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##### **Software Test Report**

##### **(STR)**

**Software Test Report for “EL AL”**

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1. **Test Summary**

***1.1 Scope of Testing:***

The primary objective was to ensure the functionality, usability, E2E, compatibility and exploratory of the “EL AL” Company's application.

This included testing the following main Modules:

- Buying \ canceling product

- Information accessibility.

Unfortunately, there was not enough time to perform Stress Testing, Load testing, Survival Testing, Integration Testing, Languages Testing . In addition to that some of the features such as: Search, Gift card, Trade-In were not tested. Lack of o**ne of the team members** for personal reasons also affected the scope of work performed

Security tests were not performed due to the lack of a functional document.

***1.2 Testing Period:***

The testing was conducted over one sprint, lasting one month, from [17/04/2024] to [22/05/2024].

***1.3 Testing Environment:***

Tests were carried out on the live version of the application “[EL AL on the App Store (apple.com)](https://apps.apple.com/us/app/el-al/id424006807)[”](https://ksp.co.il/web/).

Browsers included Iphone 13 Pro Max

The Operating System tested was IOS version 17.4.1

* 1. ***High-Level Results:***

- A total of test cases were executed:

with 1 passing and failing.

1. **Testing Activities**

The following Testing Activities were performed in this sprint/s:

**2.1 Smoke Tests**

Over the course of the sprint, **all smoke tests have passed.**

**2.2 Functional Testing**

All functional testing has been conducted, confirming that all

features and modules are operating as intended except for **one major bug**.

**2.3 User Interface Testing**

Our user interface testing has confirmed that the overall user experience

aligns with our company's high standards.

However, we did observe a **few minor bugs.**

**2.4 Compatibility Testing**

During our compatibility testing, **0 critical issues emerged**.

**2.5 Exploratory Testing**

During our compatibility testing, **0 critical issues emerged**.

**2.6 E2E Testing**

During our compatibility testing, **0 critical issues emerged**.

1. **Results and Findings**

This section presents the key outcomes of our testing efforts on

“[EL AL on the App Store (apple.com)](https://apps.apple.com/us/app/el-al/id424006807)”.

**3.1 Test Execution:**

- **Executed:** test cases (100% of planned)

- **Passed:** 58(85%), Failed:10(15%)

-  **Cases remaining :**75 (25%)

**3.2 Defects Logged:**

- **Total:**10 defects (Critical: 1, High:2 , Medium:6 , Low: 1)

- Open: 10

- In Progress: 10

- Fixed: 0

- Closed: 0

**3.3 Requirement coverage:**

* One of the team members dropped out of work due to personal reasons, so the scope of work did not cover his assignment. Thus, the scope of requirements was not fully met, only about 90%. Modules not tested due to the absence of a team member are already listed for the next round of testing.

1. **Open Issues, Risks and Go No Go**

**4.1.1 Go No Go Recommendation:**

Comparison of the test data with the **Software Test Plan** document shows that the product does not have a large number of High/Medium/Low severity bugs, also we did not encounter any critical problems, such as: application failure, inability to connect, etc. The level of detected bugs slightly exceeds the value set earlier in the STP document.

Our recommendation is to launch the application **“**[EL AL on the App Store (apple.com)](https://apps.apple.com/us/app/el-al/id424006807)**”.**

This is because these are minor faults that do not cause the application to crash. The results of the tests indicate that the system is quite stable and performs well overall, the application successfully accomplishes its purpose and allows the user to use the product without interruption.

We acknowledge the presence of open issues and **two major issues**.

Even though we have E2E issues that are open, there are other working ways to perform E2E transactions. The development team is aware of the minor bugs reported in the Bug Report and will do their best to fix them. Implementations and fixes will be made in the next version.

We recommend releasing them as known issues to the end-users, with a commitment to addressing them as soon as possible through immediate hotfixes.