



Test Plan for Online Shopping System

Module: 5COSC019W Object Oriented Programming

Name: Dilmi Balasooriya

IIT ID: 20220512 UOW ID: W1953277

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1 Introduction

The purpose of the test plan is to specify the parameters, methods, materials, and timetable for each testing task related to the online shopping system project.

The strategy specifies what needs to be tested, what features to test, how to test them, who will do the testing, when it will be completed, what resources and time are needed, and what risks are involved.

2 Scope

2.1 In Scope

Scope defines the features, functional or non-functional requirements of the software that **will be** tested.

Module Name	Applicable Roles	Description
Add new Product	Manager	The product list can have new products added by the manager
Delete a Product	Manager	Items can be removed from the list by the manager
Print the list of products	Manager	All products added to the list can be printed by the manager.
Save the list of products in a file	Manager	All product added can be saved by the manager in a text file.
Select type of products	Customer	The client can choose from the list the products they require
View the list of products	Customer	The client can view the list's items.
Add items to shopping cart	Customer	A customer's shopping cart can hold more products.
View shopping cart	Customer	The things that the customer has put to their shopping basket and their final price are both visible to them.

2.2Out of Scope

A graphical user (GUI) for a shopping platform is included in the Java code. It consists of a shopping cart (ShoppingCart), classes for products (product, Electronic, clothes), and a window to show the shopping cart (ShoppingCartWindow). The GUI gives customers the option to choose product categories, dynamically display products in a table, and offers product details for the products they have chosen. The shopping cart function opens a second window for a more detailed look, applies discounts based on the quantity of items, and computes the final cost. The

code provides a user- friendly shopping experience by showcasing the efficient usage of Java Swing components and object- oriented design.

3. Quality Objective

When it comes to promoting organizational improvement, quality goals are essential. Their primary areas of concentration are staff engagement, operational efficiency, and customer satisfaction. These objectives also manage risks, maintain compliance, and stimulate innovation. Relationships with suppliers are improved and data driven decision making is encouraged. Since sustainability is taken care of quality goals provide a comprehensive foundation for organizational performance.

4. Test Items

User Authentication Test Product Display Test Shopping cart Functionality Test Checkout Process Test Discounts and Promotions Test Product Availability Test

5. Features to be tested.

Product Browsing

Shopping Cart

Checkout Process

Order Management

Product Availability

User Account Management

Discounts and Promotions

6. Features not to be Tested.

Third- Party Integrations Minor UI changes Obsolete Functionality Low Priority Features Legacy Browsers

7. Test Environment

Java: 21.0.1

Operating systems: Windows and macOS

Test data: Sample data for products, prices, and details

8. Test Schedule

Phase 1: Unit Testing Start Date: [14.12.2023] End Date: [17.12.2023]

Phase 2: Integration Testing Start Date: [19.12.2023] End Date: [30.12.2023]

Phase 3: System Testing Start Date: [06.01.2024] End Date: [11.01.2024]

9. Conclusion

This test plan acts as a thorough manual to guarantee the online shopping system's dependability and security. Collaboration and constant communication are crucial to the testing effort's success.