Feedlr v0.3 Test Report

1 Introduction

1.1 Purpose of application

The application's purpose is to help the user filter out unnecessary data from the massive stream of information from social medias, such as Facebook, Twitter, Instagram, etc. By giving users the ability to choose what they want to see in their news feeds, the need to filter the vast amount of information coming from each and every source is no longer there. A fully customized news feed will exclusively consist of the most interesting posts from all of the different social medias, all combined into one easily read feed.

1.2 General characteristics of application

Filtering several social medias from different sources into one stream by removing irrelevant data. The application is also highly customizable, the user can create their own feeds consisting of optional friends.

2 Test environment

To test feedlr we use both a software environment and a hardware environment.

2.1 Hardware environment

All the tests done for the application has been tested on HTC Sensation. The phone is running Android 4.0.3, Ice Cream Sandwich. Some tests has also been made on a Samsung Galaxy S3, this is however not included in the report.

2.2 Software environment

When testing feedlr in a software environment Eclipse with android SDK is used. The emulator has been running using with android version 4.1, Jelly Bean.

2.2.1 Software setup and settings

First install the android SDK with Eclipse using the following guide below
http://developer.android.com/sdk/installing/installing-adt.html

After installing the SDK it's time to setup the emulator. In Eclipse add a new Emulator with the following settings:

```
Target: Android 4.1 - API Level 16
CPU/ABI: ARM (armeabi-v7a)
SD Card: Size 500 MiB
Skin:
Built-in: WVGA800

Hardware:
Abstracted LCD density: 240
Max VM application heap size: 48
Device ram size: 512
```

It is easy to test the application on the simulator without having to get the project by simply installing the APK right away. Link bellow shows how this is made correctly: http://blog.freewarelovers.com/2010/08/how-to-install-apk-files-on-android.html

You can also test the application by downloading and importing the whole project from github: https://github.com/blueliine/feedlr

After downloading the project import the whole folder by using the alternative "Android Project from Existing Code" and choose the feedlr folder. After importing the projects right click on the feedlrTest and select properties and in *Java Build Path* -> *Projects* press *Add* and select the Feedlr project.

3 Known bugs and limitations

Not possible to get a detailed view of the feed items.
Not possible to remove an authorized account.
Not possible to edit feeds.
Twitter user requests takes over 3500ms to complete, which is a lot over acceptable time.
Issue #4: Creating two feeds with the same name will cause crash,
Issue #6: Offline mode crash when a feed exist. Caused by imageloader.
Issue #7: Closing facebook authorizing will disable Facebook button. Switching activity re-enables it.

4 Test specification

See the *./docs/Acceptance Tests* document.

5 Automatic test

5.1 Code coverage

See attached file: dist/coverage_report.html

5.2 Unit test

Unit tests are covering the parser, database and model. Tests that are covering the fetch of twitter and facebook items are currently demanding a precon that you need to be logged in because of token related issue.

Class:	**Status:**	**Comment:**
TwitterHelper	3/3 Passed	Only works if you logged in on twitter!
DatabaseHelper	14/14 Passed	
FacebookItem	2/2 Passed	
Feed	2/2 Passed	
TwitterItem	2/2 Passed	
User	2/2 Passed	
FacebookJSONParser	2/2 Passed	
TwitterJSONParser	4/4 Passed	

6 Test report

See *Test Report Results* document.