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Argaman Project | Bugs & Known Issues Report

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Introduction: Argaman is a project that consists of four components: Operator application (RC), User application (MG), BaaS (Firebase) and file-hosting service (Dropbox). The purpose of the project is to do one main action. As long as the action is ON, products are created and saved. Our mission is to ensure the quality of the project, and to make sure that the applications works properly, the action is working without interruptions, and the products contains exactly what they're supposed.

Report Purpose: Reflect the behavior of the applications in different situations, and to point out bugs and issues.

Environment: Android 14

Applications' versions: **MG version: 1.2.1 | RC version: 1.2.0**

Report Summary

1. **Overall Execution Status:**

   Of the 134 Tests contained on "ARG | Android 14" (#414):

TODO	30.94%
EXECUTING	**11.51%** *
PASS	**47.48%**
FAIL	**10.07%**
ABORTED	**0%**

2. **Segmentation of bugs and known issues by test set:**

Test set	Test Coverage	Bugs	Known Issues
Functionality	63%	1	0
Error Handling	56%	0	2
Failure & Recovery	31%	3	2
Load & Stress	78%	4	8
Integration	100%	0	0
UI	100%	0	2
Compatibility	100%	0	0
Localization	70%	1	0
Installation	100%	0	0
Connections	30%	0	0
Performance	0%	Unchecked	Unchecked
Location File	0%	Unchecked	Unchecked

* Execute means that test has several options, and not all of them have been tested

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Detail Report

Bugs   Known Issues

1. **Failure & Recovery**
   a. **Turn user's device off**
      i. When action's ON, and the user device turns off and then turn on, the products from before the turn off cannot be opened. **Bug #422**
      ii. When action's ON, and the user device turns off, the operator does not receive feedback that the action has stopped. During the entire time that the phone is off, the operator and the Firebase seeing the action as ON, although it's OFF. **Related tests #77 #80**
      iii. Although 2 devices turned the action ON, after the user device turned off and then turned on, only RC's action continues. **Related tests #76 #380**
   b. **Turn devices online / offline**
      i. These tests check the behavior of the applications in different situations when the devices are online and offline (checked - disable mobile data, turn airplane mode on , unchecked – disable Wi-Fi)
      The test steps worked as they should, but the products were very strange:
         1. Some of the products were good, as expected
         2. Some of them **never uploaded**
         3. Some of them **uploaded without the mp3 and csv files (examples in Project one/Outgoing/online-offline)**
      When we executed the tests again in different place, we haven't encounter this behavior.

2. **UI**
   a. **Game's countdown**
      i. Each game has la limited time to succeed it. There is a clock in the corner of the screen that counts down the remaining time. When the time is up, the game should end, but it continues and there is no popup indicating that the time is up. **Related tests #346 #560**
   b. **Cards flipping**
      i. While playing the game, if we press on two cards twice before they flip back, the pictures of the cards will keep showing on the board until we match them. **Related tests #346 #560**

3. **Load & Stress**
   a. **Weak signal**
      i. When the signal is weak, the update and upload times are significantly longer than usual. We measured the times is takes to:
         1. Upload 1min product: between 1 to 80 minutes
         2. Update the adjacent component on event: up to 15 seconds
   b. **Accessibility**
      i. Can't run the application TeamViewer (that also use the Accessibility) when MG and RC are installed. A popup appears and says – "There is already an active connection to this device. Multiple remote control connections to this device are not possible". **Related tests #447 #495**

c. **Microphone**

Action(on) -> wait -> Interruption that requires microphone -> wait -> Activity(off)

Interruption works properly and has audio as it should have **Action product** has clear sound from beginning to end	**Interruption** works properly and has audio as it should have In the **action product** there's silence during the activity	**Interruption** cannot start and alert pops up (bug) **Action product** has clear sound from beginning to end
Voice message (WhatsApp, Telegram, Instagram, Facebook, Snapchat) #440	**Incoming call (GSM, WhatsApp, Snapchat, Instagram, Facebook, Telegram)** The ring of the incoming call is heard in the action product **#438** *It was possible to hear the WhatsApp call on the action product on Android 13	**Voice recorder by Samsung** Popup: "Unable to start new recording. Other application already recording" **#440**
Keyboard STT #444	**Outgoing call (GSM, WhatsApp, Snapchat, Instagram, Facebook, Telegram) #439** *It was possible to hear the WhatsApp call on the action product on Android 13	**Bixby (Like Siri)** Popup: "Can't wake up Bixby when the mic is already being used for **MG**." **#443**
Shazam #452 #467	**Record video (phone camera, WhatsApp, Instagram, Facebook, Snapchat) #442**	**Screen record** (sound: media and mic) Popup: "Microphone in use, change sound settings or stop using mic." **#445**
	Take motion photo #441	
	Video call (WhatsApp, Telegram, Facebook, Snapchat) #515	
	Google Assistant (Like Siri) #443	
	Google STT #444	

4. **Error Handling**
   a. **Microphone permission**
      i. When action's ON, and we disable the microphone permission, the application is crushing and we can't get inside to stop the action. **Related test #378 #379**
      ii. When action's ON, and we disable ad then enable the microphone permission, the application is crushing and we can't get inside to stop the action. **Related tests #492**
      iii. When action's OFF and microphone is disabled, when we turn the action ON and then enable the microphone, the application is crushing and we can't get inside to stop the action. **Related tests #491**

5. **Functionality**
   a. **Time Limit**
      i. In the default APK, the test User(on), checks if an action that started by the user, stopped automatically after 10h. We executed this test few times, and every time took a long time for the products to be uploaded (happens a lot, poor cellular reception), and we **couldn't open the files**.
         1. It's important to say that we executed the tests:
            a. O(on)
            b. U(on) in the 100kb APK

         And their products that tested in sample test were good, so we estimate that is happened **because of the poor cellular reception**. We will execute this test again as soon as possible.

6. **Localization**
   a. **RC app**
      i. When we changed the language to Hebrew and then download the RC app, the ON/OFF label's crushing. We haven't checked other languages, and we haven't checked if it affects the functionality. **Related tests #212 - TBD**

Appendices

Appendix A: Third parties applications versions:

WhatsApp: 2.24.12.78

Telegram: 10.14.2

Instagram: 337.0.0.35.102 | 338.0.0.31.95

Facebook: 470.0.0.61.82

Snapchat: 12.93.0.43