

Test Report for the "Shopping-list" Mobile Application

Author: Nat Dvoretzkaya

Test Date: 2025-06-24

Platform: Android (Chrome 135.0.7049.116)

Test Duration: 00:11:05

Run Type: Express Run

1. Purpose

The goal of this testing was to perform a functional and stability check of the "Shopping-list" mobile application, including task addition, editing, deletion, interaction with system events, data persistence, and behavior under various network and system conditions.

2. Application Overview

The "Shopping-list" application allows users to add, edit, and delete tasks, mark them as completed, and interact with the interface under different scenarios (offline mode, screen rotation, theme switching, installation/uninstallation, and system events like calls or app switching).

3. Testing Scope

Included in scope:

- Task creation (valid, invalid, special cases)
- Task editing and validation (25–26 characters, Latin letters, numbers, symbols)
- Marking tasks as completed
- Task deletion and confirmation
- Data persistence after closing/reopening
- Installation and uninstallation of the app via .apk
- Behavior with and without internet (Wi-Fi and mobile)
- App reaction to connection loss and restore
- App behavior on system events: incoming call/SMS, screen lock/unlock, app switch, minimize/restore
- UI adaptability (theme, language, orientation)

Out of scope:

- Load and performance testing
- Backend/server integration (client-side only)

Not tested:

- Cloud sync
- iOS compatibility

4. Metrics

Test cases planned: 24

Executed: 24

Passed: 20

Failed: 4

Skipped/Blocked: 0

Completion: 100%

Open defects: 3 (D-569, D-570, D-571)

Closed defects: 0

5. Types of Testing Performed

- Smoke Testing
- Functional Testing
- UI Testing
- Stability Testing
- Offline Testing
- Installation/Uninstallation Testing
- Interrupt Testing (calls, app switch, lock screen)
- Network Testing

6. Test Environment and Tools

Device: Android

Browser: Chrome 135.0.7049.116

Environment: Android Studio Emulator / Devices: Pixel 7 / OS: Android 16 / Model:

sdk_gphone64_x86_64

7. Lessons Learned

1. The app did not fully adapt to screen resolution changes – requires responsive design improvements.
2. UI language was not consistent – requires complete localization support.
3. Dark theme was not applied correctly – needs proper styling per system settings.
4. No visible connection loss message appeared – should notify users when offline.

8. Recommendations

- Implement full localization and theme support
- Display clear messages when connection is lost
- Improve UI adaptability to dynamic screen changes
- Automate frequent UI tests such as task input and deletion scenarios

9. Best Practices

- Used real-world usage scenarios
- Efficient test execution within a limited time
- Manual tracking and real-time observation helped detect usability issues

10. Exit Criteria

All test cases executed – ✓

All critical defects resolved – ✗

Plan for fixing known issues – ✓

11. Conclusion

The app is functional with good stability under typical user scenarios. Some minor to medium severity UI/UX defects remain open.

Recommendation: resolve the identified defects (especially those related to UI and localization) before production deployment.

12. Terms and Abbreviations

- UI: User Interface
- UX: User Experience
- APK: Android Package Kit
- Smoke Testing: Initial viability check
- Interrupt Testing: Testing system event handling (calls, app switching, etc.)