Test report

Restaurant Seating Simulation

Sprint 1

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# Introduction

This document provides the test summary from the testing activities within iteration one for the Restaurant Seating Simulation app. In this document can be found the results from the test cases performed during the first development sprint of this project. After each sprint we execute a number of tests and we deliver the results in a test report. This is done in order to ensure our client that we deliver a working product. This document has several sections. The first one is introductory, what is this document about, what does contain. The second one represents the executed test cases their results, including remarks about each test case. The third part is the summary of all the test cases (what has been successful, what needs to be fixed and so on). The final part is summary of activites.

# Test cases

Below you can see the test cases that are performed during this sprint. Some of the use cases can be found in the Test case document that we have drawn earlier during the project. However, due to some implementation changes we had to rewrite some of our test cases. The changes in the implementation also opened a couple of new problems that had to be tested. That’s why we have come up with additional test cases for those issues.

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| **Test Case ID** | TC001 |
| **Test Case Summary** | Test the ability to add table to the restaurant layout plan. |
| **Preconditions** | 1. Simulation should be paused/stopped |
| **Test procedure** | 1. Select the table component from the component menu 2. Pick the size of the table in the component properties menu (table for two or four persons) 3. Click on X: 200 Y:200 point on the restaurant floor plan |
| **Expected result** | Table is successfully placed and displayed on the restaurant floor plan |
| **Actual result** | Table is successfully placed on the grid |
| **Status (Pass/Fail)** | Pass |
| **Remarks** | The ID of the table is changing when you press on area, where you cannot place a table. This is because the id is assigned when table object is created, in the constructor. We need table object in order to perform checks if the spot is free or not. In the future this side effect should be fixed. |

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| **Test Case ID** | TC003 |
| **Test Case Summary** | Test the placing a bar function |
| **Preconditions** | 1. Simulation should be paused/stopped |
| **Test procedure** | 1. Select the bar component from the component menu 2. Choose how big the bar will be, from the component menu (two or four persons) 3. Click on X: 250 Y:150 point on the restaurant floor plan |
| **Expected result** | Bar is successfully placed and displayed on the restaurant floor plan |
| **Actual result** | Bar is successfully placed on the grid. |
| **Status (Pass/Fail)** | Pass |
| **Remarks** |  |

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| **Test Case ID** | TC005 |
| **Test Case Summary** | Test setting the size of the group area |
| **Preconditions** | 1. Simulation should be paused/stopped |
| **Test procedure** | 1. Select the group area component from the component menu 2. With the mouse click on position X: 50 Y:150 |
| **Expected result** | Group area is successfully drawn and displayed on the restaurant plan |
| **Actual result** | Group area is successfully shown on the restaurant plan. |
| **Status (Pass/Fail)** | Pass |
| **Remarks** | Because of implementation reasons we changed how the special areas will be placed. Now they are placed as spots. So one group area spot means that you can place one table there. You can place many group area spots, but only ten tables at maximum can be assigned to group area spots. |

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| **Test Case ID** | TC006 |
| **Test Case Summary** | Test setting the size of the smoking area |
| **Preconditions** | 1. Simulation should be paused/stopped |
| **Test procedure** | 1. Select the smoking area component from the component menu 2. Click with the mouse on position X: 70 Y:250 |
| **Expected result** | Smoking area is successfully drawn and displayed on the restaurant plan |
| **Actual result** | Smoking area spot is successfully shown on the restaurant plan. |
| **Status (Pass/Fail)** | Pass. |
| **Remarks** | Same remark as the group area. |

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| **Test Case ID** | TC020 |
| **Test Case Summary** | Test placing a table on group area spot |
| **Preconditions** | 1. Simulation should be paused/stopped |
| **Test procedure** | 1. Select group area from the component menu 2. Select coordinates for the table (e.g. X: 140, Y: 80); 3. Place group area on the plan 4. Select table component from the menu 5. Pick a size (2 or 4 persons table) 6. Select coordinates for the table (same as group area spot - X: 140, Y: 80); 7. Place table on top of the group area spot |
| **Expected result** | Table is successfully shown on the restaurant plan and it is indicated that it is on top of a group area spot. |
| **Actual result** | Group area spot is successfully shown on the restaurant plan. |
| **Status (Pass/Fail)** | Pass. |
| **Remarks** | There is no clear sign that the table is on top of a group area. This should be fixed in the future and there should be a visible sign e.g. a specific colouring or symbol to indicate that the table is on a group area spot. |

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| **Test Case ID** | TC021 |
| **Test Case Summary** | Test placing a table on smoking area spot |
| **Preconditions** | 1. Simulation should be paused/stopped |
| **Test procedure** | 1. Select smoking area from the component menu 2. Select coordinates for the table (e.g. X: 165, Y: 120); 3. Place smoking area on the plan 4. Select table component from the menu 5. Pick a size (2 or 4 persons table) 6. Select coordinates for the table (same as smoking area spot - X: 165, Y: 120); 7. Place table on top of the smoking area spot |
| **Expected result** | Table is successfully shown on the restaurant plan and it is indicated that it is on top of a smoking area spot. |
| **Actual result** | Smoking area spot is successfully shown on the restaurant plan. |
| **Status (Pass/Fail)** | Pass. |
| **Remarks** | There is no clear sign that the table is on top of a smoking area. This should be fixed in the future and there should be a visible sign e.g. a specific colouring or symbol to indicate that the table is on a smoking area spot. |

# Conclusion

In the end of the first sprint we have performed several tests after we have finished implementing everything. During the development we have changed some things because of implementation reasons. This slightly affected our testing, because we were forced to rewrite some of the test cases. We have also added some additional test cases in order to fully test the features we have implemented.

The tests for placing a bar and a table went smooth and there were no problems or indications that there is something wrong. However testing placing a table on a smoke area/group area raised some issues, for example there should be an indication that a table is placed on a group area (e.g. a new colour or a symbol). This must be fixed in the next sprint. Otherwise no other issues were found during testing.

# Summary of activities

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| **Item** | **Planned** | **Actual** |
| *Test Design Effort* | *1.0* | *2.0* |
| *Test Execution Effort* | *2* | *2* |
| *Re-Test Effort* | *0.5* | *1* |
| *Test Management and Reporting* | *0.5* | *0.5* |