

**Name of Product:** Corona Tracker App  
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### **1.0 INTRODUCTION**

The Corona Tracker App is designed to report the daily statistics of the novel coronavirus disease. The App utilizes interactive graphs, charts, and maps to report the data of cases. The App uses API calls to update the datasets and the data is downloaded from servers of the Johns Hopkins University.

### **2.0 OBJECTIVES AND TASKS**

## **2.1 Objectives**

The Goal of this Test Plan is to ensure that the app meets the requirements to be able to run on any iOS device and software. Also, to ensure that app works and meets both specificity and user requirement. Also, the test will ensure that the data is standard with authoritative standards.

## **2.2. Tasks**

This test plan seeks to test the UI view of the application and how they correspond with each other. Also, the test will analyze the security and network risk of the API reporting the data.

## **3.0 SCOPE**

### **General:**

- 1.The various UI buttons of the apps interface.**
- 2.The reported statistics displayed on the app's interface.**
- 3. The user map of the app and ensure the data of each country matches the data on other user interfaces of the same country.**

## **4.0 TESTING STRATEGY**

The testing strategy for this project is to test individual UI buttons and their responsiveness to tap. Secondly, another testing strategy is to test the UI buttons in co-ordination with other UI buttons. Since the app is tested using Apple's XCode tools, the only way to design and run the automated test is to use the XCode UI record button to perform the tests. For how to test the security risk of the app. For the testing Strategy, all the participants are Nana, and Anthony.

- 4.1 The Unit Testing will cover the individual functions that report the data to the screen. The Unit Testing will also cover the functions that manipulate the API calls and subsequent network requests.
- 4.2 UI Testing will cover the various buttons and views of the app
- 4.3 Systems and Integration testing will merge a coordinated UI simulation of the various UI components with updates of the stats in real-time.

4.4 Performance and Stress Testing. We will also test the app on different versions of the iOS platform and different apple devices to see its performance on the different devices including memory usage and the components of the device affects the apps performance.

4.5 This test will validate that the app meets the requirements and standards of user requirements to be used by a user. It will be done in how the app navigates the user in its usage and how the user feels generally about the app.

## **5.0 HARDWARE REQUIREMENT**

- Iphone, Mac, iPad, Ipod-touch.

## **6.0 ENVIROMENT REQUIREMENT**

- Ios 10 and above, macOS 10 and above.

## **7.0 PROBLEM TRACKING And RESOLUTION**