



GuessBid

Acceptance Testing

Milica Shulevska

POLITECNICO DI MILANO | SOFTWARE ENGINEERING 2

30.06.2015

CONTENTS

1	Introduction	2
1.1	Purpose	2
1.2	Scope	2
1.3	References For Available Materials	3
1.4	Overview	3
2	Test Cases	4
2.1	Register.....	4
2.2	Login	4
2.3	Assigning Virtual Credit	5
2.4	Modify Profile Information	5
2.5	Browse Auctions	5
2.6	Create/Manage Auction.....	6
2.7	Bid on Auctions.....	6
2.8	Notifications	7
3	Conclusion	7

1 INTRODUCTION

1.1 PURPOSE

This document describes the general test cases for the project GuessBid, developed under the course of Software Engineering 2 at Politecnico di Milano. The project is created by the student Nguyen Van Minh and the Git repository of the project is found at this url: <https://github.com/nguyenvanminh88/guess-bid-2015>.

1.2 SCOPE

The scope of this document is to test the application developed by another group. By analyzing the documents provided by this group (Requirements Analysis and Specification and Design documents), these are functionalities that the system should have:

Guest: those can only have basic functionalities so he can:

- See the public information of the system.
- Sign up.

User: is main actor of system who can:

- Log in.
- Modify his/her profile information.
- Create/manage auction.
- Compete in another auction.

Administrator: is in charge of verifying users in the whole system.

- Check users' public data.
- Remove any users who can build up risks to the system (spammer,unreliable profile...).

System: is responsible for running the rule of inverse auction, so it can:

- Notify the competitors when auction is closed.
- Pick up the winner (lowest unique bid).
- Withdrawal from virtual credit of users.

This system has to provide main features respecting possible users:

- Registration of person to the system.
- Linking user to a certain virtual credit.
- Finding and joining, checking status of any unexpired auctions from other users.
- Managing his/her own auction: set the expired date, close the auction before due date, change information about item.

1.3 REFERENCES FOR AVAILABLE MATERIALS

In order to test the application the following tools have been used:

- RASD: Requirements Analysis and Specification Document
- Design Document
- Deploy of the web application

1.4 OVERVIEW

The testing cases will be defined according to the following characteristics:

- Objective: The main objective of the test case
- Environment: The page in which the test case is initiated
- Input: The set of data used to validate this test case
- Expected output: After the execution of the test case, this describes the outcome that should be obtained
- Final result: After the execution of the test case, the final page in which the user is redirected
- Observations: The errors observed or the inconsistencies regarding the business logic

2 TEST CASES

This section provides the main test cases for the functionalities of the GuessBid project.

2.1 REGISTER

Register	
Objective	Register onto the system
Environment	Register page
Input	Email, password, name, surname, date of birth, address and phone number.
Expected output	The register completes and the user is registered on the system.
Obtained output	Output same as the expected output
Final result	The system is redirected to the homepage where the login needs to be completed.
Observations	<p>If one leaves some fields empty, the system is giving notifications that the fields cannot be blank.</p> <p>The date of birth field accepts every input, not necessarily a number.</p>

2.2 LOGIN

Login	
Objective	Accessing the system as a user.
Environment	Homepage of the system
Input	Data existing in the database (user's email and the password)
Expected output	The login completes and the user starts browsing from the homepage
Obtained output	Output same as the expected output
Final result	The system is redirected to the home of the user. You can see the subscribed auctions,

	the other public auctions and the auctions the user created.
Observations	If one enters incorrect data, the system reacts in a correct way by informing about the errors and gives a link to the homepage for trying again.

2.3 ASSIGNING VIRTUAL CREDIT

Virtual Credit	
Objective	Assigning virtual credit to the user
Environment	Profile page of the user
Input	The user needs to be logged in.
Expected output	The virtual credit is assigned.
Obtained output	Output same as the expected output
Final result	The user has an initial credit of 100.
Observations	/

2.4 MODIFY PROFILE INFORMATION

Modify profile information	
Objective	Modifying the user information
Environment	Profile page of the user
Input	Name, surname, phone number, address and birthday date.
Expected output	The changes are saved.
Obtained output	Output same as the expected output
Final result	The system is redirected to the profile page of the user.
Observations	Logically, you cannot change the email.

2.5 BROWSE AUCTIONS

Browse auctions

Objective	Browsing the auctions created by the users.
Environment	Auction feed of the user.
Input	/
Expected output	The system provides the active auctions.
Obtained output	Output same as the expected output
Final result	Auctions are visible to the user.
Observations	/

2.6 CREATE/MANAGE AUCTION

Create/Manage Auction	
Objective	Creating and managing of an auction
Environment	Auction feed of the system.
Input	Title, description, start date and end date.
Expected output	The auction is created with the given parameters.
Obtained output	Output same as the expected output
Final result	The system is redirected to the auction page where there is a button for editing the auction.
Observations	Basically, you can enter anything for a date. Even though it is not a valid date. When trying to go on the homepage from this page, it gives an error.

2.7 BID ON AUCTIONS

Bid	
Objective	Bid on an existing auction
Environment	Auction page
Input	Bid amount
Expected output	The bid is registered.
Obtained output	Output same as the expected output

Final result	The system is navigating to the auction page and there is a new information stating if your bid is unique or not and what is the lowest bid.
Observations	If one enters larger bid than the previous one, it shows that that number is lowest bid when in fact it is not.

2.8 NOTIFICATIONS

Notification	
Objective	The user is notified about the outcome of the auction.
Environment	Home of the system
Input	/
Expected output	A notification about the outcome of the auction.
Obtained output	/
Final result	There isn't a classic notification, but when you bid it shows what the lowest bid is and how many people bid on that auction.
Observations	From the previous test (Bid on auction), it is explained that the bids are not synchronized. The application doesn't give the lowest unique bid.

3 CONCLUSION

The application does not give a notification to the user when the auction is closed and who is the winner of the auction.

Overall, the application works good, the only main flaw is the implementation of the lowest unique bid.