Exercycle Physical Activity Cash Back Incentive Test Report

Test Objective

A scheme created by local governments, New Zealand power companies and sports/health advocates financially rewards households for generating power though physical activity on an exercycle. However, household points are not being calculated correctly. Defects in the application are to be found and reported.

Methodology

Although the main problem revolves around calculation errors, other parts of the web application such as form input were tested to identify possible unseen causes. For this project, Cypress end-to-end testing was used to test for defects.

Class names, ids, and other less general identifiers from the HTML file were used to identify elements rather than identifying them by details such as visible text. This was due to many elements (especially in the form page) having similar content which made it more time-consuming and harder to identify elements.

Each class/file is responsible for different parts of the application. For example, exercycle.cy.js only contains tests for the start page whereas exercycle-form-individual.js only contains tests for single member households.

Some tests were iterated over household member numbers as they were testing the same functionality. This ultimately reduced code duplication and also reduced file length so the code was more readable and consistent.

In addition to testing for incorrect functionality, some tests also check for incorrect visuals/incorrect output.

The approach taken was to traverse chronologically through the web application and identify errors while proceeding through the application. This is shown through the flow of commits on the GitHub repository^[1]. The first tests produced are related to the home page. The next tests were relevant to inputs and 1 person calculations.

Findings

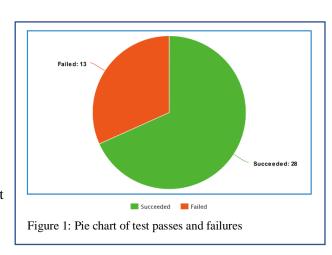
Total tests run: 41

Tests succeeded: 28

Tests failed: 13

See Figure 1 for a visual representation of the above.

Please see Appendix for test failures and other relevant test information



It was found that some input types that should be invalid were allowed to be inputted and were involved in calculations:

- Negative numbers were allowed as input. Large negative numbers caused the final numbers in the calculation page to be in scientific form (eg. 1E+15)
- Scientific numbers were also allowed as input and were used in the calculations. However, it was unclear/unknown if this number format is valid. Regardless of its validity, test cases have been created for this format.

- Removing all numbers from the form and entering empty fields caused the table in the calculation page to not show any value. Although an empty input has been found to equal to 0 and calculate correctly, the value of 0 is not shown in the individual points table. This also occurs with multiple members; the individual and household calculations are correct but there is no value shown in the table for the respective members.

The form inputs allowed numbers greater than 7 and less than 0 to be inputted by typing in the number, using arrow keys or clicking the form arrow buttons. Although an error message in the calculation page appeared for numbers greater than 7, there was none for negative numbers.

It should also be noted that though manual testing, it has been found that the pop-up for when an input field contains a decimal informs the user of the nearest valid values. For example, if the user enters 5.5, it informs them that "the two nearest valid values are 5 and 6". It does the same thing for a negative decimal. For example, if the user enters -2.3, it tells them that "the two nearest **valid** values are -3 and -2". However, as negative numbers should not be valid, this tip is incorrect.

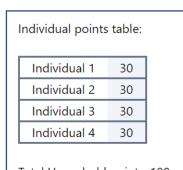
Individual points table:

Individual 1 30
Individual 2 0

Total Household points: 35

Figure 2: More household points than what it should be

The calculations for total household points were incorrect in the following ways:



Total Household points: 100

Figure 3: Household points do not exceed 100 points

Although the scheme rules state that individuals can only earn 30 points a week for their household, individuals' excess points – points above 30 – are included in the calculation. The final table shows the correct amount for the individual but the total household points is incorrect. In Figure 2, Individual 1 has earned 35 points, 30 after applying the weekly limit. The table correctly displays 30 but the message displays 35.

Total household points were limited at 100 and did not count any past this amount. This was only true for forms with 4 or 5 individuals as it is not possible for less members to reach 100 points (unless the calculation error above is considered. In this case, the 3-member form can reproduce this error as 3*49>100). In Figure 3, the total household points should be equal to 120. However, it displays the total as 100.

Recommendations

- Form inputs need to be checked and not allow the user to input the invalid number formats listed in the findings. It is recommended that a pop-up similar to the decimal pop-up is implemented.
- Numbers between 0-7 inclusive should only allowed to be inputted. Arrow keys/form buttons should not allow the value to go higher than 7 or lower than 0.
- Update the calculation so that:
 - Individual points over 30 are not counted towards the total household points.
 - Household points can exceed 100 points.
- UI: An instructions/help page to tell the user how to calculate/enter points will be helpful. This will also help families with more than 5 members as they may be unsure of what to input since the 5+ table only contains 5 individuals.

Other notes

An error rarely occurred with test cases where Cypress would detect an element as "disabled" and mark the test as failed, even if the test usually passes. However, a solution to this was not implemented due to the solution allowing incorrect access to the input fields.

References

 $[1]\ https://github.com/k1dubv1/exercycle-testing$

Appendix

