Test Summary Report SHOPPING-LIST Mobile Application

1. Purpose

This document explains the various activities performed as part of Testing of 'SHOPPING-LIST' application.

2. Application Overview

'SHOPPING-LIST' is a native mobile application consisting of 1 modul for creating a list of products to be purchased.

3. Testing Scope

In Scope

- Installation Testing
- o Functional Testing for the shopping list module, including
 - Adding Tasks
 - Tasks Validation
 - Saving Tasks
 - Marking Tasks as Completed
 - Deleting Tasks
- Interrupt Testing
- Usability Testing
- User Interface Testing

Out of Scope

- Performance Testing
- Security Testing

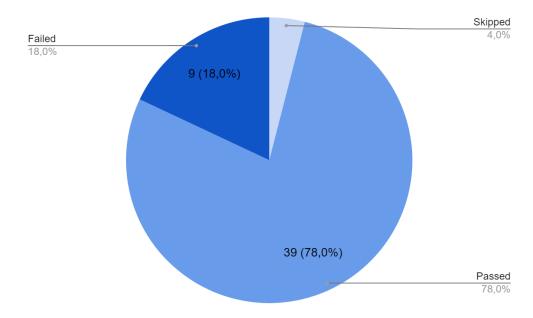
Items not tested

- o Installation Testing via the Store
- Update Testing via the Store

4. Metrics

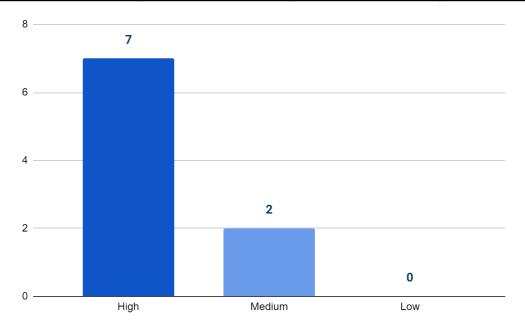
Number and characteristics of tests

| Planned | Executed | Skipped | Passed | Failed |
|---------|----------|---------|--------|--------|
| 50 | 48 | 2 | 39 | 9 |



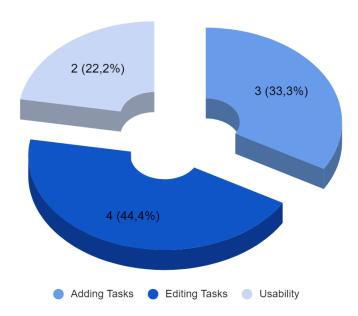
• Number of defects and their priority

| All | High | Medium | Low |
|-----|------|--------|-----|
| 9 | 7 | 2 | 0 |



Defects distribution

| All | Adding Tasks | Editing Tasks | Usability |
|-----|--------------|---------------|-----------|
| 9 | 3 | 4 | 2 |



5. Types of testing performed

Manual Testing

Manual type was used for the testing process, without the use of automated tests.

Smoke Testing

This testing was done to make sure the major functionalities are working properly.

Critical Path Testing

This type of testing verified the standard process of using the application's claimed features by a normal user.

GUI Testing

Testing user interface elements to verify that they display and function properly.

Usability Testing

This type of testing was used to verify the presence of all features that ensure its usability for typical user activities.

3. Test Environment & Tools

Type of emulated device: Samsung Galaxy S23 Ultra

OS: Android 13

Tools: Genymotion, YouTrack, Qase

3. Lessons Learnt

| Nº | Issues faced | Solutions | |
|----|---|---|--|
| 1 | The emulated device was originally created in Android Studio, but it was impossible to use the program due to the technical characteristics of the device | Using devices with suitable characteristics for Android Studio installation | |
| 2 | Emulated device was created in online version of Genymotion and the logs could not be taken | Using other suitable emulators that have the ability to receive logs from the tested device | |
| 3 | The testing process was limited to the use of an emulator | Using physical devices for the testing process to verify that the application works in a real environment | |

3. Recommendations

- Using devices with suitable specifications to install resource-intensive emulator programs
- Using a test farm with real devices to fully test the performance of the application
- Upload the app to the Store and test installing and updating from that source

3. Exit Criteria

- 100% of test cases should be executed NO
- Defects in High and Medium severity should be closed NO
- An action plan should be prepared for all defects of Low severity NO

3. Conclusion

As the Exit Criteria was not met and satisfied as mentioned in Section 10, the testing team does not recommend the release of the application. Appropriate actions to correct the defects found and regression testing should be performed before releasing the application.