**ABSTRACT**

The project entitled “**Task manager**” is an application project designed and developed using python with Django framework, to keep the track of all the tasks that are to be done by the particular user who have logged in. The user must login and view if there are any tasks that are assigned are left incomplete. The user details are captured by the admin during the registration process while entering into the website for the first time. The user enters the website and can register into the website using the respective details or use the social media signups for much more easy access.

The user must login into the website and then will be able to either view the task or assign the task by creating a group. The user has the ability to create a group with the specified number of users and can assign the task to that particular group and also can assign task to the particular person of the group. The user can also view the status of the task that is assigned to the group and can also reassign the task when needed. On the demand of the user needs, the tasks are being assigned to the group member to whom he/she must respond to the group creator.

The user must report about the status of the task assigned. It is also important for the user to maintain the detailed report of the user task status as the task dead line is to be considered. These tasks are being carried out by the user who creates the group and also keep track of the task assigned and to be assigned. This project includes Django framework for the comfortable and easy use of the website with an interactive UI for the user using the website.

1. **INTRODUCTION**

Since the world is growing for globalization every organization wants to beat its competitors and want to grow. The modules should be complete database driven and interactive that should provide the proper information about the placement and training organization. Survival on manual system is difficult, that’s why the world has now moved computerizing every departments.

**1.1 PROJECT OVERVIEW**

Users have their own set of username and the password. Whenever a user wants to create the task it is always necessary to create the group to assign the task to the group or the individual in the group. The task is always assigned with the due date for with the user must respond and must try completing the task within the specified red line. Once when the user completes the task assigned by the team creator, the user must respond to the team creator about the task completion by simple step of notification of button interaction. The button specifies about the completion of the task to the task creator. Similarly, the task can also be assigned to the individual in the group if needed and can be accomplished in the requested manor.

Initially the task assigned to the task is set to the uncompleted or unattended so as to bring the notification of the task to the user and make them complete the task on or before the assigned due date. Finally the system is made automated by the UI provided in the system so as to bring more users for the website and also make the assignment of the task completion status check much easier. User can also view the task assigned to him/her by the so other group to which he/she are tagged to in the website. This website allows us to view all the simultaneous processing of all the tasks under different group and also helps the user to create the group and assign a new task to the new group members. This project serves as a solution to the problem of automation in creating the task completion status and other tasks.

**1.2 PROJECTOBJECTIVE**

This website helps the user to create the group and assign the task to the created group and assign the due date for all the tasks assigned into the group. This website also enables the user to assign the task to a particular person or a set of persons in the group neglitting the other persons in the group. This process in turn doubles the efficiency of the website so the user can find it simple to access and use the website without any difficulties.

Editing customer accounts- employee can open the old customer account and edit the corresponding personal information in case of any changes.

* Creating the task for the already created group is made simpler.
* Reporting about the task status to the group creator is also easier due to the UI provided within the system.
* Creation of the new group[ or the task can be made easier and simpler.
* The task can also be assigned to the individual person or a set of the people within the group for effective processing which helps in multiple processing.

**2. SYSTEM SPECIFICATION**

**HARDWARE CONFIGURATION:**

Processor : icore3, 1.3 GHz

RAM : Windows XP 7 Professional

Available Hard Disk Space : 750 MB on system drive, 2.5 GB installation drive

Operating System : Windows® 2000, Windows 7 Professional

Keyboard : 105 keys

Mouse : Compatible pointing device

CD-ROM : Samsung 52X

Hard Drive : 40GB HDD

Mother Board : Pentium 810

**3. SYSTEM STUDY**

**3.1 EXISTING SYSTEM WITH LIMITATIONS**

All the works of the website was computerized long back but the process of keeping track of the task and the manipulation of the task status are not yet automated. Whenever the user must create a group or create a task to the existing group it is being taken as the separate entry with bring confusion within the groups and tasks assigned. If the task is to be reassigned or is too assigned only to a particular set of people that is made a tedious process. The valid set of tasks under the same group is to be viewed in the same set. In the same way, the user must be able to view all the other groups to he/she belongs to, which is one of the greatest drawback of the existing system.

**3.2 PROPOSED SYSTEM WITH ADVANTAGES**

This website helps the user to create the group and assign the task to the created group and assign the due date for all the tasks assigned into the group. This website also enables the user to assign the task to a particular person or a set of persons in the group neglitting the other persons in the group. This process in turn doubles the efficiency of the website so the user can find it simple to access and use the website without any difficulties.

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**4. SYSTEM DESIGN**

System Design’s main aim is to identify the modules that should be in the system, the specifications of these modules and how they interact with each other to produce the desired results. At the end of system design all the major data structures, file formats and the major modules in the system and their specifications are decided. The most creative and challenging phase of the system development process is design phase, it is a solution, a “how to” approach to the creation of the proposed system Design, the first step in the development of an engineered product is initiated only after a clear exposition of expected product functions becomes available. Based on the user requirements and the detailed analysis of a new system, the new system must be designed. This is the phase of system designing. Normally the design proceeds in two stages: preliminary or general design, structure or detailed design.

Preliminary or general design: In the preliminary or general design, the features of the new system are specified. The costs of implementing these features and benefits to be derived are estimated. If the project is still considered to be feasible, we move to detailed design stage.

Structure or detailed design: In the detailed design stage, computer oriented work begins in the earnest. At this stage, the design of the system becomes more structured. Structured design is a blue print of a computer system solution to a given problem having the same components and inter- relationship among the same components as the original problem. Input, output and processing specifications are drawn up in detail .In the design stage, the programming language and the platform in which the new system will run are also decided. There are several tools and techniques used for designing.

Simple designs are easily understood, easily built, and easily tested. Simplicity is the most important criteria of a design. Other design criteria include the following:

**Documentation:** A good design always comes with a set of well-written documents.

**Testability:** In a good design, every requirement is testable. A design that cannot be easily tested against its requirements is not acceptable design.

**Structure:** A good design presents hierarchical structure that makes logical use of control policies among components.

**Modularity:** A good design is modular and exhibits the properties of high cohesiveness and low coupling.

**Representation:** A good design should be easily communicated to all interested parties through appropriate abstraction and representation.

**Reusability:** a good design should be repeatable and reusable.

**4.2 INPUT DESIGN**

Inputs relating to product requirements shall be determined and records maintained. These inputs shall include:

1. functional, performance, and safety requirements, according to the intended use,
2. applicable statutory and regulatory requirements,
3. where applicable, information derived from previous similar designs,
4. other requirements essential for design and development, and
5. output(s) of risk management

These inputs shall be reviewed and approved.

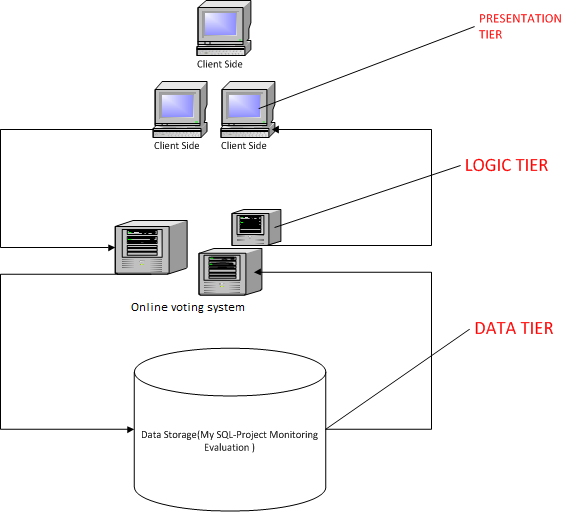
Requirements shall be complete, unambiguous, and not in conflict with each other.

Just by reading what FDA and ISO have to say about Design Inputs, you can see there are several terms used interchangeably when referring to Design Inputs:

* Design Inputs
* Design Requirements
* Design Input Requirements
* Design & Development Requirements
* Product Requirements

**4.3 DATABASE DESIGN**

A database system is an overall collection of different database software components and database containing the parts viz. Database application programs, front-end components, Database Management Systems, and Databases.



**4.4 OUTPUT DESIGN**

The outputs of design and development shall be provided in a form that enables verification against the design and development input and shall be approved prior to release.

Design and development outputs shall

a) Meet the input requirements for design and development,

b) Provide appropriate information for purchasing, production, and for service provision

c) Contain or reference product acceptance criteria, and

d) Specify the characteristics of the product that are essential for its safe and proper use.

**5. SYSTEM TESTING**

**5.1 UNIT TESTING**

In Unit testing, we have to test the programs making up the system. For this reason, Unit testing is sometimes called as program testing. The software units in a system are the modules and routines that are assembled and integrated to perform a specific function. Unit testing focuses first on the modules, independently of one another, to locate errors. This enables to detect errors in coding and logic that are contained within the module alone.

The testing was carried out during programming stage itself. In the testing step, each module is found to be working satisfactorily as regards to the expected output from the module. E.g. checking each and every unit in a dashboard form.

Unit testing is concerned with the testing of a small module. Using the detailed design description as a guide, important control paths are testes to uncover the errors within the boundary of the module. The module interface is tested to ensure that the information flows in and out of the program unit under test. The local data structure is ensured that the variables are handling valid information.

All independent paths are exercised to ensure that all statements in the module are executed at least once. The modules of the Church Alerts and Polls Sharing System are unit tested for all the above-mentioned strategies.

Numbers of input/output operations, global and local variables, scope and validity, call to other modules, file attributes and database exceptions and expressions are also tested in each and every module.

**5.2 INTERGRATION TESTING**

Integrated testing is proceeded with bottom up approach. In bottom up integration testing, an individual module is first tested from a test harness. Once a set of individual module has been tested.

They are then combined into a collection of modules, known as builds, which are then tested by a second harness. This process can combine until the build consists of the entire application.

In office administration project, the individual who built different modules would conduct bottom up testing of a modules, which they were constructing before releasing them to an integration team, which would assemble them together for top down testing.

**ALPHA AND BETA TESTING**

This is where the software is released to the actual end users. An initial release, the alpha release, might be mad to selected users who would be expected to report bugs and other detailed observations back to the production team. Once upon the application has passed through the alpha phase beta release possibly incorporating changes necessitated by the alpha phase can be made to a larger more representative set users before the final release is made to all users.

The main objective of the integration testing is to take the unit tested modules and to build a program structure that has been dictated by design. Once all modules are unit tested they are put together for integration testing. All the unit-tested modules are combined and integrated. This type of testing is a must because the information can be lost across an interface. One module can have an inadvertent, adverse effect on the other sub functions may not produce desired results when integrated.

**BOTTOM UP INTEGRATION**

This testing strategy begins it testing with the atomic modules. The bottom up integration testing may be implemented using the following steps:

* Low-level modules are combined into clusters.
* A driver is written to coordinate the test case input and output.
* The cluster is tested.
* Drivers are removed and clusters are combined moving upward in the program structure.

The lower level modules like schedules, feedback and reports are integrated first. Within these modules certain small modules are combined into clusters and tested by writing a driver and then integrated with the HR information system.

**5.3 FUNCTIONAL TESTING**

In functional testing basically the testing of the functions of component or system is done. It refers to activities that verify a specific action or function of the code. Functional test tends to answer the questions like “can the user do this” or “does this particular feature work”. This is typically described in a requirements specification or in a functional specification.

The techniques used for functional testing are often specification-based. Testing functionality can be done from two perspective:

* **Requirement-based testing:**In this type of testing the requirements are prioritized depending on the risk criteria and accordingly the tests are prioritized. This will ensure that the most important and most critical tests are included in the testing effort.
* **Business-process-based testing:**In this type of testing the scenarios involved in the day-to-day business use of the system are described. It uses the knowledge of the business processes.For example, a personal and payroll system may have the business process along the lines of: someone joins the company, employee is paid on the regular basis and employee finally leaves the company.

**5.4 ACCEPTANCE TESTING**

Acceptance testing involves planning and executing of functional tests, performance tests and stress test in order to demonstrate that the implemented system satisfies its requirements. Functional test causes involve excising the code with nominal input values for which expected results are known. Giving different input values tests it.

Performance testing determines the amount of executing time spend in various paths of the program unit, program throughput, the response time and device the utilization by the program unit. With respect to the system performance testing is based on the maximum volume of existing data, which the system can handle with an effective throughput, and efficient utilization of the system resources.

Software system is developed in the above manner is one that satisfies the user needs, confirms to its requirement and design specification, and exhibits an absence of errors. The final process should be a software audit where the complete software project is checked to ensure that it meets production management requirement. This ensures that all requirement documentation has been produced, is in the correct format and is of acceptable quality.

**6. SYSTEM IMPLEMENTATION AND MAINTENACE**

Implementation is the stage of the project where the theoretical design is turned into a working system. At this stage the main work load, the greatest upheaval and the major impact on the existing system shifts to the user department. If the implementation is not carefully planned a controlled it can cause chaos and confusion.

Implementation includes all those activities that take place to convert from the old system to the new one. The new system may be totally new, replacing an existing manual or automated system or it may be a major modification to an existing system. Proper implementation is essential to provide a reliable system to meet the organization requirements.

Successful implementation may not guarantee improvement in the organization using the new system, but improper installation will prevent it.

The process of putting the developed system in actual use is called system implementation. This includes all those activities that take place to convert from the old system to the new system. The system can be implemented only after thorough testing is done and if it is found to be working according to the specifications. The system personnel check the feasibility of the system.

The most crucial stage is achieving a new successful system and giving confidence on the new system for the user that it will work efficiently and effectively. It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the changeover. The more complex the system being implemented , the more involvement in system analysis and the design effort required just for implementation. The system implementation has three main aspects. They are education and training, system testing and changeover.

The implementation stage involves following tasks.

* Careful planning.
* Investigation of system and constraints.
* Design of methods to achieve the changeover.
* Training of the staff in the changeover phase.
* Evaluation of the changeover method.

The method of implementation and the time scale to be adopted are found out initially. Next the system is tested properly and the same time users are trained in the new procedures.

**IMPLEMENTATION PROCEDURES**

Implementation of software refers to the final installation of the package in its real environment, to the satisfaction of the intended users and the operation of the system. In many organizations some one who will not be operating it, will commission the software development project. The people are not sure that the software is meant to make their job easier.

In the initial stage, they doubt about the software but we have to ensure that the resistance does not build up, as one has to make sure that.

* The active user must be aware of the benefits of using the system
* Their confidence in the software is built up
* Proper guidance is imparted to the user so that he is comfortable in using the application.

Before going ahead and viewing the system, the user must know that for viewing the result, the server program should be running in the server. If the server object is not up running on the server, the actual processes will not take place.

**USER TRAINING**

Training sessions must aim to give user staff the specific skills required in their new jobs. Thus they should contain larger elements of practical activity. Ideally they must consist of short and regular sessions rather than long, once-off period and they should be conducted with small groups rather than the full number of staff.

To achieve the objectives and benefits expected from computer based system, it is essential for the people who will be involved to be confident of their role in the new system. As systems become more complex, the need for education and training is more and more important. Education is complementary to training. It brings life to formal training by explaining the background to the resources for them. Education involves creating the right atmosphere a motivating user staff. Education sections should encourage participation from all staff with protection for individuals for group criticism.

Education information can make training more interesting and more understandable. The aim should always be to make individual feel that they can still make all important contributions, to explain how they participate in making system changes, and to show that the computer and computer staff do not operate in isolation, but are of the same organization.

**TRAINING ON THE APPLICATION SOFTWARE**

After providing the necessary basic training on the computer awareness the users will have to be trained on the new application software. This will give the underlying philosophy of the use of the new system such as the screen flow, screen design, type of help on the screen, type of errors while entering the data the corresponding validation check at each entry and the ways to correct the data entered.

It should then cover information needed by the specific user/groups to use the system or part of the system while imparting the training of the program on the application. This training may be different across different user groups and across different levels of hierarchy.

**5.3.3 OPERATIONAL DOCUMENTATION**

Once the implementation plan is decided, it is essential that the user of the system is made familiar and comfortable with the environment. Education involves right atmosphere & motivating the user. A documentation providing the whole operations of the system is being developed. The system is developed in such a way that the user can work with it in a well consistent way.

The system is developed user friendly so that the user can work the system from the tips given in the application itself. Useful tips and guidance is given inside the application itself to help the user. Users have to be made aware that what can be achieved with the new system and how it increases the performance of the system. The user of the system should be given a general idea of the system before he uses the system.

**SYSTEM MAINTENANCE**

The maintenance phase of the software cycle is the time in which a Software product performs useful work. After a system is successfully implemented, it should be maintained in a proper manner. System maintenance is an important aspect in the software development life cycle.

The need for system maintenance is for it to make adaptable to the changes in the system environment. There may be social, technical and other environmental changes, which affect a system, which is being implemented. Software product enhancements may involve providing new functional capabilities, improving user displays and mode of interaction, upgrading the performance characteristics of the system. So only through proper system maintenance procedures, the system can be adapted to cope up with these changes.

Software maintenance is of training program, far more than “finding mistakes”. We may define maintenance by describing four activities that are undertaken to after a program is released for use. The first maintenance activity occurs because it is unreasonable to assume that software testing will uncover all latent errors in a large software system. During the use of any large program, errors will occur and be reported to the developer. The process that includes the diagnosis and correction of one or more errors is called **corrective maintenance.**

The second activity that contributes to a definition of maintenance occurs because of the rapid change that is encountered in every aspect of computing. Therefore, **adaptive maintenance**- an activity that modifies software to properly interfere with a changing environment is both necessary and common place. The third activity that may be applied to a definition of maintenance occurs when a software package is successful.

As the software is used, recommendations for new capabilities, modifications to existing functions, and general enhancements are received from users. To satisfy requests in this category**, perceptive maintenance** is performed. This activity accounts for the majority of all effort expended on software maintenance.

The fourth maintenance activity occurs when software is changed to improve future maintainability or reliability, or to provide a better basis for future enhancements. Often called **preventive maintenance***,* this activity is characterized by reverse engineering and re-engineering techniques.

1. **TEST CASES**

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| **Test Case ID** | | TD\_001 | **Test Case Description** | | Test the Login Functionality in TO-DO application | | | | | |
| **Created By** | | Deva Hari krishnan. K | **Reviewed By** | | Sunitha. C | | **Version** | | 1.0 | |
|  |  |  |  |  |  |  |  |  |  |  |
| **QA Tester’s Log** | | Review comments from Hari incorprate in version 2.1 |  |  | **1** |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| **Tester's Name** | | Deva Hari krishnan. K | **Date Tested** | | March 20, 2019 | | **Test Case (Pass/Fail/Not Executed)** | | Pass | |
|  |  |  |  |  |  |  |  |  |  |  |
| **S #** | **Prerequisites:** | | |  | **S #** | **Test Data** | | | | |
| 1 | Access to FireFox Browser | | |  | 1 | Userid = hari | | | | |
| 2 | Access to Chrome Browser | | |  | 2 | Pass = hari | | | | |
| 3 | Access to Internet Explorer Browser | | |  |  |  | | | | |
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| **Test Scenario** | Verify on entering valid userid and password, the customer can login |  |  |  |  |  |  |  |  |  |
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| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | | | **Pass / Fail / Not executed / Suspended** | | |
|
| 1 | Navigate to localhost://home.html | | Site should open | | As Expected | | | Pass | | |
| 2 | Enter Userid & Password | | Credential can be entered | | As Expected | | | Pass | | |
| 3 | Click Submit | | Cutomer is logged in | | As Expected | | | Pass | | |
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| **Test Case ID** | | TD\_002 | **Test Case Description** | | Test the Login Functionality in TO-DO application | | | | | |
| **Created By** | | Deva Hari krishnan. K | **Reviewed By** | | Sunitha. C | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | | Review comments from Hari incorprate in version 2.1 |  |  | **1** |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| **Tester's Name** | | Deva Hari krishnan. K | **Date Tested** | | March 20, 2019 | | **Test Case (Pass/Fail/Not Executed)** | | Pass | |
|  |  |  |  |  |  |  |  |  |  |  |
| **S #** | **Prerequisites:** | | |  | **S #** | **Test Data** | | | | |
| 1 | Access to FireFox Browser | | |  | 1 | Create Task= Text | | | | |
| 2 | Access to Chrome Browser | | |  | 2 | Due Date= Date | | | | |
| 3 | Access to Internet Explorer Browser | | |  |  |  | | | | |
| 4 | Check if group exists | | |  |  |  | | | | |
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| **Test Scenario** | Verify on group confirmation to create task |  |  |  |  |  |  |  |  |  |
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| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | | | **Pass / Fail / Not executed / Suspended** | | |
|
| 1 | Navigate to localhost://createtask.html | | Site should open | | As Expected | | | Pass | | |
| 2 | Enter task & duedate | | Credential can be entered | | As Expected | | | Pass | | |
| 3 | Click Submit | | Cutomer is logged in | | As Expected | | | Pass | | |
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| **Test Case ID** | | TD\_003 | **Test Case Description** | | Test the Login Functionality in TO-DO application | | | | | |
| **Created By** | | Deva Hari krishnan. K | **Reviewed By** | | Sunitha. C | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | | Review comments from Hari incorprate in version 2.1 |  |  | **1** |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| **Tester's Name** | | Deva Hari krishnan. K | **Date Tested** | | March 21, 2019 | | **Test Case (Pass/Fail/Not Executed)** | | Pass | |
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| **S #** | **Prerequisites:** | | |  | **S #** | **Test Data** | | | | |
| 1 | Access to FireFox Browser | | |  | 1 | status = done | | | | |
| 2 | Access to Chrome Browser | | |  | 2 | status= notdone | | | | |
| 3 | Access to Internet Explorer Browser | | |  |  |  | | | | |
| 4 | Check for task status | | |  |  |  | | | | |
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| **Test Scenario** | Verify on task status of the task assigned to the group/individual |  |  |  |  |  |  |  |  |  |
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| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | | | **Pass / Fail / Not executed / Suspended** | | |
|
| 1 | Navigate to localhost://dashboard.html | | Site should open | | As Expected | | | Pass | | |
| 2 | Enter Done or NotDone | | Credential can be entered | | As Expected | | | Pass | | |
| 3 | Click Submit | | Cutomer is logged in | | As Expected | | | Pass | | |
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| **Test Case ID** | | TD\_004 | **Test Case Description** | | Test the Login Functionality in TO-DO application | | | | | |
| **Created By** | | Deva Hari krishnan. K | **Reviewed By** | | Sunitha. C | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | | Review comments from Hari incorprate in version 2.1 |  |  | **1** |  |  |  |  |  |
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| **Tester's Name** | | Deva Hari krishnan. K | **Date Tested** | | March 25, 2019 | | **Test Case (Pass/Fail/Not Executed)** | | Pass | |
|  |  |  |  |  |  |  |  |  |  |  |
| **S #** | **Prerequisites:** | | |  | **S #** | **Test Data** | | | | |
| 1 | Access to FireFox Browser | | |  | 1 | chat= Text | | | | |
| 2 | Access to Chrome Browser | | |  |  |  | | | | |
| 3 | Access to Internet Explorer Browser | | |  |  |  | | | | |
| 4 | Conduct Group chat | | |  |  |  | | | | |
|  |  |  |  |  |  |  |  |  |  |  |
| **Test Scenario** | Verify on task status of the task assigned to the group/individual |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | | | **Pass / Fail / Not executed / Suspended** | | |
|
| 1 | Navigate to localhost://dashboard.html | | Site should open | | As Expected | | | Pass | | |
| 2 | Enter chat or comment to view to all | | No credentials are expected | | As Expected | | | Pass | | |
| 3 | Click Submit | | Cutomer is logged in | | As Expected | | | Pass | | |

**8. CONCLUSION**

This website is one of the best applications that help the user to keep the track of the task they have for the next upcoming days of the week. The benefits expected from this are that it could reduce the burden of traditional methods. The major goal of the software is to create software that could automate all the [assigned and completion status. This system is designed in such a way that addition of new modules can be done in a very simple and efficient manner.