# Day 5 - Testing and Backend Refinement - [SHOP.CO]

#### 1. Introduction

This report outlines the testing activities conducted for the E-Commerce Marketplace project. The primary objectives of the testing were to ensure functionality, performance, error handling, and cross-browser compatibility, preparing the application for deployment.

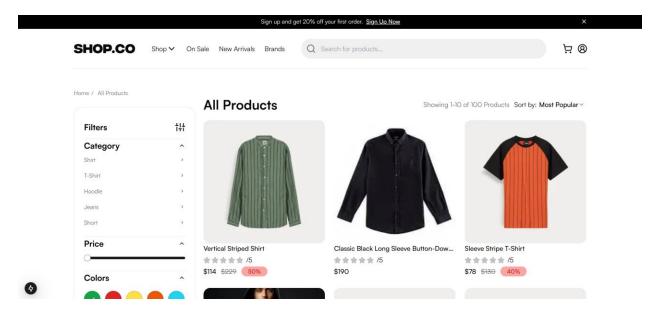
The testing was conducted using a combination of manual and automated tools such as **Postman**, **Lighthouse**, and **BrowserStack** etc. The findings and recommendations are detailed below.

#### 2. Testing Overview

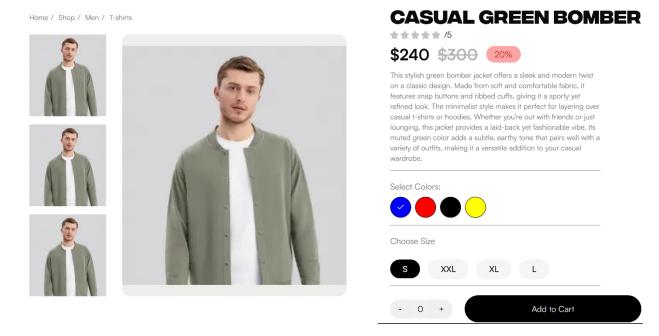
#### Types of Testing Performed

• **Functional Testing**: Validating core features such as product listing, cart functionality, and product detailed pages.

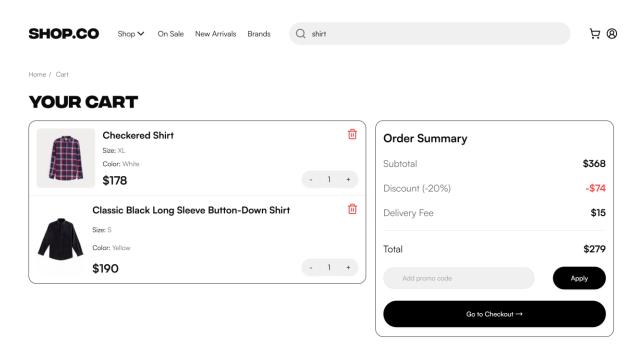
### Products Listing Page:



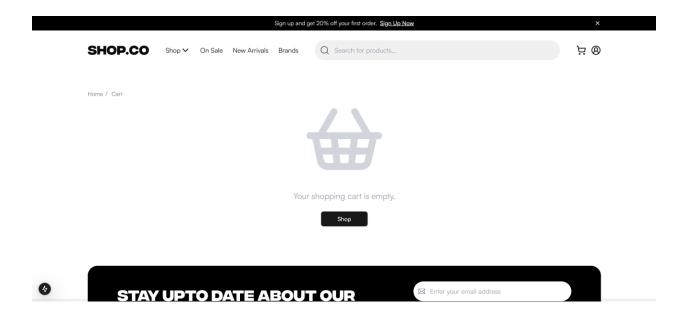
Product Detailed Page:



### Cart Functionality:

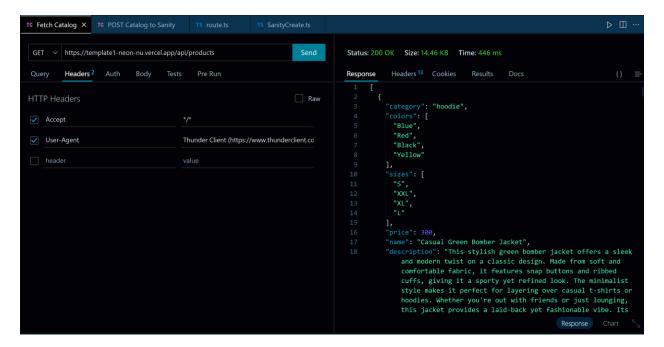


FallBack UI when Cart is Empty:

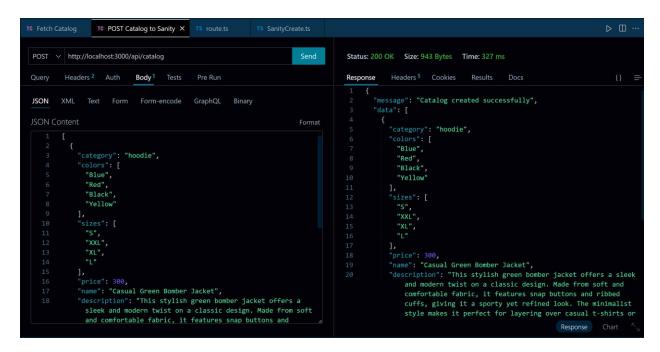


• **API Testing**: Ensuring backend endpoints respond correctly and error handling works as expected.

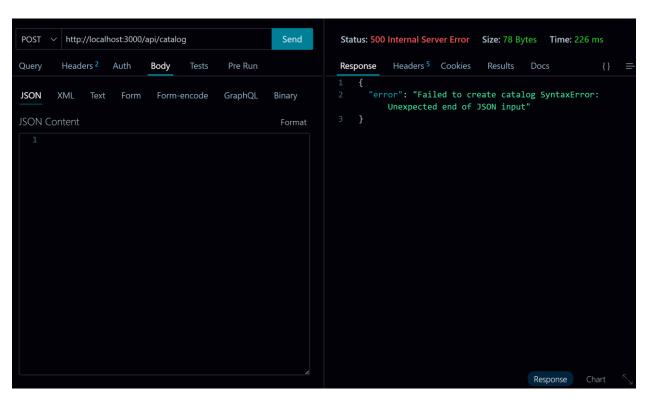
Data Fetching using GET:



Fetched Data to /api/catalog to to upload on sanity.

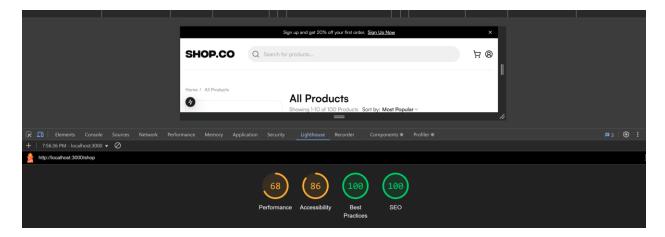


### API Error Handling:

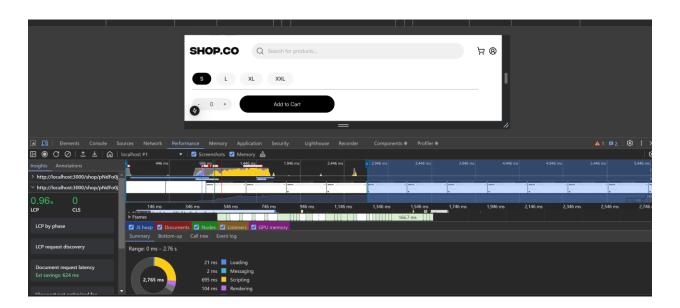


• Performance Testing: Measuring page load times and optimizing asset delivery.

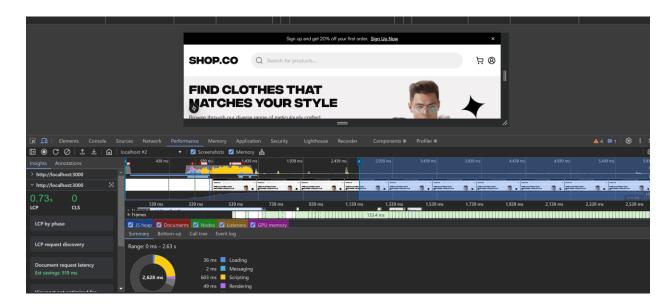
# **Using Browser Dev Tool:**



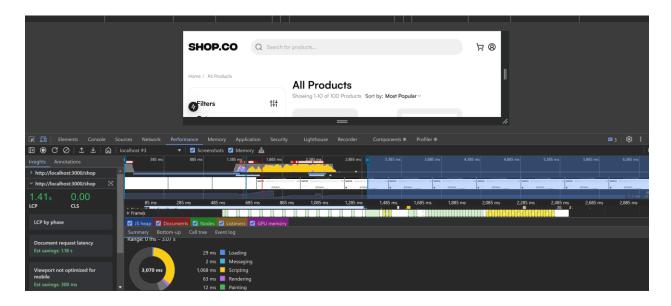
# Add To Cart:



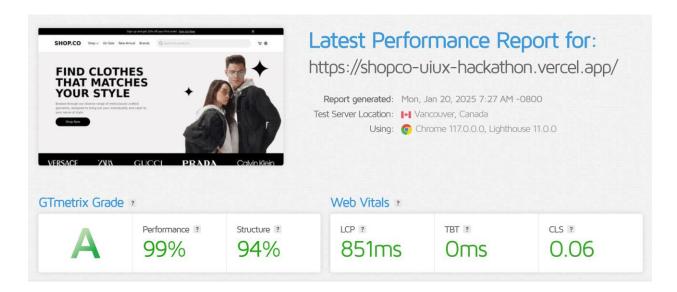
Home Page:



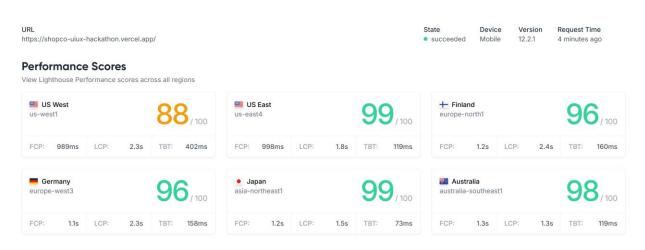
## Product Listing Page:



**Using GTMetrix:** 



## **Using Lighthouse Metrix:**



#### **Performance Metrics**

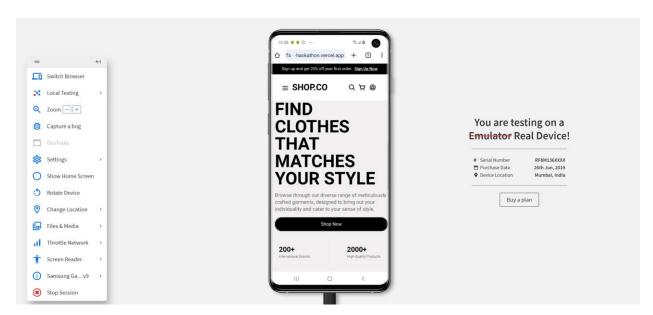
Inspect each metric that leads to the performance score

			$\pm$		•	***
First Contentful Paint ☑	989ms	998ms	1.2s	1.1s	1.2s	1.3s
Speed Index ☑	1.5s	1.1s	2.3s	1.9s	2.2s	2.9s
Largest Contentful Paint ♂	2.3s	1.8s	2.4s	2.3s	1.5s	1.3s
Total Blocking Time ♂	402ms	119ms	160ms	158ms	73ms	119ms
Cumulative Layout Shift ☑	0	0	0	0	0	0

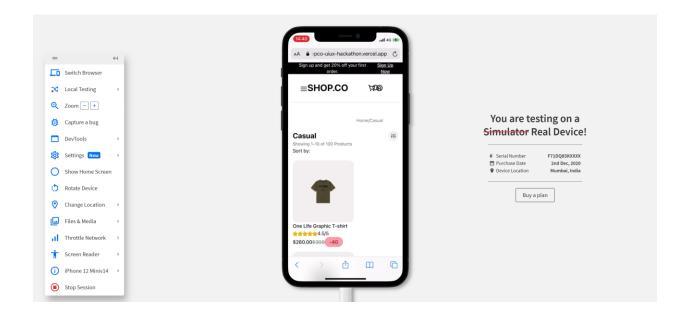


 Cross-Browser and Device Testing: Ensuring responsiveness and compatibility on various browsers and devices.

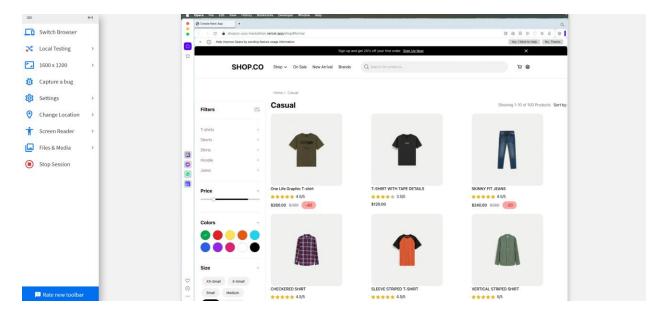
### Chrome in Samsung Galaxy-S10:



### Firefox in Iphone-12:



## Opera in 1600 x 1200 Tablet:



• **Error Handling Testing**: Verifying those fallback mechanisms provide a seamless user experience.

Error Handling using Try-catch:

```
export async function POST(request: NextRequest) {
   try {
       const data = await request.json()
        await data.map((product: ProductType) => {
            return client.create({
                _type: 'catalog',
               name: product.name,
                price: product.price,
                category: product.category,
                discountPercent: product.discountPercent,
                isNew: product.isNew,
                colors: product.colors,
                sizes: product.sizes,
                description: product.description,
                imageUrl: product.imageUrl ? {
                    _type: 'image',
                    asset: {
                       _type: 'reference',
                       _ref: product.imageUrl
                } : null,
       return NextResponse.json({ message: 'Catalog created successfully', data });
   } catch (error) {
       return NextResponse.json({ error: `Failed to create catalog ${error}` }, { status: 500 });
```

```
try {
    const filePath = path.join(process.cwd(), 'public', 'item', `${imageName}`);
    const imageFile = createReadStream(filePath);
    const imageAsset = await client.assets.upload("image", imageFile, { filename: basename(filePath) })
    console.log(`Image Uploaded Successfully: ${imageAsset._id}`);
    return imageAsset._id
} catch (error) {
    return `Failed to upload image, ${error}`
}
```

```
const response = await fetch("https://template1-neon-nu.vercel.app/api/products
data = await response.json()
data = await Promise.all(data.map(async (productData: ProductType) => {
        const imageResponse = await fetch(productData.imageUrl);
        if (!imageResponse.ok) {
            throw new Error(`Failed to fetch image: ${productData.imageUrl}`);
        const arrayBuffer = await imageResponse.arrayBuffer();
        const imageBuffer = Buffer.from(arrayBuffer);
        const imageAsset = await client.assets.upload("image", imageBuffer);
        return {
            ...productData,
            imageUrl: imageAsset._id
        };
    } catch (error) {
        console.error(`Error processing product ${productData.name}:`, error);
        return productData;
```

Fallbacks In case no product is available to Fetch:

## 2. Observations:

Performance on lower side mainly because of images not optimized can be further improved by optimizing image delivery and enabling caching.

Compress large images and enable lazy loading for non-critical assets.