

Technical report – Testing

Introduction:

With the arise of many new apps, the apps are bound to become more and more advanced and these should take into account a user that has minimal knowledge of navigating through an app. This report explains the numerous activities we will perform as part of testing our application.

Testing scope:

- In scope: functional testing of the following modules are in scope of testing
 - Signing up
 - Making a post
 - Setting up account
 - Searching
 - Commenting
 - Sending messages to friends
- Out of scope : N/A as of yet

Types of testing to be performed:

1. Regression testing
 - a. This testing will be conducted every time our app is updated or fixed for bugs. We will create a vigorous list of the most important tests that we will then refer to each time.
 - b. This will be done on the entire application and not just the new functionality and defect fixes
 - c. This will make sure that the existing functionality works fine after the defects are fixed and the new updates have been added to the existing application
 - d. The tests that are needed for the new functionality will be added to the existing tests and will be executed
2. Smoke testing
 - a. We will create a much shorter list of the most important tests we need to conduct for the application to make sure the functionality is working fine, after the application is accepted it can then be sent into testing
3. System integration testing
 - a. Once all main testing has been conducted, we will test the overall system. Our aim, at this point, will be to ensure that all software module dependencies are functioning properly and that data integrity is preserved between each page of the application.
 - b. Critical scenarios will be testing to make s

Exit criteria:

- i. All test cases should be executed
- ii. All defects no matter severity must be fixed and tested

Conclusion:

Once all exit criteria is met and satisfied, the app will be able to “Go Live” by those testing it. Appropriate and baselevel testing should be undergone before the app finally goes “live”