CLEVELAND STATE UNIVERSITY



**CIS 694 – Object-oriented Software Engineer**

**TEST SPECIFICATION**

**Project: Restaurant Management System**

**Presented By:**

**Group 5**

Bhavana Tedlapalli (2808568)

Sravan Kumar Singupuram (2836831)

Riya Patel (2829317)

Calvin Raj Namburi (2836250)

**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**

A description of the scope of software testing is developed. Functionality/features/behavior to be tested is noted. In addition, any functionality/features/behavior that is not to be tested is also noted.

**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 software to be tested is identified by name. Exclusions are noted explicitly.

**2.3 Testing tools and environment**

A description of the test environment, including tools, simulators, specialized hardware, test files, and other resources is presented here.

**2.4 Test schedule**

A detailed schedule for testing is described.

**3.0 Test Cases**

This section enumerates a complete list of test cases for the software. A template for test cases is as follows.

|  |  |
| --- | --- |
| ID |  |
| Test Input |  |
| Expected Output |  |
| Description |  |

Login, Signup, Cart, Check out, Cash out

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