**=====CS673 Software Engineering** 

**Team 1 - HoopFinder**

**Tests Report**

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| --- | --- | --- | --- |
| Team Member | Role(s) | Signature | Date |
| Mike Zhong | Design, Implementation Leader  Backup Team Lead |  |  |
| Sriram Doss | Requirements Leader |  |  |
| Jamie Smart | QA Leader |  |  |
| Douyao Zhang | Security Leader |  |  |
| Saloni Rawat | Configuration Leader,  Team Lead |  |  |
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**Revision history**

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Author** | **Date** | **Change** |
| **1.0** | **Jamie Smart** | **12/12/19** | **n/a** |
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# Introduction

*This document details the types of testing done on the HoopFinder app, as well as the*

*results of those tests. It will also detail the testing metrics that were tracked.*

Hoopfinder is an android application that allows users to connect to other nearby interested players to organize events at nearby courts. More details on the project are available under the [SPPP](https://docs.google.com/document/d/1xOXwoxuaSoGwdceJBj4nmJrN1tKBkyNZ/edit)

The purpose of this document is to provide documentation to be used in the testing of Hoopfinder. It will elaborate on the testing goals of the team, the different approaches followed as well as summarize the results in the form of the metrics.

The main testing goals for the projects are:

1. To successfully implement the application: The app should be developed and implemented as per the expectations set during the requirement gathering phase.
2. To develop an easily navigable app: The app should be user intuitive and focus on delivering a seamless experience.

# Test Summary

In this section, you will summarize what was tested and what happened, based on each test type.

***Black box vs White box***

*One of the top priorities for the team is to implement a successful implementation of the application, which means that the app should work as per expectation. We, as a team, are more concerned with the end result as opposed to the process followed. In the spirit of being truly, we understand that sometimes team members will emphasise on delivering a unit as opposed to maintaining a standard design/implementation policy.*

*Given that we are working with technologies that the team has been unfamiliar with in the past, it seemed highly unlikely that the team can come up with a highly effective design plan, so the decision was made to use black box testing methodologies as opposed to white box.*

*Testing process*

* + *Unit Tests*
    - *the general functionality of each class was tested i.e., each class was tested to make sure that it performed it’s purpose*
  + *System Tests*
    - *the app will be tested to make sure that it functions in whole. Someone will test the app by using it as a user would and making sure that all screens are accessible as intended and that all buttons function as intended.*
  + *Acceptance Tests*
    - *the app shall be tested against each of the requirements to ensure that they are all fulfilled*

# Tests Reports

# In this section, you will give a detailed description of each test case performed and the result. You shall list what are existing tests developed in the previous semester and what are new tests developed currently.

For each test case, you can use the following template (or something based on the following template)

* Test case ID, name
* New or old:
* Test items: (what do you test )
* Test priority (high/medium/low)
* Dependencies (to other test case/requirement if any):
* Preconditions: (if any)
* input data:
* Test steps:
* Postconditions:
* Expected output:
* Actual output:
* Pass or Fail:
* Bug id/link: (this should link to your github issue id)
* Additional notes:

(You can use an additional table or document for this section)

*The results can be found at the following link:*

<https://docs.google.com/spreadsheets/d/1JHxTLIY_rFV8pKoF4v0wxqOslVPpMcLoxlkhfdxNi0A/edit>

# Testing Metrics

In this section, you shall report the any metrics used for the evaluation, e.g. coverage, defects rate, etc.

* + *The initial test pass rate -- the rate of tests that passed on their first run -- was 80%.*
  + *The total number of bugs found was 16.*

# References

# Glossary