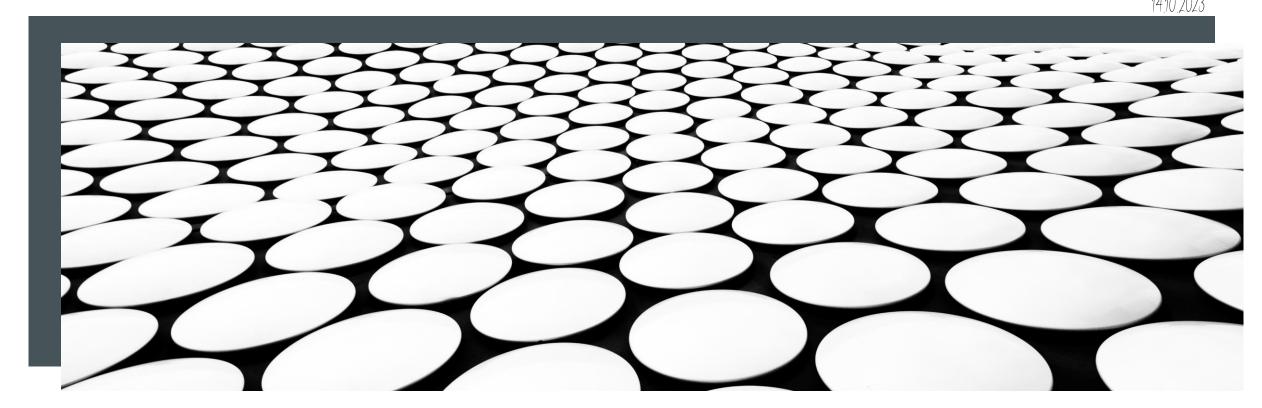
TESTARE MANUALA

PROIECT FINAL

Groza Maria Magdalena



CUPRINS



I. NOTIUNI TEQRETICE

acumulate in urma parcurgerii sesiunilor de curs in Testare Manuala

Cerintele de business

Echipa de management/antreprenorul creeaza niste specificatii detaliate care definesc clar obiectivele si asteptarile produsului dorit planificand totodata si implementarea acestora.

<u>Etapele procesului de testare</u>



Planificare

- stabilirea obiectivelor
- identificarea resurselor
- dezvoltarea planului de testare



Monitorizare si control

- supravegherea activitatilor de testare
- gestionarea abaterilor sau problemelor aparute



Analiza

- analizarea cerintelor si specificatiilor pentru identificarea scenariilor de testare si a strategiei



Design

- proiectarea
 cazurilor si datelor
 de testare
- pregatirea mediului de testare



Implementare

- implementarea/ rularea cazurilor de testare
- inregistrarea rezultatelor obtinute
- raportarea defectelor intalnite



Executie

- configurarea
 mediului de testare
- efectuarea
 testelor conform
 planului



Finalizare

- evaluarea rezultatelor obtinute
- verificarea obiectivelor indeplinite
- pregatirea rapoartelor
- finalizarea documentatiei

Test Condition

Reprezinta un element sau o functionalitate a unei componente/sistem care e verificat printr-un Test Case.

Ce voi testa?

Test Case

Reprezinta o serie de pasi de executat pentru a verifica o anumita functionalitate a produsului.

• Cum voi testa?

I. NOTIUNI TEORETICE
acumulate in urma parcurgerii sesiunifor de curs in Testare Manuala

Positive testing

Este o metoda de a verifica daca aplicatia face ceea ce se asteapta sa faca in mediul normal de utilizare.

• Exemplu: Verificarea sistemului cu o combinatie de nume de utilizator si parola pentru conectare in cont

Negative testing

Este o metoda de a verifica daca sistemul arata o eroare atunci cand trebuie si nu afiseaza eroarea atunci cand nu trebuie.

• Exemplu: Dupa introducerea numelui de utilizator si a unei parole gresite sistemul trebuie sa afiseze eroarea de parola introdusa gresit.

	с тт	
 ete	-	-
 ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		

Este o testare planificata care verifica defectele si asigura ca defectiunea initiala a fost corectata.

Regression testing

Este o testare generica care nu include verificarea defectelor, ci verificarea efectelor secundare neasteptate sau daca schimbarile aduse asupra softului nu cauzeaza si alte defecte.

Functional testing Non-functional testing

Este un test ce se bazeaza pe cerintele de business ale produsului daca functionalitatile acestuia indeplinesc asteptarile.

Este un test ce se bazeaza pe asteptarile consumatorului, cerintelor de performanta, fiabilitate si utilizare.

Blackbox testing

Este o metoda de testare unde structura interna (codul) a elementului testat nu este cunoscuta testerului ci doar interfata.

Whitebox testing

Este o metoda de testare a softului unde structura interna a elementului este cunoscuta de tester, deasemenea este testata implementarea si impactul codului.

I. NOTIUNI TEORETICE
acumulate in urma parcurgerii sesiunilor de curs in Testare Manuala

Verification

Este un process de evaluare a produsului daca respecta specificatiile si standardele cerintelor

Validation

Este un process de evaluare a produsului daca indeplineste nevoile si asteptarile utilizatorilor finali.

Tehnicile de testare

White box testing

Black box testing

Experience-based testing

Analizeaza structura interna a codului de catre developer.

Tehnici folosite:

- a) Statement coverage: fiecare linie de cod este testata pentru a evidentia vreun defect.
- b) Decision coverage: toate ramurile posibile ale codului sunt executate cel putin o data.

Testerul nu cunoaste codul produsului si se concentreaza pe validarea functionalitatii acestuia in functie de specificatiile primite.

Tehnici folosite:

- a) Partitionarea echivalenta
- b) Analiza valorilor limita
- c) Tabel decizional
- d) Testarea tranzitiilor de stare

Experienta testerului descopera mai repede zonele importante de unde pot aparea defecte la un produs.

Tehnici folosite:

- a) Ghicirea erorilor
- b) Testarea exploratorie
- c) Checklist based testing

I. NOTIUNI TEORETICE acumulate in urma parcurgerii sesiunilor de curs in Testare Manuala

Niveluri de testare

Unit test

- Este un nivel de testare in care sunt analizate individual cele mai mici parti ale unei aplicatii.
- Este folosita in general de catre software developers si rareori de testeri.

Component testing

- Elementele supuse testarii pot fi testate intr-o componenta (ex. module, clase).
- Este o metoda folosita de catre echipa de dezvoltare.

Integration test

• Este un nivel de testare in care componentele sunt integrate treptat si apoi testate ca si grup cu scopul de a urmari interactiunea dintre ele.

System test

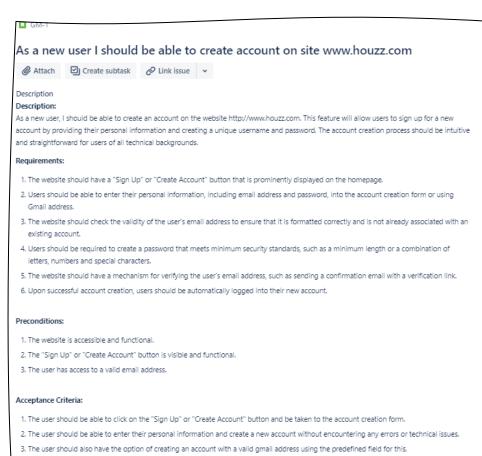
• Este un nivel de testare care evalueaza functionalitatea si performanta generala a unui soft. daca sunt indeplinite toate cerintele specifice si daca se poate livra catre utilizatorul final.

Acceptance test

• Este ultima metoda de testare care evalueaza conformitatea sistemului cu cerintele de business si daca poate fi livrat sau

II. ASPECTE PRACTICE ale cunostintelor acumulate si applicate

Cerintele de business (Story) pentru site-ul www.houzz.com



4. The website should check the validity of the user's email address and password, and provide appropriate error messages if they do not meet

5. The website should send a confirmation email with a verification link to the user's email address.

6. The user should be automatically logged into their new account upon successful verification of their email address.









Validate the functionality of the homepage of www.houzz.com



Description

Description:

This story focuses on testing the core functionality of the homepage on www.houzz.com. The goal is to ensure that the homepage loads without errors, and that all key elements and links work as expected, providing users with a seamless and engaging experience.

Requirements:

- 1. The homepage should be accessible via the website's main URL (www.houzz.com).
- 2. The homepage must load within an acceptable timeframe (e.g., within 5 seconds) to provide a good user experience.
- 3. All navigation links on the homepage, including those to different sections (e.g., Shop Products, Get Ideas, Find Professionals) should be functional.
- 4. The search bar on the homepage should be operational, allowing users to search for products, ideas or professionals.
- 5. Featured content or promotions on the homepage should display correctly and link to the relevant pages or products.

Preconditions:

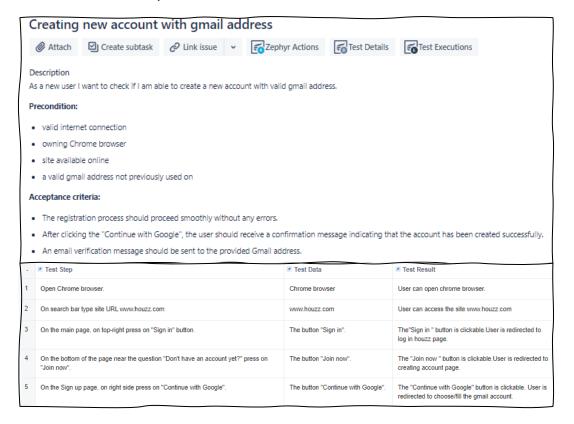
- 1. Test environment is set up, including access to the latest version of the www.houzz.com website.
- 2. A range of browsers and devices for testing are available.
- 3. Test data (e.g. sample featured content) is provided or accessible for validation.
- 4. Any test accounts required for specific functionality (e.g. personalized content) are created and accessible.

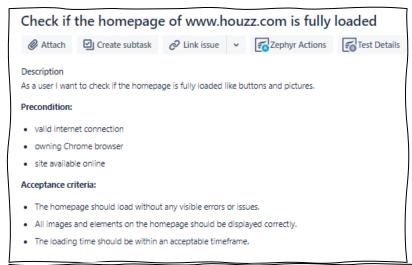
Acceptance Criteria:

- 1. The homepage loads without errors or visual defects, and there are no broken images or links.
- 2. The homepage loads within an acceptable timeframe as defined in the requirements.
- 3. Clicking on the navigation links (Shop Products, Get Ideas, Find Professionals, etc.) takes the user to the respective sections and the correct URL is displayed in the browser's address bar.
- 4. The search bar allows users to enter keywords and initiates a search when the "Enter" key is pressed or when the search button is clicked.
- 5. Search results are displayed on a results page and the results are relevant to the search query.
- 6. Clicking on featured content or promotions (e.g. banners, images, buttons) takes the user to the relevant pages, products, or promotions.
- 7. Featured content or promotions display correctly with accurate images and descriptions.
- 8. The homepage is responsive and functions properly on desktop, tablet and mobile devices.
- 9. The touch gestures (e.g., swiping, tapping) on mobile devices work as expected.
- 10. The homepage maintains consistent functionality and appearance across popular web browsers (e.g., Chrome, Firefox, Safari, Edge) with no browser-specific issues.

II. ASPECTE PRACTICE ale cunofinelor acumulate si applicate

Test Cases pentru website-ul www.houzz.com





-	▼ Test Step	✓ Test Data	★ Test Result	Action
1	Open the Chrome browser on a desktop device.		The browser is open on the device.	D 0
2	Navigate to the www.houzz.com website by entering the URL in the address bar and press enter.	www.houzz.com	The user can see the website URL entered in the field of address bar.	9 0
3	Observe the homepage loading progress. Wait for the homepage to fully load.		The homepage loads without any visible errors or issues.	9 0
4	Check for any visible errors, broken images, or missing elements.		User can see that all images and elements on the homepage are displayed correctly.	9 0
5	Record the time taken for the homepage to load		The loading time is within an acceptable timeframe (within 5 seconds).	