

Testing

- Created test files for the log in, profile, and register activities. These tests test to see if objects created on the activities are present and not null. If the objects are not null, it means they are present and that the activity is created with no problem.
 - To run these tests, navigate via app>java>com.example.hydrohomie.activities (android test) to see the tests for the various activities.
 - Once in this folder, select the test file for the activity you want to test for.
 - You will be able to press a small green play button next to the line of code where we initiate the class. Simply press it and press Run 'Test Name'
 - The test will now run and you should be able to see the results via the Run tab on the bottom of the Android Studio IDE (The tests should return check marks to show that it works)
- Manual Testing
 - Database
 - Add Drinks
 - Click the Add Drink button and select an amount of water you want to add to the database.
 - SysTools
 - From the Device File Explorer, navigate via the file path: data > data > com.example.hydrohomie > databases > DrinkHistory.db.
 - Download the db file.
 - Open SysTools and upload the file to manually check if the value was logged into the database.
 - View the TextView on the homepage of the App and check if it incremented by the amount you logged.
 - Progress Bar
 - Print out today's total logged water value and see if the change is reflected with the progress bar.
 - Spinners
 - Open the spinner and see if the starting date was the first date logged in the database.
 - Check If the dates are split by seven days.
 - Graphs
 - Open SysTools to check the date and water values stored in the database.
 - Check if the data points created match with the values in the database.
 - Informational Text
 - Open SysTools to check the dates and water values stored in the database.
 - Add up the total water values for the dates that are presented on the graph. Compare your total with the text shown on the app.

- Timed Notifications
 - Input a custom time and see if the proper notifications shows up after the allotted time has passed.
 - Setting reminders multiple times to see if the app removes the previous timed reminder
 - Setting a timed reminder and seeing if the stop button actually terminates reminders
 - Clicking on notifications to observe behavior
- Log In
 - Registering new accounts and attempting to log in with them
 - Attempted to log in with accounts that do not exist
- Registration
 - Test different inputs for the text boxes in order to see if input verification was working.
 - For example: Email is formatted correctly, password is of length 6 or more, etc.
 - Checking on firebase to see if the user is actually created
 - Logging in to see if the info submitted can be used to access the account
 - Trying to create an account with the same email to see if duplicates are accounted for
- Bottom Navigation Bar
 - Click on each of the three navigation buttons (Home, History, Settings) and make sure the button correctly navigates to the corresponding page.
- Settings Page
 - About Us
 - Clicking the About button sends a Toast message.
 - Verify the Toast Message appears by examining the app and making sure that the Toast appears with the correct text.
 - Profile
 - Shared Preferences
 - Go to the profile page and enter a name, age, and weight.
 - To check if the shared preferences save these values correctly, you have to navigate to View > Tools Windows > Device File Explorer on the Android Studio IDE.
 - Once the Device File Explorer is open, navigate via the file path: data > data > com.example.hydrohomie > shared_prefs > sharedPrefs.xml.
 - Compare the values saved in the file vs the values we inputted earlier.