

TEST PLAN
<<AU SPARK>>

VERSION HISTORY

Version #	Write by	Revision Date	Approved By	Approval Date	Outline
1.0	<i>Kamonchanok A.</i>	<i>2017/4/22</i>	<i>Pimtarat J.</i>	<i>2017/4/24</i>	Test Plan create

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INTRODUCTION

The Test Plan is designed to prescribe the scope, approach, resources, and schedule of all testing activities of the project AUSpark. The plan identify the items to be tested, the features to be tested, the types of testing to be performed, the personnel responsible for testing, the resources and schedule required to complete testing, and the risks associated with the plan.

1 TEST STRATEGY

1.1 Scope of Testing

1.1.1 Feature to be tested

All the feature of AUSpark application which were defined in software requirement specs are need to bested

Module Name	Applicable Roles	Description
Adviser Information	User	A student can see name, faculty, e-mail, office room office phone number of his adviser.
Advising information of user	User	A student can see pre-registration status.
Grade List	User	A student can see all his grades by semester and curriculum.
Grade Summary	User	A student can see the summary of grade groups and subjects information.
Class	User	A student can see class schedule and subject information.
Examination	User	A student can see examination schedule information.
Previous Semester	User	A student can see all class schedule of previous semester.
Pre-register Result	User	A student can see pre-register result and payment status.
Plan List	User	A student can plan class schedule to registration of next semester.
Class Search	User	A student can search cause ID or Title.
AU Calendar	User	A student can see AU calendar.
Reset Password	User	A student can change password.
Rate Us	User	A student can give the rate AUSpark.
Log out	User	A student can log out from student account.

1.1.2 Feature not to be tested

These feature are not be tested because they are not included in the software requirement specs

- User Interfaces
- Hardware Interfaces
- Software Interfaces
- Database logical
- Communications Interfaces
- Website Security and Performance

1.2 Test Type

In the project AUSpark, there're 5 types of testing should be conducted.

- **Integration Testing:** Test All Functions is correctly working.
- **System Testing:** Conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements.
- **Unit test:** Test unit by created the functions or methods to check unit is working correctly.
- **API testing:** Test all the APIs create for the software under tested.
- **install/uninstall:** Testing when installing and uninstall the application and system in the application should not make effect in mobile

1.3 Risk and Issues

Risk	Mitigation
Team member lack the required skills for Android application testing.	Plan training course to skill up our members.
The project schedule is too tight; it's hard to complete this project on time	Set Test Priority for each of the test activity.
A lack of cooperation negatively affects your employees' productivity	Encourage each team member in his task, and inspire them to greater efforts.

1.4 Test Logistics

1.4.1 Who will test?

The project should use outsource members as the tester to save the project cost

1.4.2 When will test occur?

The tester will start the test execution when all the following inputs are ready

- Software is available for testing
- Test Specification is created

- Test Environment is built
- Enough human resource for testing

2 TEST OBJECTIVE

The test objectives are to verify the Functionality of website Guru99 Bank, the project should focus on testing the banking operation such as Account Management, Withdrawal, and Balance...etc. to guarantee all these operation can work normally in real business environment.

3 TEST CRITERIA

3.1 Suspension Criteria

If the team members report that there are 40% of test cases failed, suspend testing until the development team fixes all the failed cases.

3.2 Exit Criteria

Specifies the criteria that denote a successful completion of a test phase

- **Run** rate is mandatory to be **100%** unless a clear reason is given.
- **Pass** rate is **80%**, achieving the pass rate is **mandatory**.

4 RESOURCE PLANNING

4.1 System Resource

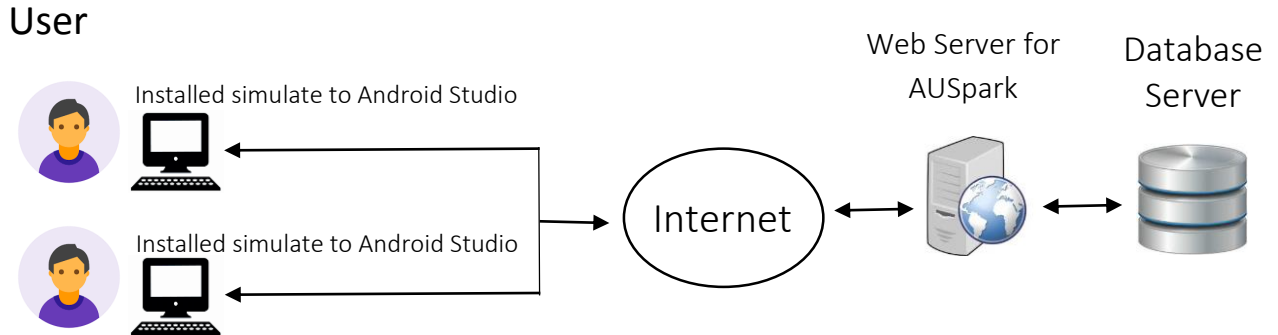
No.	Resources	Descriptions
1	Test tool	Using Android Studio and Appium to
2	Network	Setup a Wi-Fi with the speed at least 256 kb/s
3	Computer	At least 2 computer run Windows 7, Ram 2GB, CPU 3.4GHZ

4.2 Human Resource

No.	Member	Tasks
1	Test Manager	Manage the whole project Define project directions Acquire appropriate resources
2	Test	Identifying and describing appropriate test techniques/tools/automation architecture Verify and assess the Test Approach Execute the tests, Log results, Report the defects. Outsourced members
3	Developer in Test	Implement the test cases, test program, test suite etc.
4	Test Administrator	Builds up and ensures test environment and assets are managed and maintained Support Tester to use the test environment for test execution

5 TEST ENVIRONMENT

The Test Environment should be setup as figure below

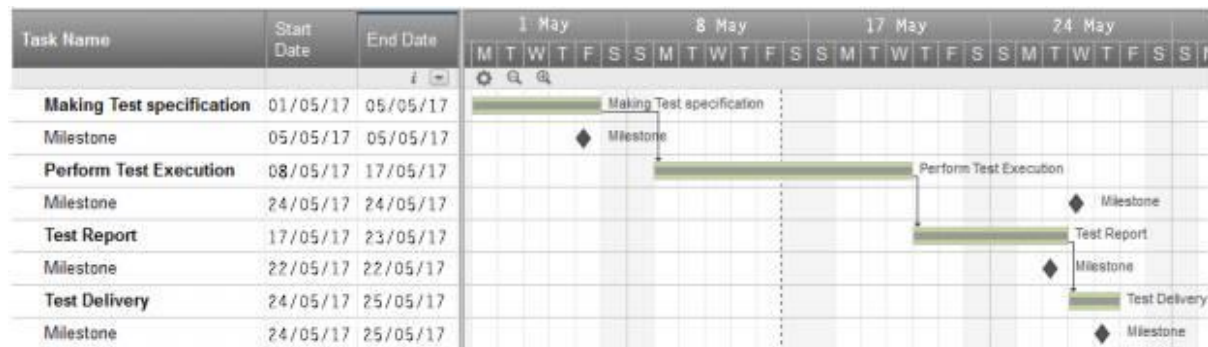


6 SCHEDULE & ESTIMATION

6.1 All project task and estimation

Task	Members	Estimate effort
Create the test specification	Test Designer	150 man-hour
Perform Test Execution	Tester, Test Administrator	70 man-hour
Test Report	Tester	10 man-hour
Test Delivery		10 man-hour
Total		240 man-hour

6.2 Schedule to complete these tasks



7 TEST DELIVERABLES

Test deliverables are provided as below

7.1 Before testing phase

- Test plans document.
- Test cases documents

- Test Design specifications.

7.2 During the testing

- Test Tool
- Simulators.
- Test Data
- Test Trace-ability Matrix
- Error logs and execution logs.

7.3 After the testing cycles is over

- Test Results/reports
- Defect Report
- Installation/ Test procedures guidelines
- Release notes