CS673S16 Software Engineering
Team 1 - FriendZone
Tests Report

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Team Member	Role(s)	Signature	Date
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Ravi K Rajendran	Design Leader	*Ravi K Rajendran*	3/16/2017
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Revision history

Version	Author	Date	Change
1	Cory Stone	3/16/2017	Initial draft
2	Cory Stone	4/6/2017	Iteration 2
3	Cory Stone	5/4/2017	Iteration 3

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Introduction

This document will track test results recorded at the end of each iteration. It will list number of passing/failing unit tests, system tests, and acceptance tests. It will also provide metrics on code coverage, defect detection/fix rate, and cost of testing. This document will be updated at the end of each iteration.

- Unit test: Tests the functionality of a single method in the front end code (AngularJS) or the back end code (Node.js)
- System test: Tests a high level requirement of the application from end-to-end after it has been deployed
- Acceptance test: Tests a high level requirement of the application that is deemed as necessary for any deployment. We are designating a subset of our system tests as acceptance tests.

Test Summary

- Iteration 1
  - Unit Tests: 29/29 Passed
  - System Tests: 9/10 Passed, 1 defect opened
  - Acceptance Tests: 8/8 Passed
- Iteration 2
  - Unit Tests: 54/54 Passed
  - System Tests: 18/20 Passed, 1 existing defect, 1 defect opened
  - Acceptance Tests: 14/14 Passed
- Iteration 3
  - Unit Tests: 57/59 Passed
  - System Tests: 36/38 Passed
  - Acceptance Tests: 17/17 Passed

Tests Reports

See the Test Plan document for detailed test information and results for each iteration.

Testing Metrics

This section will list the testing metrics as recorded at the end of each iteration. See SPPP document for metric definitions.

Process Metrics

- Iteration 1
  - Size: 1059 LOC (781 JS, 278 HTML)
  - Defect density: 1 defect / 176.5 LOC (6/1059)
  - Code coverage: Not implemented for iteration 1
- Iteration 2
  - Size: 2150 LOC (1292 JS, 419 CSS, 394 HTML, 45 JSON)
  - Defect density: 1 defect / 716.6 LOC (3/2150)
  - Code coverage: Not implemented for iteration 2
- Iteration 3
  - Size: 2615 LOC (1539 JS, 509 CSS, 507 HTML, 60 JSON)
  - Defect density: 1 defect / 871.6 LOC (3/2615)
  - Code coverage: Not implemented for iteration 3

Product Metrics

- Iteration 1
  - Story points: 9/12 completed
  - Defect detection rate: 6 defects
  - Defect fix rate: 4 defects
  - Cost: 11 man-hours testing vs 157.5 man-hours overall
- Iteration 2
  - Story points: 16/20 completed
  - Defect detection rate: 1 defect
  - Defect fix rate: 0 defects
  - Cost: 6 man-hours testing vs 122 man-hours overall
- Iteration 3
  - Story points: 36/38 Completed
  - Defect detection rate: 6 defects
  - Defect fix rate: 6 defects
  - Cost: 15 man-hours testing vs 205 man-hours overall

Iteration 3 saw a high cost in man-hours and a high rate of story complete, but relatively few lines of code added when compared to previous iterations. Seems a lot of time was spent on more difficult problems, refactoring, and deployment activities.

Unfortunately we never implemented code coverage reports or automated testing, this will have to be future work.

- References
- Glossary