

# SE 3XA3: Test Plan Gifitti

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Table 1: **Revision History**

<b>Date</b>	<b>Version</b>	<b>Notes</b>
Date 1	1.0	Notes
Date 2	1.1	Notes

This document describes the test plan for the Gifitti application developed for 3XA3 at McMaster University.

# 1 General Information

## 1.1 Purpose

## 1.2 Scope

## 1.3 Acronyms, Abbreviations, and Symbols

Table 2: **Table of Abbreviations**

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<b>Abbreviation</b>	<b>Definition</b>
Abbreviation1	Definition1
Abbreviation2	Definition2

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Table 3: **Table of Definitions**

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<b>Term</b>	<b>Definition</b>
Term1	Definition1
Term2	Definition2

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## 1.4 Overview of Document

# 2 Plan

## 2.1 Software Description

## 2.2 Test Team

## 2.3 Automated Testing Approach

## 2.4 Testing Tools

## 2.5 Testing Schedule

See Gantt Chart at the following url ...

# 3 System Test Description

## 3.1 Tests for Functional Requirements

### 3.1.1 Area of Testing1

#### Title for Test

1. test-id1

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input:

Output:

How test will be performed:

2. test-id2

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input:

Output:

How test will be performed:

### **3.1.2 Area of Testing2**

...

## **3.2 Tests for Nonfunctional Requirements**

### **3.2.1 Area of Testing1**

**Title for Test**

1. test-id1

Type:

Initial State:

Input/Condition:

Output/Result:

How test will be performed:

2. test-id2

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input:

Output:

How test will be performed:

### **3.2.2 Area of Testing2**

...

## 4 Tests for Proof of Concept

### 4.1 Opening a GIF file for playback

#### Open GIF

1. OpenGif-01

Type: Manual Functional

Initial State: Program must be in normal state (form window is open and playback window is blank).

Input: File

Output: GIF is shown in playback window of the form.

How test will be performed: Click open button, select a file of type .gif, and verify that the GIF loads and begins to playback within the form window.

### 4.2 Saving a GIF file's frames

#### Save GIF

1. SaveGif-01

Type: Manual Functional

Initial State: Program must be in playback state (form window is open and playback window is playing GIF).

Input: GIF File

Output: GIF's frames are saved as .bmp in folder specified.

How test will be performed: Click save frames button, select a folder, and verify that the GIF's frames are saved to the specified folder as .bmp.

## **5 Comparison to Existing Implementation**

### **5.1 Graphics/UI**

1. GIF playback resolution is the same or better than Gif Viewer.
2. Program has the same button scheme as Gif Viewer (Open button to open file, Extract Frames button to save frames).
3. Program has a help menu available that is similiar to Gif Viewer, but is available at all times.
4. Program's color scheme and design resembles Gif Viewer.

### **5.2 Performance**

1. GIF playback is at the same smoothness/framerate or better than Gif Viewer.
2. Opening and saving a file takes the same amount of time or less than Gif Viewer.

## **6 Unit Testing Plan**

### **6.1 Unit testing of internal functions**

### **6.2 Unit testing of output files**

## 7 Appendix

This section contains symbolic parameters for this document and the usability survey that will be delivered to a focus group upon initial completion of the application.

### 7.1 Symbolic Parameters

The definition of the test cases will call for SYMBOLIC\_CONSTANTS. Their values are defined in this section for easy maintenance.

### 7.2 Usability Survey Questions

The survey will be delivered in the same format as the Questionnaire for User Interface Satisfaction. This questionnaire is composed of various questions pertaining to several sub categories on a 0-9 scale. This includes the screen, terminology and system information, learning, and system capabilities. It also allows the user to list the most positive and negative aspects of the program. The questionnaire can be found at [garyperلمان.com](http://garyperلمان.com)