**rAppla**

**Master Test Plan**

**Version 1.0**

**Revision History**

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 24.04.2014 | 1.0 | Android App für rapla Stundeplan | rAppla Team |
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**Master Test Plan**

# Introduction

## Purpose

The purpose of the Master Test Plan is to gather all of the information necessary to plan and control the test effort for a given iteration. It describes the approach to testing the software, and is the top-level plan generated and used by managers to direct the test effort.

This *Test Plan* for the rAppla App supports the following objectives:

* Identifies the required resources
* Outlines the testing approach that will be used
* Identifies the items that should be targeted by the tests

## Scope

* User-Interface Test
* State-Based Test (synchronisation)

## Intended Audience

* Project Members
* People interested in Android-Testing

# Evaluation Mission and Test Motivation

## Background

* Ensure a flawlessly working User-Interface
* Ensure a flawlessly working Update Process

## Evaluation Mission

* Verify specifications
* Finding as many bugs as possible
* Advise about testing

## Test Motivators

* Existing Use Cases
* Performance
* Workflow

## Target Test Items

The listing below identifies those test itemssoftware, hardware, and supporting product elements that have been identified as targets for testing. This list represents what items will be tested.

* Client operations
* Rappla synchronization

## Test Approach

## Testing Techniques and Types

*Function Testing*

|  |  |
| --- | --- |
| Technique Objective: | * Ensure successful Rapla update * Ensure successful Parsing * Ensure correct Initialisation |
| Technique: | Based on Android-Unit-Tests |
| Oracles: | Result of the Android-Unit-Test and the corresponding test log. |
| Required Tools: | Android-Unit-Tetsing integrated in Eclipse IDE |
| Success Criteria: | All test return the correct and expected result |
| Special Considerations: | The Android-Unit-Test does not create a visible version of the graphical user interface |

*User Interface Testing*

|  |  |
| --- | --- |
| Technique Objective: | * Ensure correct displaying of events and graphical objects |
| Technique: | Based on Android-Unit-Testing |
| Oracles: | Result of the Android-Unit-Test and the corresponding test log. |
| Required Tools: | Android-Unit-Tetsing integrated in Eclipse IDE |
| Success Criteria: | All test return the correct and expected result |
| Special Considerations: | The Android-Unit-Test does not create a visible version of the graphical user interface |

# Entry and Exit Criteria

## Test Plan

*Test Plan Entry Criteria*

An android emulator or device is connected to the testing computer

*Test Plan Exit Criteria*

The test is terminated, when the tests are finished or the device is disconnected

## Deliverables

**Test Evaluation Summaries**

Results are output in testlogs

**Reporting on Test Coverage**

Results are output in testlogs

# Proof of successful test and integration of Unit-Testing in Eclipse

