Feedlr v0.2 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 newsfeeds, the need to filter the vast amount of information coming from each and every source is no longer there. A fully customized newsfeed 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

3 Known bugs and limitations

- Currently only possible to authorize Facebook in the emulator. #1
- Not possible to get a detailed view of the feed items.
- Not possible to remove an authorized account.
- Twitter user requests takes a couple of seconds to complete, which is a bit more than we would like it to take.
- App crashes when no internet connection is available. #2
- The app hangs when reloading feed from facebook users. #3
- App crashes when creating two feed with the same name. #4

4 Test specification

See the *Acceptance Tests* document.

5 Automatic test

5.1 Code coverage

Project currently not integrated against EMMA.

5.2 Nightly builds

Will probably not be implemented.

5.3 Unit test

Using Android JUnit test which is only covering the model at this point.

6 Test report

See *Test Report Results* document.