

**Educational Traveling**



**Educational Travelers**

**Test plan**

Contents

[1. Introduction 2](#_Toc119767811)

[2. Entry and Exit criteria 2](#_Toc119767812)

[2.1 Entry criteria 2](#_Toc119767813)

[2.2 Exit criteria 2](#_Toc119767814)

[3. Objectives and tasks 2](#_Toc119767815)

[3.1 Objective 2](#_Toc119767816)

[3.2 Tasks 2](#_Toc119767817)

[4. Scope 3](#_Toc119767818)

[5. Test deliverables 3](#_Toc119767819)

# 1. Introduction

The job of the QA engineer is to check if the code is correct and has no errors. He has to make series of test to be sure if everything works. And if something doesn’t work, he has to find out what is the problem. Also, the task to think how to “break” the code which isn’t easy.

# 2. Entry and Exit criteria

## 2.1 Entry criteria

When the QA engineer starts his work, the program isn't optimized and "cleared" from any problems it may have. Test cases aren’t all passed.

## 2.2 Exit criteria

When the QA engineer finished his work, the program is more optimized and up-to-date with less problems. Test cases are passed and the problems with the code are solved.

# 3. Objectives and tasks

## 3.1 Objective

The goal is that we end up with a complete and working product in which there are no errors and bugs.

## 3.2 Tasks

The tasks of a QA engineer are:

1. Preparation of a QA documentation, where he has to include test cases
2. Testing the app
3. Reports any problems
4. Making a documentation about the corresponding problem

# 4. Scope

Scope defines the features, functional or non-functional requirements of the code that will be tested. The program has to be fully tested, so any problems can be reported and solved.

# 5. Test deliverables

The results of a tested program are that there will be fewer malfunctions and it will be more accessible for use. And the user will be able to use the full functionality of the program.