Group 12 Software Engineering Group Project
Project Test Report

Author:	E Kalisiak, S MW Twerdochlib, K Todd
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1 INTRODUCTION

This document is to show how the project managed the tests laid out by us in line with SE.QA.06 and also the acceptance tests done by the client (Chris) so it meets the his expectaions and fill the cirteria nessasary. If the project does not pass the test then a paragraph will be written to explain why this might of happened.

2 QUALITY ASSURANCE TESTS

These are the tests that are laid out in the Test Specification document and are used to test if certain criteria is met.

2.1 Desktop QAT's

Table 1: Desktop QAT's.

What We Are Testing	Code	Test Discription	Passed or Failed	Explanation/Description
Display a start screen	SE-F-001	When the software starts, it should display a start screen, and give the list creator the choice of starting a new pub list, or restoring a past pub list.		
Start a new pub list	SE-F-002	The user chooses to start a new pub list.		
Start a new pub list options	SE-F-003	when the user selects a pub list, it should be loaded, and the pubs that are in it should be displayed.		
Duplicate town's	SE-F-006	The solution should prevent the user from adding a pub to the list of pubs with the same name as a pub already in the list.		
Able to create pubs	SE-F-007	It should be possible to add a pub to the list of pubs if the name is not already taken.		
Delete pub	SE-F-008	It should be possible to delete a pub from the list of pubs.		
Blank Name	SE-F-009	the solution should prevent the user from adding a pub to the list of pubs without a pub name inputted.		
Blank Description	SE-F-010	It should allow the user to not input any description of a pub.		

Blank GPS	SE-F-011	It should allow the user to not input any GPS location for a pub.		
No Photo	SE-F-012	It should prevent the user from adding a pub without at least one photo.		
No characteristics	SE-F-013	It should allow the user to not input any characteristics for a pub.		
Error message	SE-F-014	It should only display 1 error message if both a photo and a pub name aren't inputted when adding a pub.		
Not Image File	SE-F-015	The solution should prevent files that aren't image files from being inputted when adding a pub.		
Select a pub for editing	SE-F-016	The solution should be able to select a pub for editing its details		
Pub update	SE-F-017	The solution should update the pubs with new details after editing.		
Save a changed/new pub list	SE-F-018	It should be possible to save a changed/new pub list		
Cancel a changed/new pub list	SE-F-019	It should be possible to cancel a changed/new pub list.		
Displayed in a mobile system	SE-F-020	The user chooses to package all of the details of a pub list so that they can be displayed in a mobile system.		
End of Table				

2.2   Mobile QAT's

Table 2: Mobile QAT's.

What We Are Testing	Code	Test Discription	Passed or Failed	Explanation/Description
Display pubs	SE-F-001	When the mobile system starts, it should display a list of pubs in a sensible order.	Passed	It displays a list of towns, which will display a list of pubs.
Display pub list	SE-F-002	When the user is shown a list of pub lists, then they should be able to chose one, and then have list of pubs displayed.	Passed	When a town is clicked the screen changes to display all the pubs in that town.
Filter pubs by any filter	SE-F-003	When a list of pubs is shown, the user should be able to filter that list. The program can be told to display the pubs which conform to any of the filters.	Passed	When a filter button is clicked the user is sent to the filtering screen and then they are allowed to adjust the filtering appropriately and after clicking the button again they are send to the screen with filtered list of pubs.
Filter pubs by all filters	SE-F-004	When a list of pubs is shown, the user should be able to filter that list. The program can be told to display only those pubs which obey ALL of the filter constraints.	Passed	When a filter button is clicked the user is sent to the filtering screen and then they are allowed to adjust the filtering appropriately and after clicking the button again they are send to the screen with filtered list of pubs.
Remove filter	SE-F-005	The user should be able to remove a filter once it has been applied.	Passed	When the filter button is cilcked and then the cancel button is cliked it will cancel all changes made and go back to the full list of pubs.
Select pub	SE-F-006	When a list of pubs is shown, the user should be able to select one of the pubs, and be shown all of its details.	Passed	When a button is clicked a new screen appears with all of the pub details.
Generate random list of pubs	SE-F-007	The user should be able to generate a random list of pubs from another list. Only pubs from that list should be returned.	Passed	When the start random crawl button is clicked, then the user inputs the number of pubs they want to include in the crawl. Then when they click show full list button, it displays a list of random pubs of the designated amount.

Visited a pub	SE-F-008	A tick box should be displayed, which allows the user to indicate that they have visited a pub.	Passed	When a checkbox is ticked, the pub disappears from the list. If the user is on the pub details screen and ticks the checkbox, it reloads the screen with the next pubs information.
Congratulatory screen	SE-F-009	When the user clicks on the tick box on the last pub, a congratulatory screen is shown. Then the user is returned to the home screen. The list of pubs is shown.	Passed	When the last pub checkbox has been ticked, it returns to the list of pubs screen and a congratulory popup appears.
Wimp out of crawl	SE-F-010	The user should be able to stop the crawl early.	Passed	When the user clicks end crawl early, the screen changes to the list of pubs screen.
Ordered list from full list	SE-F-011	The user should be able to make an ordered list of pubs from the full list.	Passed	When the start ordered crawl is clicked, it allows user to input a time for each pub. When the proceed button is clicked, it provides the user with a list of chosen pubs and their allocated times.
Ordered list from half list	SE-F-012	The user should be able to make an ordered list of pubs from a filtered list.	Passed	When the start ordered crawl is clicked, it allows user to input a time for each pub. When the proceed button is clicked, it provides the user with a list of chosen pubs and their allocated times.
Time on pub	SE-F-013	The user should be able to put times against each pub.	Passed	When the add button is pressed, the time popup shows, which allows the user to select a time.
Ordered by the time	SE-F-014	The pub crawl is ordered by the time assigned to each pub.	Passed	When the add button is clicked, it will automaticaly sort the list by time.
Completed the list	SE-F-015	Having completed the list, they should be able to show the first pub and its time.	Passed	After proceed and confirm buttons are clicked, the first item of the list is displayed with the time assigned to it.
Visited a pub pt2	SE-F-016	There should be a tick box which allows the user to indicate that they have visited a pub.	Passed	When a checkbox is ticked, the pub disappears from the list. If the user is on the pub details screen and ticks the checkbox, it reloads the screen with the next pubs information.

Congratulatory screen pt2	SE-F-017	When the user clicks the tick box on the last pub, a congratulatory screen should pop up, and the home screen showing the list of pubs is displayed.	Passed	When the last pub checkbox has been ticked, it returns to the list of pubs screen and a congratulory popup appears.
Wimp out of crawl pt2	SE-F-018	The user should be able to stop the crawl early.	Passed	When the user clicks end crawl early, the screen changes to the list of pubs screen.
End of Table				

3   CLIENT ACCEPTANCE TESTS

These are the tests done during the "hand over" so the project meets the clients needs and meets his expectations.

3.1   Desktop CAT's

Table 3: Desktop CAT's.

What We Are Testing	Code	Test Discription	Passed or Failed	Explanation/Description
Making a new pub tour	FRD1, FRD2	Start desktop system and make a new pub tour for Llanbadarn		
Adding pubs	FRD5	Add the Black Lion and the Llanbadarn Arms. Make the Black Lion to stock Real Ale and be Dog Friendly. Give other realistic details.		
Exproting and saving	FRD6, FRD7	Export new list to mobile (if separate action). Save and quit. Does the list export properly, showing the details that have been added (try filtering, viewing pubs)?		
Adding and deleting pubs	FRD5, FRD4	Delete the Gogerddan Arms. Change all the items to do with the Black Lion. Save and reload and see if all the changes took		
End of Table				

3.2   Mobile CAT's

Table 4: Mobile CAT's.

What We Are Testing	Code	Test Discription	Passed or Failed	Explanation/Description
Starting Program	FRM1	Start mobile system - either shows 15 pub list, or lets us load it and then shows it.	Passed	When the Aberystwyth button is clicked, it displays a list of 15 pubs in Aberystwyth.
Filtering a list of pubs	FRM2	Filter on dog friendly - does it give reduced set of pubs with at least 4 pubs (if not, try other filters).	Passed	When cash only filter is chosen and the filter button is clicked it displays a list of pubs fulfilling the chosen criteria.
Selecting a pub	FRM3	From filtered list, choose second pub. Are details of that pub shown sensibly?	Passed	When the second pub in the filtered list it sensibly displays the pub information.
Random pub tour	FRM4	From filtered list, make a random pub tour of 3 pubs. Do we get list of 3? Can we tick through it? Do we get congratulatory screen at the end?	Passed	When start random crawl button is clicked, the user can input 3 as a number of pubs he wants to include in the crawl. Then it displays a list of 3 random pubs from the filtered list and when they are all ticked off, the screen goes back to the full list of pubs screen. Finally the congratulory popup window appears.
Planned Pub Tour	FRM5	From main list of 15 pubs. Make a planned pub tour of five pubs from the 1st, 4th, 7th, 15th and 2nd pubs. Time the visits at 7pm, 8:01pm, 9:11pm, 10pm, 11pm. Can we tick through them?	Passed	When the user starts ordered crawl, they can input the appropriate times for appropriate pubs- five pubs from the 1st, 4th, 7th, 15th and 2nd pubs with times as follow 7pm, 8:01pm, 9:11pm, 10pm, 11pm. Then when the proceed and confirm button is clicked it allows the user to tick through the pubs.
Provided Data	FRM6	Is the 15 pub example populated with good data about Aberystwyth?	Passed	All the data taken for pubs in Aberystwyth are accurate.
End of Table				

DOCUMENT HISTORY

Version	CCF No.	Date	Changes made to Document	Changed by
1	N/A	07/05/19	Initial creation	EDK8, KTT1, STT31