Coupons Nao!

Test Plan

COP 4331 Fall 2011

Modification history:

VERSION	DATE	WHO	COMMENT
v0.0	02/06/11	C. Nergard	Rough Draft
v0.1	02/09/11	I. Walker	Added the text to Sections 1, 2, and 3.
V0.2	02/11/11	I. Walker	Updated Section 4

Team Name: The A-Team

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Contents of this Document

SECTION 1: Introduction

The overall objective of the test is to verify the software is coded correctly and performs its tasks without any bugs. Testing will also help verify if the software is meeting the requirements set forth by the client. The testing will also help find any bugs or logic errors that may have occurred during the programming.

Reference Documents:

- Concept of Operations
- Project Plan
- SRS

SECTION 2: Description of Test Environment

The software for our testing environment will be the Android SDK, ADT Plug-in for Eclipse, Android Emulator, TortoiseSVN, and SourceForge.net. The Android SDK and ADT Plug-in are used for the actual coding of the project while TortoiseSVN and SourceForge.net are used for sharing files between the team. The Android Emulator is used to test the application for those who do not have an Android phone. The hardware used is teammate Isaiah's Android cell phone and Taylor's Android developer phone.

The testers will be the developers. Actual users will only be able to test the application if our team chooses to submit it to the Android Market at the end of the semester. Since we have two test environments (Android phone and Android Emulator), the software will end up operating on the Android phone but can also in the emulator.

SECTION 3: Stopping Criteria

The testing will go as long as possible until an error that cripples the functionality is found. All errors will then be reported to the development team with the crippling errors having the highest priority. If there is an error with a well-defined workaround than attempt will be made to fix the error to work in the expected manner unless there is not enough time to fix it. If no errors are found, then tests will be conducted to see if any unwanted behavior can be induced in its current state. Then if no such cases can be found and there are no cosmetic errors then the product will be considered ready for delivery.

SECTION 4: Description of Individual Test Cases

OBJECTIVE	DESCRIPTION	TEST CONDITIONS	EXPECTED RESULTS
1. Startup	Make sure the application loads to the home screen.	See test environment	Application loads successfully and doesn't crash
2. Tabs	Test to make sure the tabs correctly go to the right screen and can return back the original.	See test environment	The tabs functional properly and lead to the correct page.
3. Location Testing	Testing if the GPS latitude and longitude coordinates are correct and gives the correct location.	Various locations using the Droid developer's phone.	Correctly gets the location at all points.
4. Map Loading	Making sure the map correctly loads and show nearby locations that have coupons.	Various locations using the Droid developer's phone.	Map correctly shows the locations of nearby stores. Location pins are displayed correctly.
5. List Sorting	Making sure the list view sorts the locations by distance.	Various locations using the Droid developer's phone.	The list shows the locations in order by distance than alpha order is the distance is the dame.
6. Rating System	Make sure the voting system correctly functions.	See test environment	The ratings are saved and the statistical overall rating is calculating correctly.
7. GUI	Making sure the GUI looks correctly in all resolutions.	See test environment	Each resolution functions correctly.
8. Internet/GPS	Checking if the application correctly has access to the Internet and GPS capabilities.	Various locations using the Droid developer's phone.	Has access to the Internet and GPS.
9. WiFi/Cellular Signal	Make sure the phone has the ability to use Wifi and has cellular reception.	Various locations using the Droid developer's phone.	Has WiFi and has cellular reception.
10. Uploading/Maintaining Coupons	Confirming that coupons are able to be uploaded and that they are removed after they have expired or have been sufficiently down rated.	See test environment	Coupons can be successfully uploaded and are removed from the data base when they expire or are rated down sufficiently.
11. Coupons on Startup	Making sure that the application shows coupons upon successfully starting up.	See test environment	Nearby coupons are displayed on the screen.
12. Internet/GPS Failure	Make sure that if a Internet/GPS signal cannot be obtained that the user be able to retry.	Various locations using the Droid developer's phone.	If the Internet/GPS fail then a retry option should appear.