**NEWS PHONE APPLICATION**

Test Results

COP 4331 Section 1

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**GROUP 8**

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**TEST RESULTS**

|  |  |  |  |
| --- | --- | --- | --- |
| Modification history: | | | |
| **Version** | **Date** | **Who** | **Comment** | |
| v1.0 | 09/20/10 | Stephen Rodriguez | Initial test plan created | |
| V2.0 | 11/28/10 | Stephen Rodriguez | Test Results | |

1 Introduction

1.1 Overall Objective for Software Test Activity

* The objective for the Software Test Activity is to ensure that the mobile application meets all of the standards of the client, as well as ensuring the software runs without any errors.
* The software test effort should be able to catch any bugs in the application. By catching the errors in the test effort, it will ensure that application of the highest quality will be delivered to the client.

1.2 Reference Documents

* Concept of Operations
* Project Management Plan
* Software Requirements Specification

2 Description of Test Environment

The hardware that will be used to test the mobile application will be a mobile phone running at least the Android 1.6 operating system. Also, when developing the software, an Android simulator will be used. The testers will include both the developers of the software and users who have never used the application before. The application will be tested on multiple phones running different versions of the Android operating system.

3 Overall Stopping Criteria

Testing will continue until a fatal error has been reached. All of the errors prior to the fatal one will be recorded. The list of errors will then be replicated and corrected, including the fatal error.

Once no errors are found during a test run, the software will be thoroughly tested by each team member to provide a sufficient amount of test cases for the error-free software.

A product that is considered “good enough to deliver” is a product in which there are no known errors in the cosmetics and the software.

4 Description of Individual Test Cases

| **Test Objective** | **Test Description** | **Test Conditions** | **Expected Results** |
| --- | --- | --- | --- |
| The ability to connect to the website. | The user will run the application | Running the application to ensure the user is testing in a new session | The application will boot up completely in a sufficient amount of time. |
| The ability to select one of the five main sections; US, World, Money, Entertainment and Sports. | The user has the option to select each of the 5 news sections | Running the application to ensure the user is testing in a new session | The application will be able to load each section successfully. |
| The ability to have a “show more” button. | The user will be shown 5 articles per section. If the user wants to read the rest of the stories, he/she will be able to select a “show more” button and the full story will be shown | Running the application to ensure the user is testing in a new session | When the user selects the “show more” button, a longer list of articles show. |
| The ability to read an article | The user selects an article desired to read | Running the application to ensure the user is testing in a new session | The user is able to read the article with the use of the application. |
| The ability to jump between News Sections from within the Article lists | When the menu button is selected, the user has the ability to select a different section besides the section he/she is in | Running the application to ensure the user is testing in a new session | The user is able to switch between sections without going back to the main menu |
| The ability to long-click the article to get the Article’s options menu | When the user selects and holds the selected article, the Article’s options menu appears | Running the application to ensure the user is testing in a new session | The user is able to view the Article’s options menu by a long-click |
| The ability to mark an article as read | When an article has not been read, the article title’s font is in blue | Running the application to ensure the user is testing in a new session | The user knows the article has not been read, when the article title’s font is in blue |
| The ability to mark an article as unread | When the article has been read, the article title’s font becomes purple | Running the application to ensure the user is testing in a new session | The user knows the article has been read, when the article title’s font is in purple |
| The ability to receive an error message if the device does not have internet access | When the user is until to gain internet access, an error message appears to let the user know of the lack of internet accessibility | Running the application to ensure the user is testing in a new session | An error message is displayed informing the user about lack of internet connection |
| The ability to refresh the article lists | The user is able to refresh the article to ensure update articles are available | Running the application to ensure the user is testing in a new session | The application has the most up to date article available for the user |

5 Test Results

| **Test** | **Tester** | **Date tested** | **Test environment** | **Test Result** |
| --- | --- | --- | --- | --- |
| The ability to connect to the website. | Andy Harmic, Stephen Rodriguez and Tyler Zaino | 11/28/10 | Android Emulator, Version 1.6 firmware and Version 2.2 firmware. | Successful connection to the website. |
| The ability to select one of the five main sections; US, World, Money, Entertainment and Sports. | Andy Harmic, Stephen Rodriguez and Tyler Zaino | 11/28/10 | Android Emulator, Version 1.6 firmware and Version 2.2 firmware. | Successful ability to select one of the main sections. |
| The ability to have a “show more” button. | Andy Harmic, Stephen Rodriguez and Tyler Zaino | 11/28/10 | Android Emulator, Version 1.6 firmware and Version 2.2 firmware. | Successfully about to view more articles upon request |
| The ability to read an article | Andy Harmic, Stephen Rodriguez and Tyler Zaino | 11/28/10 | Android Emulator, Version 1.6 firmware and Version 2.2 firmware. | Successfully loaded an article for the user to read. |
| The ability to jump between News Sections from within the Article lists | Andy Harmic, Stephen Rodriguez and Tyler Zaino | 11/28/10 | Android Emulator, Version 1.6 firmware and Version 2.2 firmware. | Successfully able to switch between sections |
| The ability to long-click the article to get the Article’s options menu | Andy Harmic, Stephen Rodriguez and Tyler Zaino | 11/28/10 | Android Emulator, Version 1.6 firmware and Version 2.2 firmware. | Successfully able to obtain the article’s option menu after a long-click |
| The ability to mark an article as read | Andy Harmic, Stephen Rodriguez and Tyler Zaino | 11/28/10 | Android Emulator, Version 1.6 firmware and Version 2.2 firmware. | Successfully marks read articles |
| The ability to mark an article as unread | Andy Harmic, Stephen Rodriguez and Tyler Zaino | 11/28/10 | Android Emulator, Version 1.6 firmware and Version 2.2 firmware. | Successfully marks unread articles. |
| The ability to receive an error message if the device does not have internet access | Andy Harmic, Stephen Rodriguez and Tyler Zaino | 11/28/10 | Android Emulator, Version 1.6 firmware and Version 2.2 firmware. | An error successfully displays when the device does not have internet access. |
| The ability to refresh the article lists | Andy Harmic, Stephen Rodriguez and Tyler Zaino | 11/28/10 | Android Emulator, Version 1.6 firmware and Version 2.2 firmware. | Successfully able to refresh the article lists |

6 Conclusion

Once our code was written, we were able to successfully use the application. The application itself works wonderfully. The only problems in testing was the use of the 1.6 firmware, it sometime suffered “force close” messages and was a little bit slower loading the application/articles. We believe this may be due to the older and slower software available to the phones and not a problem in our application. However, other than speed, the application seemed to work excellent for the android phones.