



# POLITECNICO MILANO 1863

Software Engineering 2

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**Travlendar+**

**Acceptance Testing Deliverable Document**

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# 1 Introduction

## 1.1 Scope

This document provides an analysis over the acceptance testing phase of the project considered. The purpose is to evaluate the system's compliance to specifications and to assess whether it is acceptable for delivery, in respect to user needs and requirements.

## 2 Project Analyzed

- Project name: *Travlendar+*
- Developers: Federico Betti, Tommaso Bianchi
- Source code: [https://github.com/TommasoBianchi/BettiBianchi\\_SWENG2](https://github.com/TommasoBianchi/BettiBianchi_SWENG2)
- Documents considered: RASD, DD, ITD

## 3 Acceptance Testing

### 3.1 Approach

Even though the source code is available, the testing process was executed following a black-box approach. Since the project analyzed consists in a web application, the tests were performed with an ad-hoc methodology using the web browser Firefox ESR 52.5.2.

### 3.2 Installation setup

Installation was performed on a Debian Stretch Linux distribution. The setup process was done by following the installation instructions present in the Integration and Testing Document ([ITD\\_v1.0.pdf](#), chapter 6). Aside from few requirements that were unlisted in the instructions (such as the libpq-dev package) we were able to install successfully the software on our system.

### 3.3 Functionalities implemented

Here are reported the requirements listed as "implemented" in the ITD document provided with notes related. By running the application we've gone through each of them checking if they worked properly.

<b>R1</b> Each user must provide an email that is not already present in the system.	<b>OK</b> Notes: The <i>signup</i> button works exactly like the <i>login</i> button when submitting an email already present in the database, which might be confusing for registering users.
<b>R2</b> Each user must provide a nickname that is not already present in the system	<b>OK</b>
<b>R3</b> Users have to be registered into the system before logging in	<b>OK</b>

<b>R4</b> Users have to provide an existing email or nickname and the associated password in order to log in.	<b>OK</b>
<b>R5</b> A user must be logged into the system to perform any action except registering and logging in.	<b>OK</b>
<b>R7</b> A user cannot have different default locations sharing the start time.	<b>OK</b>
<b>R10</b> Each meeting has at least one administrator	<b>OK</b>
<b>R11</b> Each meeting has a title, a date and a location	<b>OK</b>
<b>R13</b> Users participate in a meeting if and only if they accept the invitation <b>AND</b> <b>R14</b> Users do not participate in a meeting if they decline the invitation	<b>OK</b> Notes: There is a “pending” section in the meeting page if a user has not accepted the invite yet.
<b>R16</b> For each meeting there is a warning if the meeting is inconsistent	<b>OK</b> Notes: The warning consists in form cells highlighting when start date is before end date. Unreachable and overlapping events are instead resolved in the <i>Notifications</i> tab on the upper right corner of the UX.
<b>R17</b> The system suggests you a time, according to your settings, to have a break such that no meeting overlaps with it; if no time slot is valid, a warning is generated	<b>OK</b>
<b>R18</b> At least one travel mean is available in the preference list	<b>OK</b>
<b>R19</b> The travel mean suggested by the system is always the first in the weighted preference list that satisfied all the constraints; if no travel mean satisfied all the constraints than the system suggests the fastest one	<b>DUBIOUS</b> Notes: When only biking and walking are selected in the preferences, only walking is ever returned.

### 3.4 Acceptance test cases applied

By looking at the goals/requirements and use cases in the RASD document we then extracted some test cases regarding the core aspects of the Travlendar+ system.

Test Case	Result	Reproducing steps
Normal meeting creation	<b>OK</b>	<ol style="list-style-type: none"><li>1. Sign up and set a default location.</li><li>2. Create a meeting.</li><li>3. See the suggestions from the app.</li></ol>
Overlapping meeting creation	<b>PROBLEMS</b> When an event that overlaps with another one is created, declining the last event resolves in the old travel instructions present being removed. Only way to bring back the directions is to manually resolve the conflict message of the first meeting created, which leads to a 404 error page.	<ol style="list-style-type: none"><li>1. Sign up and set a default location.</li><li>2. Create a meeting.</li><li>3. Create another meeting that fully covers the previously created one.</li><li>4. Go into notifications and decline the last created meeting.</li></ol>
Meeting creation with at least one invitation	<b>PROBLEMS</b> After a single successful attempt in a user invitation, we were afterwards unable to consistently reproduce this feature. The user invited does not receive any invitation. By looking at the logs it's probably due to this error <a href="#">[4.1]</a>	<ol style="list-style-type: none"><li>1. Create a meeting with user A.</li><li>2. Invite user B on the meeting.</li><li>3. Go into user B notifications and accept/decline the invite.</li></ol>
Creation of a flexible break	<b>MINOR PROBLEMS</b> Creating the break works properly and it does also display correct information on the schedule, but we were not able to delete it by clicking on the delete icon (returns a 404 error and the break remains in the preferences).	<ol style="list-style-type: none"><li>1. Create a flexible break on a given day.</li><li>2. Create a meeting on the same date overlapping partially with the break time slot.</li><li>3. See the suggestions from the app.</li></ol>
Travel Preferences modification	<b>PROBLEMS</b> Meetings when biking is on top in the preferences list do not appear/disappear from the schedule of the corresponding days. By looking at the logs it's probably due to this error <a href="#">[4.2]</a>	<ol style="list-style-type: none"><li>1. Create a meeting on a given day.</li><li>2. Change travel preferences by inserting just Biking.</li><li>3. See the suggestions from the app.</li></ol>
Add contact to the contact list in the user profile	<b>OK</b>	<ol style="list-style-type: none"><li>1. Go to the profile tab.</li><li>2. Manage your contacts.</li><li>3. Add another user to your contacts.</li></ol>

### 3.5 Documentation and Code Quality

The packaging has a modular structure that suits the MVC pattern. Classes and methods have well formatted code with comments, docstrings and describing names that make the source code readable and understandable.

### 3.6 Conclusions

Overall, we found the UX satisfying. The homepage has a nice structure that makes all the principal features accessible in few clicks. Aside for some unpleasant 404 errors found in some test cases, navigating through the website is easy and intuitive, in fact the user is guided through the main functionalities with proper redirections.

The most promising aspect of the application, in our opinion, is the ability to connect with other users in the network and invite them to the meetings, giving an interesting social aspect to the user experience.

## 4 Notes

### 4.1 Invite error

```
Error performing InviteToMeetingJob (Job ID: 2fb025af-c394-46d5-91e8-69c26c48a922) from Async(default) in 2051.25ms: NoMethodError (undefined method `[]' for nil:NilClass):
```

### 4.2 Biking travel mode error

```
Error performing RecomputeMeetingParticipationsJob (Job ID: 87538356-d99c-485b-8da8-6121814bec05) from Async(default) in 1738.62ms: NoMethodError (undefined method `[]' for nil:NilClass):
```