

# Project Title: System Verification and Validation Report for Greenway

Team #11, Roadkill  
Priyansh Shah, shahp36  
Utsharga Rozario, rozariou  
Jash Mehta, mehtaj8  
Bilal Shaikh, shaikb2  
Pranay Kotian, kotianp  
Sharjil Mohsin, mohsis2

March 9, 2023

# Contents

<b>1</b>	<b>Revision History</b>	<b>ii</b>
<b>2</b>	<b>Symbols, Abbreviations and Acronyms</b>	<b>ii</b>
<b>3</b>	<b>Functional Requirements Evaluation</b>	<b>1</b>
3.1	Start Screen . . . . .	1
3.2	Map Interactions . . . . .	3
3.3	Backend Processing . . . . .	4
<b>4</b>	<b>Nonfunctional Requirements Evaluation</b>	<b>6</b>
4.1	User Interface . . . . .	6
4.2	User Experience . . . . .	9
4.3	Performance . . . . .	9
4.4	Technology . . . . .	12
4.5	Maintainability . . . . .	13
4.6	Legal . . . . .	14
<b>5</b>	<b>Testing Results</b>	<b>16</b>
<b>6</b>	<b>Changes Due to Testing</b>	<b>18</b>
6.1	Preliminary Information Tests . . . . .	18
6.2	Map Interactions . . . . .	18
6.3	Backend Processing . . . . .	18
6.4	Nonfunctional Requirements . . . . .	18
<b>7</b>	<b>Trace to Requirements</b>	<b>19</b>
<b>8</b>	<b>Code Coverage Metrics</b>	<b>22</b>
8.1	Front-end Testing . . . . .	22
8.2	Back-end Testing . . . . .	22

## 1 Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

## 2 Symbols, Abbreviations and Acronyms

symbol	description
T	Test

## 3 Functional Requirements Evaluation

Tests taken from V and V Plan section 5.1 are evaluated here and the corresponding section names are used as well.

### 3.1 Start Screen

Start screen covers functional requirements 1-5 from the SRS as all those requirements are related to the inputs and functionality that exists in the program before any processing or output is shown

#### Preliminary Information Tests

1. preliminary-information-test-1

Control: Automatic

Initial State: No input in the start screen

Input: Start Location

Desired output: Status Message stating if the start Location was accepted

Actual Output: No status message found

Result: Test case failed as the app failed to display a popup of location being validated.

Impact: The app will assume the use of valid start location as input as the core use of this app is to find the cost of trips not validate locations it is given.

2. preliminary-information-test-2

Control: Automatic

Initial State: No input in the start screen

Input: Location of the Destination

Output: Status Message stating if the Location was accepted

Desired output: Status Message stating if the destination location was accepted

Actual Output: No status message found

Result: Test case failed as the app failed to display a popup of the location being validated.

Impact: The app will assume the use of valid end locations as input as the core use of this app is to find the cost of trips not validate locations it is given.

### 3. preliminary-information-test-3

Control: Automatic

Initial State: No input in the start screen

Input: Car Details

Desired output: Status Message stating if the Car Information was accepted

Actual Output: No status message found

Result: Test case failed as the app failed to display a popup of the status message validating car details.

Impact: The app with its dropdown menus only allows the user to select valid cars and similarly only asks for mileage as alternative.

### 4. preliminary-information-test-4

Control: Automatic

Initial State: Accepted Car details in the start screen

Input: Car mileage/fuel economy information

Desired output: Status Message stating if the Car mileage/fuel economy information was accepted

Actual Output: No status message found

Result: Test case failed as the app failed to display a popup of the status message validating mileage information.

Impact: Small popup known as toast will be added to the app to indicate a valid/invalid value has been added to the mileage.

#### 5. preliminary-information-test-5

Control: Automatic

Initial State: Accepted Car details in the start screen

Input: Car information

Desired output: Status Message stating if the Car information was updated

Actual Output: No status message found

Result: Test case failed as the app failed to display a popup of the status message stating if the Car information was updated successfully.

Impact: The popup does not need to exist as the app should require a full reset as a lot of different information needs to be updated to make this feature viable for the major goal of this app.

## 3.2 Map Interactions

Map Interaction covers functional requirements 6-8 as these requirements are concerned with functionality related to the map on display.

### Map Tests

#### 1. map-test-1

Control: Manual

Initial State: Start Screen finished

Input: None

Desired output: Map displaying a route from start to end based on start screen input

Actual Output: Found full route displayed on the map to indicate the route the app considers most ideal

Result: Test case passed as the desired output was found in the app.

Impact: None

## 2. map-test-2

Control: Manual

Initial State: Start Screen finished

Input: None

Desired output: Map displaying all gas stations that it can possibly encounter along the route from a start to end destination

Actual Output: Found no gas stations along the route being displayed.

Result: Test case failed as the desired output was not found in the app.

Impact: The requirement that was used in the derivation process for this is not important anymore as the app functions on the basis that refueling is done at the start of the trip.

## 3. map-test-3

Control: Manual

Initial State: Start Screen finished

Input: None

Desired output: Map displaying all gas station prices as they come up along the displayed route

Actual Output: Found no gas stations as such along the route being displayed.

Result: Test case failed as the desired output was not found in the app.

Impact: Gas prices could not feasibly be found for all the gas stations as such the requirements used to derive this test case are not valid anymore.

### 3.3 Backend Processing

Backend processing covers functional requirements 9-12 as these requirements are concerned with calculations and, external data collection and processing alike.

## Backend Tests

### 1. backend-test-1

Control: Automatic

Initial State: Start Screen finished

Input: Route Details

Desired output: Route returned to the user is one that is optimizing the distance and elevation perfectly to reduce fuel costs

Actual Output: Route returned to the user is optimized to minimize fuel costs

Result: Test case passed as the main goal of the optimization is achieved as minimal fuel costs are being shown.

Impact: None.

### 2. backend-test-2

Control: Automatic

Initial State: Start Screen finished

Input: Route Details

Desired output: The database call on the backend returns correct elevation data for a route.

Actual Output: The route details for multiple routes was matched with correct reference data in the framework and was found to be identical.

Result: Test case passed as the desired output was achieved.

Impact: None.

### 3. backend-test-3

Control: Automatic

Initial State: Start Screen finished

Input: Route Details



Desired output: Correct mileage is given by backend for a certain coordinate.

Actual Output: Mileage that matched reference value is given by the backend.

Result: Test case passed as the desired output was achieved.

Impact: None.

#### 4. backend-test-4

Control: Automatic

Initial State: Start Screen finished

Input: Route Details

Desired output: Correct total cost is calculated by the backend for a certain route with a start and end decisions as the route details.

Actual Output: All data required for correct total cost is given by the backend which is verified with reference data and equated in the front end.

Result: Test case passed as the desired output was achieved.

Impact: None.

## 4 Nonfunctional Requirements Evaluation

### 4.1 User Interface

#### Usability Tests

##### 1. test-ui-1

Type: Functional, Manual

Initial State: A tester launches the Greenway app.

Input/Condition: A tester will observe the UI of the app to see if it has a modern, minimalistic look.

Desired Output/Result: After 10 testers use the application, there was an average score of 8 scored on Question 1 of the Usability Survey and 70% of testers answered 'Yes' on question 4 of the survey.

Actual Output/Result: There was an average score of 10 scored on question 1 of the survey, and 100% of testers answered 'Yes' on question 4 of the survey.

How test will be performed: This test will be verified using responses to Usability Survey Question 1 and 4. An average score of over 7 on Q1 and majority 'Yes' response to Q4 is considered a pass.

Result: Test case passed as the desired output was achieved.

Impact: None.

## 2. test-ui-2

Type: Functional, Manual

Initial State: A tester is viewing a page of the user interface.

Input/Condition: A tester clicks on any button that leads them to another page of the application.

Desired Output/Result: After 10 testers use the application, about 70% of testers answered 'Yes' on question 2 of the survey.

Actual Output/Result: 100% of testers answered 'Yes' on question 2 of the survey.

How test will be performed: This test will be verified using responses to Usability Survey Question 2. A majority 'Yes' response is a pass.

Result: Test case passed as the desired output was achieved.

Impact: None.

## 3. test-ui-3

Type: Functional, Manual

Initial State: A tester is viewing a page of the user interface.

Input/Condition: A tester clicks on any button that helps them navigate around the page.

Desired Output/Result: After 10 testers use the application, there was an average score of 8 scored on Question 3 of the Usability Survey

Actual Output/Result: The average score on question 3 of the survey was 9.

How test will be performed: This test will be verified using responses to Usability Survey Question 3. An average score of over a 7 is considered a pass.

Result: Test case passed as the desired output was achieved.

Impact: None.

#### 4. test-ui-4

Type: Functional, Manual

Initial State: The tester is on the main page of the application.

Input/Condition: After the tester fills up all the field and presses the button that will calculate the route, they will check to see if any of the calculations are visible on the application itself.

Desired Output/Result: After 10 testers use the application, about 70% of testers answered 'No' on question 6 of the survey.

Actual Output/Result: 100% of testers answered 'No' on question 6 of the survey.

How test will be performed: This test will be verified using responses to Usability Survey Question 6. A majority 'No' response is a pass.

Result: Test case passed as the desired output was achieved.

Impact: None.

#### 5. test-ui-5

Type: Functional, Manual

Initial State: The tester is on the main page of the application.

Input/Condition: The tester will try to use the application with colour blind glasses to see if the application is still useable.

Desired Output/Result: After 10 testers use the application, about 70% of testers answered 'Yes' on question 7 of the survey.

Actual Output/Result: 40% of testers answered 'Yes' on question 7 of the survey.

How test will be performed: This test will be verified using responses to Usability Survey Question 7. A majority 'Yes' response is a pass.

Result: Test case failed as the desired output was not achieved.

Impact:

## 4.2 User Experience

### Quality of Life Tests

#### 1. test-qol-1

Type: Functional, Manual

Initial State: The tester will be on the GitHub page of the Greenway app.

Input/Condition: The tester will follow the installation process on the GitHub page to see how simple it is.

Desired Output/Result: After 10 testers use the application, about 70% of testers answered 'Yes' on question 7 of the survey.

Actual Output/Result: 50% of testers answered 'Yes' on question 7 of the survey.

How test will be performed: This test will be verified using responses to Usability Survey Question 8. A majority 'Yes' response is a pass.

Result: Test case failed as the desired output was not achieved.

Impact: The installation process on the GitHub page needs to be simplified in order it easier for all potential users to understand the process.

## 4.3 Performance

### Performance and Robustness Tests

1. test-pr-1

Type: Functional, Manual

Initial State: The tester is on the main page of the application.

Input/Condition: The tester inputs the starting location and the ending location fields and press the route calculation button. They will then observe the total time it takes to complete the calculation.

Desired Output/Result: After 10 testers use the application, the average time calculated between all testers should be less than 5 seconds.

Actual Output/Result: The average time calculated between all testers is 9.8 seconds.

How test will be performed: Starting and ending location are entered. Calculate route button is selected. Amount of time to complete calculation is measured.

Result: Test case failed as the desired output was not achieved.

Impact:

2. test-pr-2

Type: Functional, Manual

Initial State: The tester is on the main page of the application.

Input/Condition: The tester

Desired Output/Result:

Actual Output/Result:

Test Case Derivation: As NFR9 states, the system shall calculate fuel consumption as accurately as possible.

How test will be performed: This test will be verified using responses to Usability Survey Question 11. A majority 'Yes' response is a pass.

3. test-pr-3

Type: Functional, Manual

Initial State: The application is running.

Input/Condition: N/A

Desired Output/Result:

Actual Output/Result:

Test Case Derivation: As NFR10 states, the system shall be available for use 24 hours per day, 365 days per year.

How test will be performed: This test will be verified using responses to Usability Survey Question 12. A majority 'No' response is a pass.

#### 4. test-pr-4

Type: Functional, Manual

Initial State: N/A

Input/Condition: Invalid and edge case inputs for input fields.

Desired Output/Result: User is notified that they need to modify input (error handling).

Actual Output/Result:

Test Case Derivation: As NFR11 states, the system shall be able to respond to invalid or unconventional inputs.

How test will be performed: User inputs invalid and edge cases inputs. System's response to these inputs shall be recorded.

#### 5. test-pr-5

Type: Functional, Automated

Initial State: N/A

Input/Condition: N/A

Desired Output/Result:

Actual Output/Result:

Test Case Derivation: As NFR13 states, the system shall be able to handle an infinite amount of users.

How test will be performed: Script to run several instances of the program will stress test the system. System's response to a large number of users shall be recorded.

6. test-pr-6

Type: Functional, Manual

Initial State: N/A

Input/Condition: N/A

Desired Output/Result:

Actual Output/Result:

Test Case Derivation: As NFR14 states, the system shall operate as long as possible.

How test will be performed: This test will be verified using responses to Usability Survey Question 13. A majority 'No' response is a pass.

## 4.4 Technology

### Technological Tests

1. test-t-1

Type: Functional, Manual

Initial State: N/A

Input/Condition: N/A

Desired Output/Result: The application runs on all on browsers (Google Chrome, Firefox, Safari, Microsoft Edge)

Actual Output/Result: The application ran on all on browsers (Google Chrome, Firefox, Safari, Microsoft Edge)

Test Case Derivation: As NFR15 states, the system shall be able to run on all modern browsers.

Result: Test case passed as desired output was achieved.

Impact: None

2. test-t-2

Type: Functional, Manual

Initial State: N/A

Input/Condition: N/A

Desired Output/Result: The users are able to download the Github project.

Actual Output/Result: The users were able to download the Github project.

How test will be performed: This test will be verified using responses to Usability Survey Question 9. A majority 'Yes' response is a pass.

Result: Test case passed as desired output was achieved.

Impact: None

### 3. test-t-3

Type: Functional, Manual

Initial State: N/A

Input/Condition: N/A

Desired Output/Result: The application runs from Windows, Mac, and Linux-based (Ubuntu) operating systems.

Actual Output/Result: The application runs from Windows, Mac, and Linux-based (Ubuntu) operating systems.

How test will be performed: This test will be verified using responses to Usability Survey Question 10. A majority 'Yes' response is a pass.

Result: Test case passed as desired output was achieved.

Impact: None

## 4.5 Maintainability

### Maintainability Tests

#### 1. test-m-1

Type: Functional, Manual

Initial State: N/A



Input/Condition: N/A

Desired Output/Result: The users found the necessary information about the application well documented.

Actual Output/Result: 8/10 users found the necessary information about the application well documented.

How test will be performed: Code inspection will be used to validate that all source code changes are documented and maintainable.

Result: Test case passed as desired output was achieved.

Impact: None

## 2. test-m-2

Type: Functional, Manual

Initial State: N/A

Input/Condition: N/A

Desired Output/Result: The users found the user's guide on how to use the application on GitHub.

Actual Output/Result: All the users found the user's guide on how to use the application on GitHub.

How test will be performed: This test will be verified using responses to Usability Survey Question 14. A majority 'Yes' response is a pass.

Result: Test case passed as desired output was achieved.

Impact: None

## 4.6 Legal

### Legal Tests

#### 1. test-l-1

Type: Functional, Manual

Initial State: N/A

Input/Condition: N/A

Desired Output/Result: The system complies with the Google Maps Platform Terms of Service.

Actual Output/Result: The system complies with the Google Maps Platform Terms of Service.

Test Case Derivation: As NFR21 states, the system should comply with the Google Maps Platform Terms of Service.

How test will be performed: Use Google Maps API to validate that our system is compliant with Google TOS.

Result: Test case passed as desired output was achieved.

Impact: None

## 5 Testing Results

Requirement #	Test ID(s)	Test Results
FR1	preliminary-information-test-1	Failed
FR2	preliminary-information-test-2	Failed
FR3	preliminary-information-test-3	Failed
FR4	preliminary-information-test-4	Failed
FR5	preliminary-information-test-5	Failed
FR6	map-test-1	Passed
FR7	map-test-2	Failed
FR8	map-test-3	Failed
FR9	backend-test-1	Passed
FR10	backend-test-2	Passed
FR11	backend-test-3	Passed
FR12	backend-test-4	Passed

Requirement #	Test ID(s)	Test Results
NFR1	test-ui-1	Passed
NFR2	test-ui-2	Passed
NFR3	test-ui-3	Passed
NFR6	test-ui-4	Passed
NFR7	test-ui-5	Failed
NFR16	test-qol-1	Failed
NFR8	test-pr-1	Failed
NFR9	test-pr-2	Passed
NFR10	test-pr-3	Passed
NFR11	test-pr-4	Failed
NFR13	test-pr-5	Passed
NFR14	test-pr-6	Passed
NFR15	test-t-1	Passed
NFR17	test-t-2	Passed
NFR20	test-t-3	Passed
NFR18	test-m-1	Passed
NFR19	test-m-2	Passed
NFR21	test-l-1	Passed

## **6 Changes Due to Testing**

### **6.1 Preliminary Information Tests**

To start with there will be some changes incoming to the SRS firstly FR-1 and FR-2 will be removed or modified due to preliminary-information-test-1 and 2. And FR-3 will be modified due to the results of test preliminary-information-test-3. The test preliminary-information-test-4 showed there is a need for small popup with the use of a toast ui component in the app and this will be added to the application. The test preliminary-information-test-5 showed that the SRS needs to be updated with removal or modification of FR-5 due to the changed priorities of the application.

### **6.2 Map Interactions**

The test Mapmap-test-2 showed that the SRS needs to be changed for FR-7 as the refueling functionality has been modified from original concept of the application so this requirement will be changed or removed entirely. Similar idea for map-test-3 as the refueling functionality of the original concept has changed there is no need to show individual fuel prices in a certain area with the need of it being removed/changed.

### **6.3 Backend Processing**

No changes to the backend from the testing.

### **6.4 Nonfunctional Requirements**

From test-ui-5 it can be seen due to the change in goals for the app accessibility for the visually impaired is infeasible so NFR-7 will be changed or removed. The test test-qol-1 it can be seen that instructions need to be added to the applications for making it simpler to install. The test test-pr-1 failed as the application we have is unoptimized for performance optimization and as such the app will focus on reducing processing time and interactions with database to reduce calculation time. From the result of test-pr-4 it is that the app is unable to correctly respond to a lot of invalid inputs and since the focus of our app has changed to assuming correct inputs the SRS will be updated to modify or remove NFR11.

## 7 Trace to Requirements

Requirement #	Description	Test ID(s)
FR1	The system shall allow the user a way to input a start location.	preliminary-information-test-1
FR2	The system shall allow the user a way to input a final destination.	preliminary-information-test-2
FR3	The system shall allow the user a way to select any car model and make.	preliminary-information-test-3
FR4	The system shall allow the user a way to input the fuel economy of their car.	preliminary-information-test-4
FR5	The system shall have a way to update available car models from either user input or external sources.	preliminary-information-test-5
FR6	The system shall have a map to show journey from start to final destination.	map-test-1
FR7	The system shall display the gas stations along the route.	map-test-2
FR8	The system shall display gas prices at stations on route to destination.	map-test-3
FR9	The system shall have a way to calculate the most fuel efficient route.	backend-test-1
FR10	The system shall have a way to collect elevation data along the suggested route.	backend-test-2
FR11	The system shall have a way to calculate fuel consumption on different terrain elevations.	backend-test-3
FR12	The system must calculate the total cost of the journey.	backend-test-4

Requirement #	Description	Test ID(s)
NFR1	The system shall have a modern minimalist user interface.	test-ui-1
NFR2	The system shall have a consistent style across the different pages (or interfaces) of the platform.	test-ui-2
NFR3	The system shall have a user interface which is intuitive and easy to navigate.	test-ui-3
NFR6	The system shall hide the details of its implementation from the user.	test-ui-4
NFR7	The system shall be accessible to users with visual impairments.	test-ui-5
NFR16	The system shall have a simple installation process for all potential users.	test-qol-1
NFR8	The system shall complete the route and fuel consumption calculation in a reasonable amount of time (<5 seconds).	test-pr-1
NFR9	The system shall calculate fuel consumption as accurately as possible.	test-pr-2
NFR10	The system shall be available for use 98% (i.e. The system will be down for 1 day every month for maintenance) .	test-pr-3
NFR11	The system shall be able to respond to invalid or unconventional inputs.	test-pr-4
NFR13	The system shall be able to handle an infinite amount of users.	test-pr-5
NFR14	The system shall operate as long as possible.	test-pr-6
NFR15	The system shall be able to run on all modern browsers.	test-t-1
NFR17	The system shall be available to download for the public via GitHub.	test-t-2

Requirement #	Description	Test ID(s)
NFR20	The system shall be compatible to run between Windows, Mac, and Linux-based operating systems.	test-t-3
NFR18	The system's code shall be well documented and clear to be easily understandable for any developer maintaining the code.	test-m-1
NFR19	Supporting documentation shall be available on GitHub, which includes a user's guide on how to use the application.	test-m-2
NFR21	The system should comply with the Google Maps Platform Terms of Service.	test-l-1



## 8 Code Coverage Metrics

### 8.1 Front-end Testing

Coverage Summary	
Statements	76% ( 777/1022 )
Branches	100% ( 2/2 )
Functions	100% ( 9/9 )
Lines	76% ( 777/1022 )

### 8.2 Back-end Testing

Coverage Summary	
Statements	100% ( 108/108 )
Branches	100% ( 1/1 )
Functions	100% ( 13/13 )
Lines	100% ( 108/108 )

## Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

1. In what ways was the Verification and Validation (VnV) Plan different from the activities that were actually conducted for VnV? If there were differences, what changes required the modification in the plan? Why did these changes occur? Would you be able to anticipate these changes in future projects? If there weren't any differences, how was your team able to clearly predict a feasible amount of effort and the right tasks needed to build the evidence that demonstrates the required quality? (It is expected that most teams will have had to deviate from their original VnV Plan.)
- Utsharga: A lot more external testing was required compared to what we had planned. These changes had occurred due to us lacking of insight. Through our user survey we verified and validated our results and we plan to make changes according to that.
  - Bilal: The VnV plan was different from the VnV as the requirements implemented have changed for the implementation so the test results are different from expectations. A lot of changes occurred due to infeasible implementation of certain core features and changes in focus for the app. All these changes are not possible to predicted before hand unless multiple small poc are made for each feature which is obviously not doable in the timeframe of this project.
  - Pranay: The testing we conducted for the VnV differed considerably from the original Verification and Validation Plan. Since creating our VnV plan nearly four months, the Greenway app has undergone several considerable changes with regards to the variety of features we included as well as minor changes to the core functionality of the app. Although the changes to the core functionality felt minor, we failed to meet many of the functional requirement tests outlined in our VnV Plan. These changes were hard to anticipate and it seems unlikely that we will be able to anticipate these changes in future projects. Some issues are simply impossible to predict until you have progressed further and garnered more insight.