

# **PENGUJIAN UNIT DAN ANTARMUKA PENGGUNA PADA APLIKASI MUSHYMATCH MOBILE**

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## **ABSTRACT**

*This study aims to conduct unit and interface testing on the MushyMatch mobile application developed using Kotlin. The unit testing will involve the login module, main page, search feature, mushroom detection page, detection feature, mushroom description page, and mushroom recipe. Meanwhile, the interface testing will cover input validation, user interface responsiveness, layout, navigation, and testing on various devices. This study uses the JUnit framework and the Mockito library for unit testing, as well as the Espresso framework for interface testing. The testing method used is functional testing with structured test scenarios. The results of this study are expected to identify issues and defects in the MushyMatch mobile application and provide improvement recommendations to enhance the quality and user experience. This study can help application developers test and validate the performance, usability, and responsiveness of the user interface in the MushyMatch mobile application.*

**Keyword** : *Unit Testing, User Interface Testing, Mobile Financial Tracking Application, JUnit, Mockito.*