Test Plan Documentation

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Interactive House - Homedork

Revision History

Name	Associated Letter
Lukas Olsson	A
Wills Ekanem	B
Bujar Rabushaj	C
Besnik Rabushaj	D

Date	Version	Description	Author
16/9/2021	0.0	No testing yet currently in conception state.	A, B, C, D
6/10/2021	0.1	No unit test class implemented	B
21/10/2021	0.3	Query builder and Service class test cases implemented	B

Homedork's API implemented JUnit test cases

Test case ID	Summary	Precondition	Steps	Results	Comment (Timeline tracked)
1	Get user/ get user saved information	User data exists in database and right {userId} is called. DB server is up and running.	- user service class is contacted - query builder class is called - client class is contacted to send "get user by {userId}" query to DB server.	PASS	User objects already exists in users table
2	Get user devices	User has some devices in DB. User exists in DB by **{usedId}.**. DB server is up and running	- user service class is contacted - query builder class is called - client class is contacted to send "get devices where userId == {userId}" query to DB server.	FAIL	No devices
3	Get all user's lamp	User has some devices of **deviceType = Device.Lamp** in DB. User exists in DB by {usedId}.. DB server is up and running	- user service class is contacted - query builder class is called - client class is contacted to send "select * devices where userId == {userId} and **deviceType = Device.Lamp**" query to DB server.	FAIL	No devices
4	Turn off user's lamp	User has some devices of **deviceType = Device.Lamp** in DB. User exists in DB by **{usedId}.**. DB server is up and running	- user service class is contacted - query builder class is called - client class is contacted to send "change device state where **deviceType = Device.Lamp** and deviceId = {lampId} " query to DB server.	FAIL	No devices
5	Turn on user's lamp	User has some devices	- user service class is	FAIL	No devices

		of **deviceType** = **Device.Lamp** in DB . User exists in DB by **{usedId}..** DB server is up and running	contacted - query builder class is called - client class is contacted to send "change device state where **deviceType** = **Device.Lamp** and deviceId = {lampId} " query to DB server.		
6	Get a particular lamp	User has some devices of **deviceType** = **Device.Lamp** in DB. User exists in DB by **{usedId}..** DB server is up and running	- user service class is contacted - query builder class is called - client class is contacted to send "get device where **deviceType** = **Device.Lamp** and deviceId = {lampId} " query to DB server.	FAIL	No devices
7	Change lamp brightness	User has some devices of **deviceType** = **Device.Lamp** in DB. User exists in DB by **{usedId}.** DB server is up and running	- user service class is contacted - query builder class is called - client class is contacted to send "set level = {level} where **deviceType** = **Device.Lamp** and deviceId = {lampId} " query to DB server.	FAIL	No devices
8	Get all user's Fans	User has some devices of **deviceType** = **Device.Fan** in DB. User exists in DB by **{usedId}..** DB server is up and running	- user service class is contacted - query builder class is called - client class is contacted to send "select * devices where userId == {userId} and **deviceType** = **Device.Fan**" query to DB server.	FAIL	No devices
9	Turn off user's Fan	User has some devices of **deviceType** = **Device.Fan** in DB. User exists in DB by **{usedId}..** DB server is up and running	- user service class is contacted - query builder class is called - client class is contacted to send "change device state where **deviceType** = **Device.Fan** and deviceId = {fanId} " query to DB server.	FAIL	No devices

				red block	
10	Turn on user's Fan	User has some devices of **deviceType = Device.Fan** in DB . User exists in DB by **{usedId}..** DB server is up and running	- user service class is contacted - query builder class is called - client class is contacted to send "change device state where **deviceType = Device.Fan** and deviceId = {fanId} " query to DB server.	FAIL	No devices
11	Get a particular Fan	User has some devices of **deviceType = Device.Fan** in DB. User exists in DB by **{usedId}..** DB server is up and running	- user service class is contacted - query builder class is called - client class is contacted to send "get device where **deviceType = Device.Fan** and deviceId = {fanId} " query to DB server.	FAIL	No devices
12	Change fan speed	User has some devices of **deviceType = Device.Fan** in DB. User exists in DB by **{usedId}.** DB server is up and running	- user service class is contacted - query builder class is called - client class is contacted to send "set level = {level} where **deviceType = Device.Fan** and deviceId = {fanId} " query to DB server.	FAIL	No devices