

# Fluid Engage code entry QA test plan

## QA overview

### Environments

- iPhone OS 3.0 or higher on iPhone 3G or 3GS
- iPhone OS 3.0 or higher on iPod touch 1G, 2G or 3G

For testing Fluid Engage with VoiceOver:

- iPhone OS 3.0 or higher on iPhone 3GS
- iPhone OS 3.0 or higher on iPod touch 32 GB or 64 GB (Fall 2009 or later)

### Protocol overview

- Perform each of the tests under "QA tests" using each system environment.
- Report issues at <http://issues.fluidproject.org/secure/Dashboard.jspa>.
- Please **search for issues before reporting them**, so as to limit the number of duplicate entries.

### General QA guidelines

- Does the tool behave the way that you would expect?
- Are you surprised by anything?
- Does something take longer than you would expect?
- When the tool does something unexpected or takes too long to do something, does the tool provide appropriate feedback?

## QA tests

### Unit tests

*Protocol:* Launch the following websites to execute unit tests.

[url to be filled](#)

### Task-oriented functional tests

*Description:* Ensures that the component is able to handle expected input.

*Protocol:* Perform these tasks after completing initial Engage setup (to be added: instructions on adding app to home screen).

**Test all screens:** Absence of horizontal scroll

*Procedure:*

1. Drag the screen left and right while holding the device in portrait mode.

*Expected results:*

- The screen should not shift left or right (i.e., it is fixed).

**Test 1:** Page load

*Procedure:*

1. From the application home screen, invoke "Enter object code" or its icon.
2. (**For VO:** After the screen load announcement, have VO read the screen from top to bottom. Also tap around the screen to check position of elements.)

*Expected results:*

- (**For VO:** User should hear "Web page loaded - Code entry".)
- A back button and "Enter object code" title should appear in the navigation bar, in that order. No other elements should be present on the bar.
- Short instructions (e.g., "Enter code from the object's label to learn more about the object") should appear below the navigation bar.
- Empty fields should appear below the instructions (in the case of Engage 0.3, it should be two empty fields).  
(**For VO:** User should be able to tap on the two fields and hear them as being empty.)

- A keypad should appear below the empty fields, which includes the numbers 0-9, and a delete key.  
(**For VO:** User should be able to tap on the number pad and hear the numbers and the delete key.)

#### Test 2: Enter a single-digit (cont'd from Test 1)

##### Procedure:

1. Complete Test 1.
2. Invoke a number from the keypad.

##### Expected results:

- (**For VO:** User should hear which number was punched along with a message that it has been entered.)
- The tapped number should appear in the left text field.  
(**For VO:** User should be able to tap on the field and hear the number.)
- Nothing else should have changed.

#### Test 3: Delete a single-digit (cont'd from Test 2)

##### Procedure:

1. Complete Test 2.
2. Invoke the delete key.

##### Expected results:

- The right-most number should disappear.  
(**For VO:** User should be able to tap on the field and hear it as being empty.)
- Nothing else should have changed.

#### Test 4: Enter an invalid object code (cont'd from Test 1)

##### Procedure:

1. Complete Test 1.
2. Enter a two-digit, invalid object code (see [object code list](#) for possibilities).

##### Expected results:

- An error should appear on the screen ("Invalid code. Please try again.", replacing the enter code instructions.  
(**For VO:** User should be able to hear the error message as soon as it appears on the screen.)
- The number fields should clear after a brief moment (~0.5 seconds).  
(**For VO:** User should be able to tap on the two fields and hear them as being empty.)
- The error message should persist.  
(**For VO:** User should be able to tap and listen to the error message.)

#### Test 5: Enter an invalid object code, again (cont'd from Test 4)

##### Procedure:

1. Complete Test 4.
2. Enter another two-digit, invalid object code (see [object code list](#) for possibilities).

##### Expected results:

- The error message from the previous invalid code should persist.  
(**For VO:** User should be able to tap and listen to the error message.)
- The number fields should clear after a brief moment (~0.5 seconds).  
(**For VO:** User should be able to tap on the two fields and hear them as being empty.)
- The error message should persist.  
(**For VO:** User should be able to tap and listen to the error message.)

#### Test 6: Enter a valid object code (cont'd from Test 1, 4, or 5)

##### Procedure:

1. Complete Test 1, 4, or 5.
2. Enter a two-digit, valid object code (see [object code list](#) for possibilities).

##### Expected results:

- If there was an error message from a previously invalid code, it should disappear immediately.
- There should be a brief pause after the last digit is entered.  
(**For VO:** User should hear the displayed message "Opening artifact page".)

- The screen should transition to the respective artifact view.  
(For VO: User should hear "Web page loaded - Artifact".)

## Boundary Tests

*Description:* Ensures proper functionality at the input limits.

*Protocol:* Perform these tasks on the following site.

### Specifications

[Code entry wireframes](#)  
[Code entry storycards](#)

### On this page

[QA overview](#)  
[Environments](#)  
[Protocol overview](#)  
[General QA guidelines](#)  
[QA tests](#)  
[Unit tests](#)  
[Task-oriented functional tests](#)  
[Test all screens: Absence of horizontal scroll](#)  
[Test 1: Page load](#)  
[Test 2: Enter a single-digit \(cont'd from Test 1\)](#)  
[Test 3: Delete a single-digit \(cont'd from Test 2\)](#)  
[Test 4: Enter an invalid object code \(cont'd from Test 1\)](#)  
[Test 5: Enter an invalid object code, again \(cont'd from Test 4\)](#)  
[Test 6: Enter a valid object code \(cont'd from Test 1, 4, or 5\)](#)  
[Boundary Tests](#)