documentation. It will also make sure that all the information in the documentation is correct and complete.

Every time new features are added to the system, each test item will be tested to ensure that it operates at its full functionality. In order to avoid situational testing bias, testers will also be tasked with testing functionality that they did not create or that was not given to them as developers.

## 4.7. Item Pass/Fail Criteria

When an item has been thoroughly evaluated by all designated testers and is proven to be free of all faults and flaws, it will be deemed ready for submission. If test items satisfy the tester and, ultimately, the team leader, they must pass.

### 1. Get Started

- *PASS CRITERIA*
  - *The user can proceed to the Login Panel*
- *FAIL CRITERIA*
  - *If the user can't proceed to the Login Panel*

### 2. Create Account

- *PASS CRITERIA*
  - *The user can see the label inside the textbox and what it indicates, and once it is clicked it will be removed for the user to input the requirement inside the textbox.*
  - *The user can upload a picture.*
  - *The sign up button transports the details inputted by the user to the database.*
  - *The program prompts the user if the user inputs an existing username from the database, and asks the user to change it to something unique.*
  - *Password and Confirm Password Textbox should match otherwise it will prompt the user.*
- *FAIL CRITERIA*
  - *If the user can sign up using an existing username from the database.*
  - *If the sign up button doesn't transport all the details to the database.*
  - *If the text or labels inside the textboxes don't disappear once clicked,*
  - *If the user can't upload a picture.*

- *If the user won't be prompted even if passwords don't match.*

### **3. Login**

- **PASS CRITERIA**

- *The user can't log in if the details they input for password and username don't exist inside the database.*
- *If the password and username don't match*

- **FAIL CRITERIA**

- *If the user can proceed, login using details that don't exist in the database.*
- *If the user can proceed using a different username and password.*

### **4. Look For Shelter**

- **PASS CRITERIA**

- *The user can upload a photo of their pet.*
- *The user can input inside text boxes.*
- *Details transported inside the database after posting.*

- **FAIL CRITERIA**

- *If the user can't upload a photo.*
- *The user can't input texts inside text boxes.*
- *If details are not visible inside the database.*

### **5. Home**

- **PASS CRITERIA**

- *The home panel is visible.*
- *Pick me and look for a shelter button is accessible.*

- **FAIL CRITERIA**

- *Home panel is not visible*
- *Buttons are not accessible.*

### **6. Pick Me**

- **PASS CRITERIA**
  - The pet owner's contact details will be visible.
- **FAIL CRITERIA**
  - The pet owner's contact details are not visible, or visible but not the accurate details.

## **7. Pet Successfully Adopted**

- **PASS CRITERIA**
  - Pets posted in the pet feed will be removed.
- **FAIL CRITERIA**
  - Pets posted still exist.

## **8. Profile**

- **PASS CRITERIA**
  - Details inputted by the user during account creation are visible from the database.
  - Logout button is accessible.
- **FAIL CRITERIA**
  - Logout button is not accessible.
  - User details aren't visible or visible but not accurate.

## **9. Log out**

- **PASS CRITERIA**
  - Logs out the user and the login panel shows up.
- **FAIL CRITERIA**
  - If the login panel doesn't show up.

## 4.8. Suspension Criteria and Resumption Requirements

### 4.8.1 Suspension Criteria

---

All testing activities will be halted if the converted core functions, such as Create Account and Login, Look For Shelter, Pet Feed, Pick Me, Profile and Log Out are not available.

### 4.8.2 Resumption Requirements

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A new version of the system/test items has been developed and will be tested by the test personnel whenever a suspension of testing activities occurs.

## 4.9. Test Deliverables

- Test plan
- Test design specifications
- Test case specifications
- Test procedure specifications
- Test incident reports
- Test summary reports.

## 4.10. Testing Tasks

- **Module testing** - testing all implemented functions in all possible situations and combinations of a certain module.
- **Feature Testing** – testing individual features within modules without transferring or switching to the other features.

## 4.11. Environmental Needs

### 4.11.1 Hardware

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- Desktop Computers Running on the Windows Operating System

### 4.11.2 Software

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- Windows Operating System
- My SQL Server

### 4.11.3 Publications

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The following system documents are required to support system testing:

- SRS
- SPMP
- SDD

## 4.12. Responsibilities

- **Development team** - is responsible for testing their work on the condition that team members do not test their own code. This team will also do any program debugging required.
- **Project adviser** - This person will be monitoring the progress of the testing done on the system and its results.

## 4.13. Staffing and Training Needs

Testing this project won't need any extra people or training, since everyone on the team already knows how to use and make desktop applications.

## 4.14. Schedule

Each feature should be tested right after it is added, at the same time as the next feature is added according to the build schedule.

## 4.15. Risks and Contingencies

- If testing takes longer than expected because of errors that keep happening and constant debugging, it will be stopped so that the team can find the root cause of the problem and fix it instead of fixing small errors as they come up to avoid more delays.
- If hardware problems affect the system's availability for testing, the development group has a back-up copy of the system on another computer to test it on that

hardware.

## 4.16. Approvals

Each member (listed below) is a potential tester.

Amadeo, Carl Marlo M.	: Project Manager
Camandona, Tristan Ace M.	: Senior Programmer
Dela Cerna, Lyndon Kirk R.	: Process Manager
Flores, Michael B.	: Quality Assurance Tester / Assistant
Mobe, Mita S.	: Documentation / Assistant

Final approval will be set by the team leader after testing.

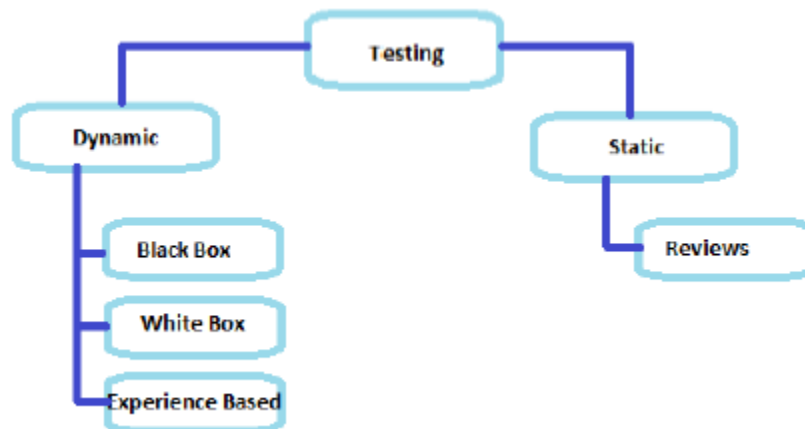


## 5.0 Test Design Specification

### 5.1. Purpose

The purpose of this Test Design Specification document is to have detailed refinements of the test approach. The Test Design Specification will identify the features to be tested by the design and its associated tests, identify procedures for executing the defined tests, and identify specific test cases.

### 5.2. Test Design



### 5.3. Features to be Tested

#### Application Side:

- Create Account
- Login
- Look For Shelter: Post a pet up for adoption
- Pet Feed
- Pick Me
- Profile
- Log Out

## **5.4. Approach Requirements**

The test personnel will use the IEEE standard as a guideline in making the test design and test case specification. The approach in this software test document is to make the testing phase for the Lucky Paws application.

### **Data and Database Integrity Testing**

All the data gathered by the application from the user side will be saved and stored in the database. The Lucky Paws application database will save the information of the user who wants to adopt a pet and post a pet for adoption. The database functions will be mocked and tested to see if the data accessed is the exact data the user is supposed to access. It will be checked if there is no corruption with the data and data manipulation is properly handled.

### **Functional Testing**

During the functional testing, every function from each module will be tested using mock data, which represents valid and invalid inputs to see if there are errors with the code.

### **Additional testing and approach requirements**

All features within a test item (module) will be tested individually along with any prerequisite features before testing the entire module. This ensures that problems that occur during testing will be caused only by integration errors and not by errors generated by the features themselves. Therefore, each feature should be assigned to a tester right after the initial implementation is complete. A feature can only be integrated and tested alongside its respective module if it has already been tested and approved individually.

## **5.5. Test Identification**

### **Application Side:**

- Create Account
- Login
- Look For Shelter: Post a pet up for adoption
- Pet Feed
- Pick Me
- Profile
- Log Out

## **5.6. Feature Pass/Fail Criteria**

The system must satisfy all the necessary requirements set by the client. Test items will be passed if the following requirements are met:

- **User Interface**
  - If the Lucky Paws Application's appearance and composition are satisfactory to the client (passed).
  - If the client didn't like the design (failed).
- **Functionality**
  - If the data displayed in the UI is suitable information (passed).
  - If the data displayed in the UI is unbecoming (failed).

## 6.0 Test Case Specification

### 6.1 Purpose

The purpose of this section is to specify the specification for each system test case.

### 6.2 Test Case

TestCase ID	Requirement Number	TestCase Name	Expected Output	Actual Output	Result
TC 01	SRS- Ver.02: 2.2.1	Get Started Panel	Transition from Get Started Panel to Login Panel		
TC 02	SRS- Ver.02: 2.2.2	Login Panel	Login Panel = Show  Username = user123  Password = 123  Loading  Home Panel = Show		
TC 03	SRS- Ver.02: 2.2.3	Create Account Panel	Create Account Panel = Show,  Can input user important details, specifically upload picture and prompts if the user password doesn't match with the confirm password and if the user chooses an existing username		

TC 04	SRS- Ver.02: 2.2.4	Home Panel	Home Panel = Show  Transition to Pet feed panel using pick me button and Transition to LFS panel through look for shelter button		
TC 05	SRS- Ver.02: 2.2.5	Pet Feed Panel	Pet Feed Panel = Show  Visible contents posted from other users, able to click contents and click the pick me button.  Display Home, Look for Shelter Button and Profile Button.		
TC 06	SRS- Ver.02: 2.2.6	Look For Shelter Panel	Look For Shelter = Show  Can input Pet necessary information and uploads photo  Once posted will be seen in pet feed		
TC 07	SRS- Ver.02: 2.2.7	Pick Me	user who picks a pet from the contents posted can see the owners contact and email information		
TC 08	SRS- Ver.03: 3.2.8	Pet Successfully Adopted	The user/owner of the pet will be able to remove the existing pet posted in the pet feed.		
TC 09	SRS- Ver.02: 2.2.9	Profile	View of user personal information and display logout button		
TC 10	SRS- Ver.02: 2.2.10	Logout	Displays log in panel		

## 6.3 Test Items

### Application Side:

- Create Account
- Check Username
- Login
- Look For Shelter: Post a pet up for adoption
- Home
- Pet Feed
- Content
- Pick Me
- Profile
- Log Out

## 6.4 Input Specifications

### Create Account Function

- **Name:** Create Account  
**Arguments:** First name, last name, mobile number, email address, complete address, username, password, confirmed password, birthday, Gender and profile picture.  
**Condition/s:** - All the required fields should have been filled in.  
**Flow:** The user would be asked to fill up their personal information, which includes a profile picture and their log-in details such as username and password, in order to prove the legitimacy of the user.

### Check Username Function

- **Name:** Check Username  
**Arguments:** No Arguments  
**Condition/s:** - There should be an input in the username text box.  
**Flow:** The program will check if the username already exists inside the database. If it does exist, the user will be prompted and can't proceed.

### Login Functions

- **Name:** Login  
**Arguments:** Username and Password.  
**Condition/s:** - Application is running.  
**Flow:** The user will input their username and password in order to enter the application. If the user has no account, they will be required to register.

#### Look For Shelter Function

- **Name:** Look For Shelter  
**Arguments:** Pet Photo, Name of pet, Sex, Age, Type of Animal or Breed, Color, Address and Description.  
**Condition/s:** - Application is running.  
**Flow:** The application wants the user to post relevant information, such as a picture of a pet that they want to advertise for adoption.

## 6.5 Output Specifications

#### Home Functions

- **Name:** Home  
**Arguments:** Display the lucky paws logo and the pick me button and look for the shelter button.

#### Pet Feed Functions

- **Name:** Pet Feed  
**Arguments:** Display the image of a pet posted through look for shelter button.

#### Content Functions

- **Name:** Content  
**Arguments:** Displays the information of the pet by clicking the image in the pet feed, also shows the pick me button.

#### Pick Me Functions

- **Name:** Pick Me  
**Arguments:** Displays the contact information of the pet owner.

### **Profile Functions**

- **Name:** Profile  
**Arguments:** Display user personal information and the log out button.

### **Logout Functions**

- **Name:** Logout  
**Arguments:** Display the login panel.

## **6.6 Environmental Needs**

### **6.6.1 Hardware**

---

The following hardware is to be used during the execution of the test case:

- Desktop computer running Windows

### **6.6.2 Software**

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The following software is to be used during the execution of the test case:

- Any desktop computer running Windows for the improvement in testing.

### **6.6.3 Specific Procedure**

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The main requirement for the tester who will test the system is that they must know how to use and navigate the required hardware and software in testing.

## **6.7 Intercase Dependencies**

The function login requires an account from the database, which is applicable by creating an account from the create account function. The same with the profile function, details won't be seen if there's no details inputted from the create account function. The content function requires a post from the look for shelter function for it to be visible in the pet feed.



## 7.0 Test Procedure Specification

### 7.1 Purpose

The purpose of this document is to describe how the personnel will physically run the test, the physical set-up required, and the procedure steps that need to be followed. Both the test design and the test case specifications are used to make the test procedure specifications.

### 7.2 Test Procedure

TestCase Number	Requirements Reference	Test Name	Test Description	Expected Output	Actual Output	Pass / Fail Criteria
TC 01	SRS- Ver.02: 2.2.1	Get Started Panel	Get Started is the application loading screen once the user opens the app.			
1.1			Open Application	Get Started Panel = Show		
1.2			Press 'Get Started'	Transition to Login Panel		
TC 02	SRS- Ver.02: 2.2.2	Login Panel	The application will display a Login Panel, and a Text Box for Username and Password will be displayed, as well as the Create Account and Login Button.			

2.1			Close Application	Application = close		
2.2			Open Application	Get Started Panel = Show  Login Panel = Show		
			(Using unregistered account)			
2.3			Username = User123  Password = 123  Press 'Login'	Error Prompt = show		
2.4			Press 'Create Account'	Create Account Panel = Show		
			(After Registering Account)			
2.5			Username = User123  Password = 123  Press 'Login'	Loading  Home Panel = Show		
TC 03	SRS- Ver.02: 2.2.3	Create Account Panel	Can input user important details, specifically upload picture and prompts if the user password doesn't match with the confirm password, if the user chooses an existing username,			

			and if required fields is empty			
3.1			Close Application	Application = close		
3.2			Open Application	Get Started Panel = Show  Login Panel = Show  Create Account Panel = Show		
3.3			Username = User123  Password = 123  Confirm Password = 123  Press 'sign up'	Prompt = 'Account Created Successfully'		
3.2			Username = User123 Password = 123  Confirm Password = 123  Press 'sign up'	Prompt = 'This username is already taken. Choose a unique one.'		
3.3			Username = User1234  Press 'sign up'	Prompt = 'Please complete the required field.'		
3.4			Username = User1234 Password = 12345  Confirm Password = 123	Prompt = 'Password do not match'		

			Press 'sign up'			
3.5			Press 'Upload'	OpenFileDialog		
3.6			Press 'Upload'  Click Photo 'imagesample.png'	PictureBox = imagesample.png		
TC 04	SRS- Ver.02: 2.2.4	Home Panel	Transition to Pet feed panel using pick me button and Transition to LFS panel through look for shelter button			
4.1			Close Application	Application = close		
4.2			Open Application	Get Started Panel = Show  Login Panel = Show  Username = User123  Password = 123  Loading  Home Panel = Show		
4.3			Press 'Pick Me'	Pet Feed Panel = Show		
4.4			Press 'Look for Shelter'	Look For Shelter Panel = Show		

TC 05	SRS- Ver.02: 2.2.5	Pet Feed Panel	Visible contents posted from other users, able to click contents and click pick me button. Can click profile, look for shelter and home button.			
5.1			Close Application	Application = close		
5.2			Open Application	Get Started Panel = Show  Login Panel = Show  Username = User123  Password = 123  Loading  Home Panel = Show  Press 'Pick Me'  Pet Feed Panel = Show		
5.3			Press 'Profile'	Profile Panel = Show  Logout Button = Visible		
5.4			Press 'Home'	Home Panel = Show		

5.5			Press 'content panel'	Content panel = show  Pick Me button = Visible		
TC 06	SRS- Ver.02: .2.6	Look For Shelter Panel	Input Pet necessary information and uploads photo  Once posted will be seen in pet feed			
6.1			Close Application	Application = close		
6.2			Open Application	Get Started Panel = Show  Login Panel = Show  Username = User123  Password = 123  Loading  Home Panel = Show  Press 'Look For Shelter'  Look For Shelter Panel = Show		

6.3			Name = dogggo Sex = M Age = 3 months Animal Type = Dog Color = Brown Address = San Roque, Cebu City, Cebu Description = "" Pet Image = doggo.png	Prompt = 'Pet Posted Successfully!' Look For Shelter panel = close Content = visible		
6.4			Name = dogggo	Error Dialogue Box = Show		
TC 07	SRS- Ver.02: 2.2.7	Pick Me	contents posted can see the owners contact and email information			
7.1			Close Application	Application = close		

7.2			Open Application	<p>Get Started Panel = Show</p> <p>Login Panel = Show</p> <p>Username = User234</p> <p>Password = 123</p> <p>Loading</p> <p>Home Panel = Show</p> <p>Press 'Pick Me'</p> <p>Pet Feed Panel = Show</p> <p>Press 'Content'</p> <p>Content Panel = Show</p>		
7.3			Press 'Pick Me!' (Inside content panel)	Pet Owner Contact Details = Show		
TC 08	SRS- Ver.02: 2.2.8	Pet Successfully Adopted	user/owner of the pet will be able to remove the existing pet posted in the pet feed			
8.1			Close Application	Application = close		



8.2			Open Application	<p>Get Started Panel = Show</p> <p>Login Panel = Show</p> <p>Username = User234</p> <p>Password = 123</p> <p>Loading</p> <p>Home Panel = Show</p> <p>Press 'Pick Me'</p> <p>Pet Feed Panel = Show</p> <p>Press 'Content'</p> <p>Content Panel = Show</p>		
8.3			Press 'Successfully Adopted'	Content.Visible = false		
TC 09	SRS- Ver.02: 2.2.9	Profile	User personal information and display log out button			
9.1			Close Application	Application = close		

9.2			Open Application	<p>Get Started Panel = Show</p> <p>Login Panel = Show</p> <p>Username = User123</p> <p>Password = 123</p> <p>Loading</p> <p>Home Panel = Show</p> <p>Press 'Pick Me'</p> <p>Pet Feed Panel = Show</p>		
9.3			Press 'Profile '	Profile Panel = Show		
TC 10	SRS- Ver.02: 2.2.10	Logout	Displays log in panel			
10.1			Close Application	Application = close		

10.2			Open Application	Get Started Panel = Show  Login Panel = Show  Username = User123  Password = 123  Loading  Home Panel = Show  Press 'Pick Me'  Pet Feed Panel = Show  Press 'Profile'  Profile Panel = Show		
10.3			Press 'Logout'	Login Panel = Show		

### 7.3 Special Requirements

None in particular.

### 7.4 Procedure Steps

- All members must be present during the test to allow everyone to know the details of the test.
- Members must be prepared to expect bugs during testing.
- Gather all the necessary materials for testing to ensure a smooth flow of testing the plug-in.

- Backup materials must also be prepared so as not to interrupt the process in case of unexpected happenings.
- Document the test results in any way suitable for recording.

Features will be tested by modules and in the following logical order.

Application Functions:

- Create Account
- Check Username
- Login
- Look For Shelter: Post a pet up for adoption
- Home
- Pet Feed
- Content
- Pick Me
- Profile
- Log Out

## 8.0 Test Item Transmittal Report

### 8.1 Purpose

In order to recognize the test items being sent for testing. Each item's owner, physical location, and status are all included in the test. This report makes note of any deviations from the current item specifications and designs.

### 8.2 Transmittal Report Identifier

Lucky Paws (Transmittal Report)

### 8.3 Transmitted Items

These will be any of the test items listed in section 4 of the testing plan that will be given to the tester who was assigned to the project.

### 8.4 Location

The test item's location will depend on which workstation it is kept at.

### 8.5 Status

- Indicate how the test items are currently being transmitted.
- Include deviations from the item documentation, the scope list, or the test plan.
- Indicate any pending changes to item documentation that might have an impact on the item list.

### 8.6 Approvals

Carl Marlo M. Amadeo,	:	Team Leader
Stephanie Grace F. Villarubia	:	Project Adviser

## 9.0 Test Log

### 9.1 Purpose

The Test Log contains all the detailed information on all the executed tests. The purpose of the Test Log is to provide a chronological record with details about the execution of the tests.

### 9.2 Outline

#### 9.2.1 Test log identifier

Lucky Paws Test Log

#### 9.2.2 Description

This document will contain the record of important data, which includes the expected and actual results of the execution of the tests being conducted by the team.

#### 9.2.3 Activity and Event Entries

Test Log (Ver. 1)

Items being tested		Executed By		Environment [Include Variances]
Test ID	Test Item	Tester	Observer	
T1	GetStarted Panel	Carl Marlo M. Amadeo	Tristan Ace M. Camandona	Microsoft Windows
T2	Log In Panel	Carl Marlo M. Amadeo	Michael B. Flores	Microsoft Windows

<b>T3</b>	Create Account Panel	Carl Marlo M. Amadeo	Mita S. Mobe	Microsoft Windows
<b>T4</b>	Home Panel	Carl Marlo M. Amadeo	Lyndon Kirk R. Dela Cerna	Microsoft Windows
<b>T5</b>	Look for Shelter Panel	Carl Marlo M. Amadeo	Tristan Ace M. Camandona	Microsoft Windows
<b>T6</b>	Peet Feed Panel	Carl Marlo M. Amadeo	Michael B. Flores	Microsoft Windows
<b>T7</b>	Profile Panel	Carl Marlo M. Amadeo	Mita S. Mobe	Microsoft Windows

Date	Test Description	Expected Output	Actual Output	Remark
July 27, 2022	For the User Interface:	<u>Autosize</u> = True		
		Buttons: Fit		
		Panels: Fit		
		Background Image: Fit		
	For Login	Password: Password char		
		Checks Username and Password if it matches from database		
	For Create Account	Image upload: Image name & type in the text box		
	For Database	Data Accuracy: Accurate		
		Able to show the image inside the database		
	For Pet Feed Panel	Content panel will generate once use will post a pet.		
	For Content	Notifies owner when someone pick a pet		
	For Profile	Can edit user details		

## 10.0 Test Incident Report

### 10.1 Purpose

To document any events that appear in the testing process that require further investigation.

### 10.2 Outline

#### 10.2.1 Test incident report identifier

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Lucky Paws (Incident report)

#### 10.2.2 Summary

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During the deployment, all UIs were not responsive. The layout of the application was dependent on the screen of the device. Also, there was a minor error in the database, which is the only one used at a time to upload and call the pictures for the app. The rest of the application features respond properly in the way they were supposed to respond.

#### 10.2.3 Incident description

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The layout of the application should be designed in such a way that it displays UI proportional to any device screen. Also, the database of the application must be faster in calling and uploading all the pictures in it.

#### 10.2.4 Impact

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The layout of any application must be proportional to any device's display screen because when it isn't, the user can't input data properly and the application also doesn't display the output in a way that the user can comprehend and understand the data well.



## 11.0 Test Summary Report

### 11.1 Purpose

To summarize the overall testing results and to draw conclusions or make recommendations for the said results.

### 11.2 Outline

#### 11.2.1 Test summary report identifier

Lucky Paws (Summary Report)

#### 11.2.2 Summary

The following features will be tested by module:

- Profile
- Pick Me
- Look Shelter for your Pet
- Pet Feed

#### 11.2.3 Variances

There were no variant items in the test plan, test procedure, and test result. The same items were tested with the same results throughout the whole testing procedure by different module drivers.

#### 11.2.4 Comprehensive assessment

The checklists and execution trace reports indicate no mistakes regarding the test design and test procedure. Throughout the procedures, the comprehensiveness of the results specified in test design specifications has been passed and satisfied.

#### 11.2.5 Summary of results

All features passed their tests. Some new test cases were tested and are available for rerun. Little to none mistakes being detected.

#### 11.2.6 Evaluation

With only a few minor errors found, the module passed through thorough testing. Developers should improve minor faults until no mistakes are found. Minimal mistakes will only be permitted for a few months.

### **11.2.7      Summary of activities**

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Begin Testing	Estimate	Actual
Test Design (including cases)	1.0 day	
Module Driver Development	5.0 hours	
Test Execution	17.0 hours	
Module Revision	1.0 days	
Test Reporting	2.0 hours	
	<hr/>	
	3 days	
End Testing	Date:	

### **11.2.8      Approvals**

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Ms. Stephanie Grace F. Villarubia  
CPE Faculty

July 28, 2022  
Date