Peer Test Report

PMoC
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Version 1.1

Table of Contents

1. Introduction

This test report is based on the test report template provided by the PMoc group. It includes a summary of the results of the peer testing by the OpenLogbook group with some additional feedback about the software, installation process and user's guide.

2.Test Results

Test cases are taken from the peer test plan by PMoc. A computer with Windows XP and Java 1.4.1. runtime environment was used for testing.

"PR<number>" -fields refers to the bug reports in the Burana system. More detailed information about bugs with their fault levels can be found there.

2.1 PTC_1: Drawing free symbols

Description:
Create a new symbol from the tree view. Use the drawing tools to draw graphics to the canvas of the free symbol. Use the delete tool to delete different graphical objects. Also try to save the symbol. The test passes if all drawing tools produce graphics.

Test Results:
Test was run by Henri Mikkonen (henri.mikkonen@hut.fi) on 9.3.2003. Test is passed even though some bugs were found:

- PR3415: The bottom of the tree can not be seen at the browser if the size of the tree is big enough. One can scroll down a little bit, but not enough.
- PR3416: One backspace hides much more than just one character even though only one is deleted. The "hidden characters" can be seen again by pressing some other character after the backspace.
- PR3417: The length of the name-field at the browser doesn't change when renaming item. If the new name is longer than the old one, it can't be seen as a whole ("new name" may be seen like "new n.."). Also, if the new name is shorter than the old one, the blue background color when selecting the item is wider than the name.

2.2 PTC_2: Moving graphical objects

Description:
Use the move tool and the commands in the Image menu to move graphical primitive objects. Group objects together, put them on top of each other and clone them. The test passes if all object can be moved.

Test Results:
Test was run by Henri Mikkonen on 9.3.2003. Test was passed without any found bugs and only one suggestion:

- PR3418: As the number of menu items arise, it could be better to have them like in other software. For example, MS Powerpoint has submenus Grouping

(for Group/Ungroup) & Ordering (for Bring to front/back) instead of having all in the first appearing menu (Image).

2.3 PTC_3: Make free symbol a terminal symbol

Description:
Make a free symbol a terminal symbol. The name of the canvas should change from "New symbol" to "Terminal". Save the terminal. The test passes if the name changes correctly and the terminal can be saved.

Test Results:
Test was run by Henri Mikkonen on 9.3.2003. Test was failed:

- PR3419: Free symbol was changed to the terminal type with the help of user manual, but after saving & loading the type was "free type" again.

2.4 PTC_4: Add terminals to symbol

Description:
Draw a symbol and add terminals to it. After adding a terminal it should be movable. The test passes if terminals can be added.

Test Results:
Test was run by Henri Mikkonen on 9.3.2003. Test was passed with no errors or difficulties.

2.5 PTC_5: Attach symbol to type

Description:
Draw or load a free symbol with terminals. Browse the tree view to component types. Attach the symbol to a component type. The name of the canvas should change from "New symbol" to "Component". Save to component. The test passes if the name changes correctly and the component can be saved.

Test Results:
Test was run by Henri Mikkonen on 10.3.2003. Test was failed:

- PR3420: Free symbol was changed to the centrifugal pump type and the name of the canvas was changed to "Component" as it should. After saving and loading the symbol was "Free symbol" again, like earlier with terminal
- PR3421: Sometimes loading a symbol with some terminals may cause whole software to freeze after error messages about "can't find referenced element – may be a problem of id"

2.6 PTC_6: Create new category

Description:

Make a new category to a department or another category in the tree. A new node should be created under the parent node. The test passes if the new category is visible in the tree after the creation.

Test Results:
Test was run by Henri Mikkonen on 10.3.2003. Test was passed without problems.

2.7 PTC_7: Open net

Description:
Create a new component under a category. Open the net of the component. A new canvas should appear to the right named "net". The test passes if the net opens.

Test Results:
Test was run by Henri Mikkonen on 10.3.2003. Test was passed without problems.

2.8 PTC_8: Add components to net

Description:
Add a new category and a new component and open its net. Instantiate component types to this net with the drag and drop technique. Tests 5,6 and 7 must have passed, partially at least, in order to continue with this test. The test passes if the graphics of the component appears on the net and the component appears in the tree below the category that the net represents.

Test Results:
Test was run by Henri Mikkonen on 10.3.2003. Test failed. Drag and drop technique didn't produce any graphics to the net-screen (PR 3422) or modifications (i.e. new items) to the the tree (PR.3423)

2.9 PTC_9: Move components and graphics in a net

Description:
After adding components to a net, try to move them around. Use the graphics tools to add texts and other graphics and move them around on the net. The test passes if components can be moved.

Test Results:
The test was run by Henri Mikkonen on 10.3.2003. Test failed as the components graphics didn't appear on the net. However, normal drawing-operations with object-moving and deleting (like case PTC_1 and PTC_2) worked to the net too.

2.10 PTC_10: Delete component

Description:
Delete a component, both starting from the tree and from the net. When deleting a component it should disappear from both the canvas and the tree. The test passes if deletion removes the component from both the tree and the canvas.

Test Results:
The test was run by Henri Mikkonen on 10.3.2003. Test failed as the components graphics didn't appear on the net canvas. However, when a symbol was deleted from a category on a tree, it was "closed" from the canvas too.

3. Evaluation and feedback

3.1. Installation process

Installation process was very easy as the Java Runtime Environment 1.4.1. was already installed on the computer used for testing.

3.2. User's guide

As such the User's Guide covers the features of the software in a strictly sufficient sense. For someone not familiar with the scope of the software the guide is not quite demonstrative enough. It would be beneficial if the document provided a more illustrative description of the functions and their uses (more pictures...). This way the user could get a better insight on the workings of the software, and it would reduce the need for the usual method of trial and error when starting to use the software.

Even though the software installation is a very straightforward action, and no problems were encountered, it might be good idea to mention installation within the guide, as some people prefer to start installation by reading the installation instructions, and complete absence of such might be a bit confusing.

The linguistic form of the document is rather good, but in places a bit clumsy. (eg. in 3.1, "Once you have a net, you can draw stuff on it, ...". "Drawing stuff" might not be the best description of what the user would want to be doing...)

So, as a round-up, what you have is quite good, but there probably should be some more of it.

3.3. The software

As it can be seen from the chapter 2, half of the tests were failed. It is even hard to say whether it was tester's or software's "fault" as the software appeared to be pretty difficult to use. With the current user's guide, it took too much time to realize the main purpose of the software and learn to use the basic features. Some of the basic features didn't even work like the user's guide claimed, so there is quite a lot to be done, for the software and the guide.

However, the features that successfully passed the tests were pretty easy-to-use after reading the user's guide. Software is though quite usable and probably effective after all the features work like they should. For example the drag and drop –feature is definitely the right choice for the browser, the logic just should be described and implemented more clearly.