WhatsUp Test Report v0.2.0

1. Introduction

1.1 Purpose of application

Application is a client to the WhatsUp service implemented for android devices. It presents content from the service and has features for creating content for the service.

1.2 General characteristics of application

The application generally doesn't perform any major computations or calculations, but works heavily with network communication. Most data exists on the server, and nearly no information is stored only in the application (exception: Reference points whom are private to each device).

2. Test environment

Tests are done manually

2.1 Hardware environment

Tests are run on:
- Android emulator on MacBook Pro with Intel Sandy Bridge quad-core i7, 8 GB system memory and Intel integrated graphics, Wifi network.
- Samsung Galaxy SII, WiFi network.
- Android emulator on HP ProBook with Intel Celeron dual-core P4500, 1,9 GHz, 3 GB RAM and integrated Intel HD Graphics.

2.2 Software environment

2.2.1 Softwares
- Mac OSX 10.7.2 with Eclipse Indigo and emulated Google API Platform 10 (2.3.3)
- Samsung Android 2.3.3 with Google APIs
- Windows 7 with Eclipse Indigo and Android Virtual Device with API 2.2.

2.2.2 Software settings
Plain settings from fresh install. WiFi enabled on all tests except

3. System information

3.1 System version

WhatsUp v0.1.1

4. Known bugs and limitations

- Map won't automatically refresh annotations on panning/zooming, only refreshes through button.
- Server only returns the 10 oldest annotations matching the area request, which may cause that some existing annotations never arrives to the device. This is a server implementation problem not addressed in this Android project.
- When closing the application, an error about "leaking intent receiver" is thrown from a class connected to the Google maps API.

5. Test report

Legend: Done Fail due to "not implemented" Implementation fail

5.1 Emulator run (Mac OSX)

Test ID	Result	Comment
1.1	Done	
1.2	Partial	Auto-refresh not implemented
1.3	Partial	Auto-refresh not implemented
1.4.1	Failed	Not implemented
1.4.2	Failed	Not implemented
1.5.1	Done	
1.5.2	Done	
1.6.1	Done	
1.6.2	Done	
1.8.1	Done	
1.8.2	Done	
1.8.3	Done	
1.9	Done	No confirmation
1.10	Done	

1.11	Done	
1.12	Done	
1.13	Done	
1.14	Failed	Not implemented
1.15	Failed	No information displayed
1.16	Done	
1.17	Failed	Only creating, fetching never calls the database
1.18	Done	
1.19	Failed	App crashes
2.1.1	Done	
2.1.2	Done	
2.1.3	Done	
2.2	Failed	Not implemented
2.3.1	Failed	Not implemented
2.3.2	Failed	Not implemented
2.3.3	Failed	Not implemented
2.4	Partial	Comment/rating not implemented
3.1.1	Done	
3.1.2	Done	
3.2.1	Done	
3.2.2	Done	
3.3	Done	Server implementation missing though.
3.4	Done	
3.5	Failed	Not implemented

Result: 23 Done, 11 Not implemented, 4 Failed

5.2 Samsung device run

Test ID	Result	Comment
1.1	Success	
1.2	Partial	No automatic update
1.3	Partial	No automatic update
1.4.1	Failed	Not implemented
1.4.2	Failed	Not implemented
1.5.1	Success	
1.5.2	Success	
1.6.1	Success	
1.6.2	Success	
1.8.1	Success	
1.8.2	Success	
1.8.3	Success	
1.9	Partial	No confirmation message
1.10	Success	
1.11	Success	
1.12	Success	
1.13	Success	
1.14	Failed	
1.15	Failed	
1.16	Success	
1.17	Failed	Created annotations are stored in db but never loaded when viewing (loaded from network)

1.18	Success	
1.19	Failed	App dies when trying to access network
2.1.1	Success	
2.1.2	Success	
2.1.3	Success	
2.2	Failed	Not implemented
2.3.1	Failed	Not implemented
2.3.2	Failed	Not implemented
2.3.3	Failed	Not implemented
2.4	Failed	Not implemented
3.1.1	Success	
3.1.2	Success	
3.2.1	Success	
3.2.2	Success	
3.3	Success	
3.4	Success	
3.5	Failed	Not implemented

Result: 23 Done, 4 Failed, 11 Not implemented

5.3 Emulator run (Windows 7)

Test ID	Result	Comment
1.1	Done	
1.2	Partial	Not completely implemented
1.3	Partial	Not completely implemented
1.4.1	Failed	Not implemented

1.4.2	Failed	Not implemented
1.5.1	Done	
1.5.2	Done	
1.6.1	Done	
1.6.2	Done	
1.8.1	Done	
1.8.2	Done	
1.8.3	Partial	No confirmation message
1.9	Partial	Not moving to the new position. Bug issue #37
1.10	Done	
1.11	Done	
1.12	Done	
1.13	Done	
1.14	Fail	Not implemented
1.15	Fail	App crashes. No message is shown.
1.16	Done	
1.17	Done	
1.18	Done	
1.19	Failed	No message is displayed and eventually the map crashes.
2.1.1	Partial	No message is displayed.
2.1.2	Done	
2.1.3	Done	
2.2	Fail	Not implemented
2.3.1	Fail	Not implemented.
2.3.2	Fail	Not implemented.

2.3.3	Fail	Not implemented.
2.4	Partial	Cannot comment or rate.
3.1.1	Done	
3.1.2	Done	
3.2.1	Done	
3.2.2	Done	
3.3	Done	
3.4	Done	
3.5	Fail	Not implemented.

Result: 21 Done, 12o Failed, 4 Fails