

# Senior Design Test Plan

## Improved Visualization for Formal Languages

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## Table of Contents

### 1. Introduction

#### 1.1 Purpose

#### 1.2 Scope

#### 1.3 References

### 2. Test Items

### 3. Features to be Tested

### 4. Features Not to be Tested

### 5. Test Approach

### 6. Test Cases

#### 6.1 Functional Requirements

#### 6.2 Performance Requirements

#### 6.3 Non-Functional Requirements

### 7. Pass/Fail Criteria

### 8. Test Deliverables

### 9. Testing Schedule

### 10. Risks and Contingencies

# 1. Introduction

## 1.1 Purpose

This Test Plan describes the strategy and test cases for verifying the **Improved Visualization for Formal Languages** application. The goal is to validate that the system reliably enables users to create, animate, minimize, learn about, and interact with DFAs as specified in the Requirements Document.

## 1.2 Scope

Testing will encompass the functional, performance, and non-functional requirements of the application. Focus areas include DFA creation, animation, minimization, multi-symbol transitions, and overall usability. The scope of our tests will also allow the DFA logic to be as accurate as possible.

## 1.3 References

- IEEE Std 829-1998, Software Test Documentation
- Improved Visualization for Formal Languages Requirements Document (v1.0)

## 2. Test Items

- DFA visualization desktop application
- Core modules for DFA creation, animation, and minimization
- GUI components and built-in documentation

## 3. Features to be Tested

- DFA creation and editing ([FR-1])
- String execution/animation ([FR-2])
- State designation ([FR-3])
- DFA minimization and completion ([FR-4], [FR-5])
- Multi-symbol transitions ([FR-6])
- In-program documentation ([FR-7])
- Performance under large DFA load ([PR-1], [PR-2])
- Security, reliability, and usability ([NFR-1]–[NFR-6])

## 4. Features Not to be Tested

- Online collaboration/sharing features (not in current release)
- Integration with external DFA libraries

## 5. Test Approach

A mix of black-box testing, usability testing, and stress testing will be employed. Test data will include both normal inputs (valid DFA definitions, strings) and unusual inputs (invalid transitions, incomplete DFAs) to uncover edge cases.

## 6. Test Cases

### 6.1 Functional Requirements

- **[FR-1] Test Case – DFA Creation**  
*Input:* User creates a DFA graphically in the editor  
*Method:* Black-box testing of GUI drawing and backend storage  
*Usual Output:* States and transitions appear correctly and can be saved  
*Unusual Output:* Invalid state names trigger error messages
- **[FR-2] Test Case – DFA Execution Animation**  
*Input:* Enter string to run on a DFA  
*Method:* Observe animation step-by-step  
*Usual Output:* Animation highlights current state and transitions correctly  
*Unusual Output:* If string invalid, system stops and shows error
- **[FR-3] Test Case – State Designation**  
*Input:* Mark states as initial/final/dead  
*Method:* GUI toggle test  
*Usual Output:* States visually update (icons/labels)  
*Unusual Output:* Conflicting designations prevented by warning
- **[FR-4] Test Case – DFA Minimization**  
*Input:* Provide DFA with redundant states  
*Method:* Run minimization algorithm and compare to expected minimal DFA  
*Usual Output:* Output DFA has fewer states and is equivalent  
*Unusual Output:* Algorithm logs error if input not a valid DFA
- **[FR-5] Test Case – DFA Completion**  
*Input:* Provide incomplete DFA  
*Method:* Run “complete DFA” function  
*Usual Output:* Missing transitions auto-generated or user prompted  
*Unusual Output:* If completion impossible, clear warning displayed
- **[FR-6] Test Case – Multi-Symbol Transitions**  
*Input:* Add multiple symbols to one transition  
*Method:* GUI input test  
*Usual Output:* Transition label shows all symbols clearly  
*Unusual Output:* Overflow or unreadable text triggers formatting adjustment
- **[FR-7] Test Case – In-Program Documentation**  
*Input:* Click help icon  
*Method:* Usability check  
*Usual Output:* Documentation opens in-app without external files

*Unusual Output:* Missing topics logged for update

## 6.2 Performance Requirements

- **[PR-1] Test Case – Large DFA Load**

*Input:* Load DFA with 100+ states

*Method:* Time loading and rendering

*Usual Output:* Diagram appears in  $\leq 3$  seconds

*Unusual Output:* If slower, system displays “loading” indicator

- **[PR-2] Test Case – Animation Speed**

*Input:* Run DFA execution with adjustable speed

*Method:* Observe FPS and smoothness

*Usual Output:* Animation runs smoothly at 30 FPS or more

*Unusual Output:* If lag detected, logs performance metrics

## 6.3 Non-Functional Requirements

- **[NFR-1] Test Case – Reliability (Autosave)**

*Input:* Edit DFA then force-close app

*Method:* Reopen app and check recovery

*Usual Output:* Last state auto-saved within 5 minutes

*Unusual Output:* If lost, error reported in logs

- **[NFR-5] Test Case – Usability for New Users**

*Input:* First-time user creates DFA without tutorial

*Method:* Observe task completion time

*Usual Output:* User completes simple DFA within 5 minutes

*Unusual Output:* If >5 minutes, usability redesign required

## 7. Pass/Fail Criteria

- **Pass:** Test case meets requirement thresholds (time, correctness, usability)
- **Fail:** System does not meet requirements, crashes, or misbehaves with invalid input

## 8. Test Deliverables

- Test Plan
- Test Case Specifications
- Test Execution Report
- Bug Reports
- Final Test Summary

## 9. Testing Schedule

Each feature will follow: Initial Test → Fix bugs → Retest → Client review → Incorporate feedback.

## 10. Risks and Contingencies

- **Risk:** Performance issues with very large DFAs  
*Mitigation:* Optimize drawing algorithms, consider Cython/C++ offloading
- **Risk:** Complexity of implementing animations  
*Mitigation:* Build prototype animations early; use existing GUI libraries