

CLEVELAND STATE UNIVERSITY



CIS 694 – Object-oriented Software Engineer

TEST SPECIFICATION

Project: Restaurant Management System

Presented By:

Group 5

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1.0 Introduction

Basically, Testing is the process of executing a program or system with the intent of finding software bugs, errors or other defects which may cause damage to the project Stake holders and make sure that system functionalities are tally with user functional requirements. Shortcomings can be in any Stage of the Software development cycle.

These shortcomings can cause the system to malfunction or cause serious issues in fine dine. It is important to identify all these errors and fix them before handing it over to the customer.

1.1 Goals and objectives

The goal of project evaluation is to evaluate the software development process that was applied during the framework's development, as well as the utility of the tools and technologies, the precision of the projections, and the value of the reviews. The solution will be examined and assessed to determine whether it achieves the goals outlined in the initial overview and for the product's quality.

The evaluation of Restaurant Management System in terms of their ability is to inform users, including the following aspects:

- Measures for the effectiveness of the system.
- Technological measures for evaluating the system.
- User-oriented measures.
- Feedback.

1.2 Statement of scope

The main objective of this project is to develop a restaurant management system that will allow restaurants to manage their operations and improve their customer service. However, the system's central functions are also related to the production of reports.

The creation and deletion of orders, the removal and addition of food workers from a request, and the closing of orders are all part of the restaurant management process. The system's database should contain all of the orders placed and relate them to the important project tasks. Testing and implementation take somewhat longer than planned to complete.

The user should be able to log in to the website and do the following:

- Add to cart and check out.

- Access the services such as giving testimonials, editing the cart, adding, and removing items.
- Able to access internet.

2.0 Test Plan

This section describes the overall testing strategy, and the project management issues that are required to properly execute effective tests.

2.1 Software to be tested

The online websites will be tested in Amazon Web Services. And we can check it from the admin's laptop whether the localhost is up and running.

2.3 Testing tools and environment

The test environment for tools is before running the python shell and compiling the app.py, we need to make sure whether the MySQL database is up and running. And then we can compile the app.py and wait for the localhost:5000 and the webpage starts running. There we can login, signup and then go deep into the website to see the Menu, testimonials and adding items to cart, etc.

Coming to Hardware we need to make sure MySQL and python are installed in the admin's laptop and make sure the internet connection is stable.

2.4 Test schedule

A detailed schedule for testing is described. For this application, the waterfall model is used. So, after the application is created, testing will take place. However, during development, each developer will carry out unit testing.

3.0 Test Cases

This section enumerates a complete list of test cases for the software. The template of test cases is as follows in the below table.

Testing such system requires testers to create menu items with different combinations and validating the changes are pushed correct to the POS system.

Test Case Name	Test Steps	Action	Test Data	Expected Result	Test Result
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Launch site and login	1	http://localhost:5000/		Login page display	Login page display
Login	2	http://localhost:5000/	username=aaa@gmail.com password=aaa	Login successfully and goto main page	Login successfully and goto main page
Signup	3	http://localhost:5000/signup	username=ccc@gmail.com password=ccc confirm password = ccc	Signup successfully and goto login page	Signup successfully and goto login page
Forgot password	4	http://localhost:5000/forget		Goto forgot page	Goto forgot page
Forgot password	5	http://localhost:5000/forgetpassword	username=ccc@gmail.com	Goto forgot page	Goto forgot page
Forgot password	6	http://localhost:5000/forgetpassword	Password=fff	Change password successfully and goto login page	Change password successfully and goto login page
Main pages	7	http://localhost:5000/res/home/		After login goto main page	After login goto main page
Menu pages	8	http://localhost:5000/res/res_list/		Click menu in menu bar, goto menu page	Click menu in menu bar, goto menu page
Check	9	http://localhost:5000/res/add_cart/?name=Lobster%20Bisque	Lobster Bisque	Goto add_cart page	Goto add_cart page
Add Cart	10	http://localhost:5000/res/add_cart/		Add cart page	Add cart page
Checkout	11	http://localhost:5000/res/my_cart/		My cart page	My cart page
Checkout	12	http://localhost:5000/res/checkout/?name=Caesar%20Selections		Checkout page	Checkout page

Checkout	13	http://localhost:5000/res/my_cart/		After checkout, goto mycart page	After checkout, goto mycart page
About us	14	http://localhost:5000/about/about		About us page	About us page
Contact us	15	http://localhost:5000/contact/contact		Contact us page	Contact us page