Test Plan

FaceBook Usernames:

[pxptarkciy\_1512660589@tfbnw.net](mailto:pxptarkciy_1512660589@tfbnw.net) Password: Warlord1

Hello World this is Team Mohammad Naz and Juned Alam.

Before we run our app please make sure the app is running on a device with sdk 26.1.0, and using android studio 3.0.1.

1. once you enter our app by tapping the icon labeled “stepcounter” you must proceed by tapping on the button marked “continue with Facebook” as this is the primary mode of access to the main activity page. Alternatively, you can press the “login” Button for direct access to the main activity page without the need for Facebook.

2.Once you have tapped the “continue with Facebook” button, you must login with the Facebook username and password above.

3. Once in the main activity page you will notice some of our most prominent features. If logged in properly you should see a tab on the top with the Facebook user’s name, gender, and birthday displayed.

4. the tab in the middle should display the current temperature along with the date and location.

5. right below the profile photo on the top of the page is a button labeled “share”. If the login credential was correct this button should lead to a pop up form that lets you type a message stating how far you have walked and posts it to the user’s wall once they press “post”. This piece of information has to be typed manually as we have not found a way to automatically import the number of walked steps into the Facebook api.

6. upon posting, the app should automatically return to the main activity page where there will be a button marked “Fitness section”.

7. this should launch a new activity where the user can see how many steps they have taken along with the number of calories they are burning and the distance they have worked. In order for these processes to work, you must allow access to location and media services if a alert pops up requiring it. Press “start calculating”. Please be advised that speed is found via google location services so you must have an enabled and strong Wi-Fi or cellular connection. It works best during fast paced exercises as google will update your location more frequently.

8. in the Main activity page you will notice a RecyclerView structure on the bottom that will store your data per 24/hrs, however we have mock data as of now for testing purposes, since we have not been able to implement any observer patterns.

9. here are the following Gradle dependencies and user-permissions that must be added for the app to run properly.

Gradle dependencies:

compile **'com.facebook.android:facebook-android-sdk:[4,5)'**compile **'com.squareup.picasso:picasso:2.5.2'**compile **'com.android.support:cardview-v7:26.1.0'**compile **'com.android.support:design:26.1.0'**compile **'com.android.support:support-v4:26.1.0'**compile **'com.android.support:recyclerview-v7:26.1.0'**compile **'com.google.android.gms:play-services-maps:11.4.2'**compile **'com.google.android.gms:play-services-location:11.4.2'**implementation **'com.squareup.retrofit2:retrofit:2.3.0'**implementation **'com.squareup.retrofit2:converter-gson:2.3.0'**compile **'com.github.bumptech.glide:glide:3.8.0'**

Manifest.xml:

<**uses-permission android:name="android.permission.INTERNET"** />  
<**uses-permission android:name="android.permission.ACCESS\_FINE\_LOCATION"** />  
<**uses-permission android:name="android.permission.ACCESS\_COARSE\_LOCATION"** />  
<**uses-feature android:name="android.hardware.location.gps"** />  
<**uses-permission android:name="android.permission.ACCESS\_NETWORK\_STATE"** />  
<**uses-permission android:name="android.permission.WRITE\_EXTERNAL\_STORAGE"** />  
<**uses-permission android:name="com.google.android.providers.gsf.permission.READ\_GSERVICES"** />