

Unit Test Report for EDLS System

- Test Cases Specification
- Test Summary Report

Project Team

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1 Introduction

1.1 Objectives

본 문서는 Electronic Door Lock System의 unit test를 수행한 결과에 대한 report 문서이다. Test 요소들에 대한 test case와 test수행 결과에 대한 내용을 담고 있다.

1.2 References

Team1.2013.EDLS.SRS-1.0

Team1.2013.EDLS.SRA-3.0

Team1.2013.EDLS.SDS-3.0

Team1.2013.EDLS.UTP-2.5

2 Unit test case specification

2.1 Test case specification identifier

Table1 Test design Identification

Identifier	Feature(Process ID in DFD)	Valid/ Invalid value
EDLS.UTC_000_000	2.1.1 Lock Controller	Lock Mode에서 [BO]==TRUE&&[L]==TRUE&&[D]==FALSE Input
EDLS.UTC_000_001	2.1.1 Lock Controller	Lock Mode에서 [L]==TRUE&& [C]==FALSE&&[K]==TRUE&& [D]==FALSE Input
EDLS.UTC_000_002	2.1.1 Lock Controller	Unlock Mode에서[L]==FALSE&& [D]==FALSE&&[LB]==TRUE Input
EDLS.UTC_000_003	2.1.1 Lock Controller	Unlock Mode에서 [BO]==TRUE Input
EDLS.UTC_000_004	2.1.1 Lock Controller	Unlock Mode에서 [N]==FALSE Input
EDLS.UTC_000_005	2.1.1 Lock Controller	Lock Mode에서 [L]==TRUE&& [LB]==TRUE&&[D]==TRUE Input
EDLS.UTC_000_006	2.1.1 Lock Controller	Lock Mode에서 [L]==TRUE&&[C]==FALSE 일 때 [P]==RIGHT&&[D]==TRUE Input
EDLS.UTC_000_007	2.1.1 Lock Controller	Lock Mode에서 [L]==TRUE&& [K]==TRUE&&[C]==TRUE&&[D]==TRUE Input

EDLS_UTC_000_008	2.1.1 Lock Controller	Unlock Mode에서 [D]==FALSE&& [L]==FALSE&&[AC]==TRUE Input
EDLS_UTC_000_009	2.1.1 Lock Controller	Unlock Mode에서 [D]==FALSE&& [L]==FALSE&&[LB]==TRUE Input
EDLS_UTC_000_010	2.1.1 Lock Controller	Unlock Mode에서 [D]==FALSE&& [L]==FALSE&&[AC]==TRUE Input
EDLS_UTC_000_011	2.1.1 Lock Controller	Lock Mode에서 [L]==TRUE&& [LB]==FALSE&&[D]==TRUE Input
EDLS_UTC_000_012	2.1.1 Lock Controller	Lock Mode에서 [C]==FALSE&& [L]==TRUE&&[K]==FALSE&&[D]==TRUE Input
EDLS_UTC_000_013	2.1.1 Lock Controller	Lock Mode에서 [C]==FALSE&& [L]==TRUE&&[P]==FALSE&&[D]==TRUE Input
EDLS_UTC_000_014	2.1.1 Lock Controller	Lock Mode에서 [C]==TRUE&& [L]==TRUE&&[K]==FALSE&&[D]==TRUE Input
EDLS_UTC_000_015	2.1.1 Lock Controller	Unlock Mode에서 [D]==FALSE&& [L]==FALSE&&[LB]==FALSE Input
EDLS_UTC_000_016	2.1.1 Lock Controller	Unlock Mode에서 tick==6&& _tick==3 Input
EDLS_UTC_001_000	2.1.2 Locking	Enable Input
EDLS_UTC_001_001	2.1.2 Locking	Disable Input
EDLS_UTC_002_000	2.2.1 Display Controller	Yellow Mode에서 [C]==TRUE && [K]==RIGHT Input
EDLS_UTC_002_001	2.2.1 Display Controller	Yellow Mode에서 [C]==TRUE && [K]==WAIT Input
EDLS_UTC_002_002	2.2.1 Display Controller	Yellow Mode에서 [C]==TRUE && [K]==WRONG Input
EDLS_UTC_002_003	2.2.1 Display Controller	Yellow Mode에서 [C]==FALSE && [K]==RIGHT Input
EDLS_UTC_002_004	2.2.1 Display Controller	Yellow Mode에서 [C]==FALSE && [K]==WAIT Input
EDLS_UTC_002_005	2.2.1 Display Controller	Yellow Mode에서 [C]==FALSE && [K]==WRONG Input
EDLS_UTC_003_000	2.2.2 Alarm Controller	Wait Mode에서 [BO] == TRUE && [P] == RIGHT && [C] == TRUE Input
EDLS_UTC_003_001	2.2.2 Alarm Controller	Wait Mode에서 [BO] == TRUE && [P] == WAIT && [C] == TRUE Input

EDLS.UTC_003_002	2.2.2 Alarm Controller	Wait Mode에서 [BO] == TRUE && [P] == WRONG && [C] == TRUE Input
EDLS.UTC_003_003	2.2.2 Alarm Controller	Wait Mode에서 [BO] == FALSE && [P] == RIGHT && [C] == TRUE Input
EDLS.UTC_003_004	2.2.2 Alarm Controller	Wait Mode에서 [BO] == FALSE && [P] == WAIT && [C] == TRUE Input
EDLS.UTC_003_005	2.2.2 Alarm Controller	Wait Mode에서 [BO] == FALSE && [P] == WRONG && [C] == TRUE Input
EDLS.UTC_003_006	2.2.2 Alarm Controller	Wait Mode에서 [BO] == TRUE && [P] == RIGHT && [C] == FALSE Input
EDLS.UTC_003_007	2.2.2 Alarm Controller	Wait Mode에서 [BO] == TRUE && [P] == WAIT && [C] == FALSE Input
EDLS.UTC_003_008	2.2.2 Alarm Controller	Wait Mode에서 [BO] == TRUE && [P] == WRONG && [C] == FALSE Input
EDLS.UTC_003_009	2.2.2 Alarm Controller	Wait Mode에서 [BO] == FALSE && [P] == RIGHT && [C] == FALSE Input
EDLS.UTC_003_010	2.2.2 Alarm Controller	Wait Mode에서 [BO] == FALSE && [P] == WAIT && [C] == FALSE input
EDLS.UTC_003_011	2.2.2 Alarm Controller	Wait Mode에서 [BO] == FALSE && [P] == WRONG && [C] == FALSE Input
EDLS.UTC_003_012	2.2.2 Alarm Controller	Wait Mode에서 [L]= TRUE Input
EDLS.UTC_003_013	2.2.2 Alarm Controller	Wait Mode에서 [AC] == TRUE Input
EDLS.UTC_003_014	2.2.2 Alarm Controller	Wait Mode 에서 [INPUT_END] == TRUE Input
EDLS.UTC_003_015	2.2.2 Alarm Controller	Wait Mode 에서 [N] == TRUE Input
EDLS.UTC_003_016	2.2.2 Alarm Controller	Wait Mode에서 [L]= FALSE Input
EDLS.UTC_003_017	2.2.2 Alarm Controller	Wait Mode에서 [AC] == FALSE Input
EDLS.UTC_003_018	2.2.2 Alarm Controller	Wait Mode에서 [INPUT_END] == FALSE Input
EDLS.UTC_003_019	2.2.2 Alarm Controller	Wait Mode에서 [N] == FALSE Input
EDLS.UTC_004_000	2.2.3 Backlight Controller	Backlight off Mode 에서 [C_flag]=1&&[C]==TRUE 일 때 [N]==TRUE Input
EDLS.UTC_004_001	2.2.3 Backlight Controller	Backlight off Mode 에서 [C]==FALSE 일 때 [N]==TRUE Input
EDLS.UTC_004_002	2.2.3 Backlight Controller	Backlight off Mode 에서 [C]==TRUE&&[N]==FALSE 일 때

		[C_flag]=0 Input
EDLS_UTC_004_003	2.2.3 Backlight Controller	Backlight off Mode 에서 [C]==FALSE 일 때 [C_flag]=0 Input
EDLS_UTC_004_004	2.2.3 Backlight Controller	Backlight off Mode 에서 [K]==TRUE Input
EDLS_UTC_004_005	2.2.3 Backlight Controller	Backlight Off Mode 에서 [C]==FALSE Input
EDLS_UTC_004_006	2.2.3 Backlight Controller	Backlight Off Mode 에서 [C_flag]=0 일 때 [C]==TRUE Input
EDLS_UTC_004_007	2.2.3 Backlight Controller	Backlight Off Mode 에서 [C_flag]=1&&[N]==FALSE 일 때 [C]==TRUE Input
EDLS_UTC_004_008	2.2.3 Backlight Controller	Backlight On Mode 에서 [N]==TRUE Input
EDLS_UTC_004_009	2.2.3 Backlight Controller	Backlight On Mode 에서 [C]==TRUE&&[BO]==TRUE 일 때 [C_flag]=1 Input
EDLS_UTC_004_010	2.2.3 Backlight Controller	Backlight On Mode 에서 [C]==TRUE 일 때 [C_flag]=1 Input
EDLS_UTC_004_011	2.2.3 Backlight Controller	Backlight On Mode 에서 [C]==FALSE Input
EDLS_UTC_005_000	2.2.4 Yellow color	Enable Input
EDLS_UTC_006_000	2.2.5 Red color	Trigger Input
EDLS_UTC_007_000	2.2.6 Green color	Trigger Input
EDLS_UTC_008_000	2.2.7 Alarm1	Trigger Input
EDLS_UTC_009_000	2.2.8 Alarm2	Trigger Input
EDLS_UTC_010_000	2.2.9 Alarm3	Trigger Input
EDLS_UTC_011_000	2.2.10 Light On	Enable Input
EDLS_UTC_011_001	2.2.10 Light On	Disable Input
EDLS_UTC_012_000	2.3.1 Password Controller	Wait Mode에서 [C]==FALSE &&[INPUT_END]==TRUE Input
EDLS_UTC_012_001	2.3.1 Password Controller	Wait Mode에서 [C]==FALSE &&[INPUT_END]==FALSE Input
EDLS_UTC_012_002	2.3.1 Password Controller	Wait Mode에서 [C]==TRUE&&[INPUT_END]==TRUE Input
EDLS_UTC_012_003	2.3.1 Password Controller	Wait Mode에서 [L] == FALSE Input
EDLS_UTC_012_004	2.3.1 Password Controller	Wait Mode에서 [INPUT_END]==TRUE&& [C]==TRUE&&[BO]==TRUE Input
EDLS_UTC_012_005	2.3.1 Password Controller	Wait Mode에서 [INPUT_END]==TRUE&& [C]==FALSE&&[AC]==TRUE Input
EDLS_UTC_012_006	2.3.1 Password Controller	Wait Mode에서[L]==FALSE&& [C]==FALSE&&[INPUT_END]==TRUE Input
EDLS_UTC_013_000	2.3.2 Compare Password	Trigger&&

		INPUT_PASSWORD==PASSWORD Input
EDLS_UTC_013_001	2.3.2 Compare Password	Trigger&& INPUT_PASSWORD!=PASSWORD Input
EDLS_UTC_014_000	2.3.3 Reset Password	Trigger Input

2.2 Test items

Table2 Test Case Identification

Test case Identifier	Input Specification	Output Specification
EDLS_UTC_000_000	State=Lock/ [BO]==TRUE&&[L]==TRUE&&[D]==FALSE	State=Lock
EDLS_UTC_000_001	State=Lock/ [C]==FALSE&&[L]==TRUE &&[K]==TRUE&&[D]==FALSE	Disable/ Locking==1
EDLS_UTC_000_002	State=Unlock/ [L]==FALSE &&[D]==FALSE&& [LB]==TRUE	State=Unlock
EDLS_UTC_000_003	State=Unlock/ [BO]==TRUE	State=Unlock
EDLS_UTC_000_004	State=Unlock/ [N]==FALSE	State=Unlock
EDLS_UTC_000_005	State=Lock/ [L]==TRUE&&[LB]==TRUE&&[D]==TRUE	Disable/ Locking==0
EDLS_UTC_000_006	State=Lock/ [L]==TRUE&& [C]==FALSE&&[P]==RIGHT&&[D]==TRUE	Disable/ Locking==0
EDLS_UTC_000_007	State=Lock/ [L]==TRUE&&[C]==TRUE&&[K]==TRUE& &[D]==TRUE	State=Lock
EDLS_UTC_000_008	State=Unlock/ [D]==FALSE&&[L]==FALSE&&[AC]==TRUE	State=Unlock
EDLS_UTC_000_009	State=Unlock/ [D]==FALSE&&[L]==FALSE&&[LB]==TRUE	Enable/ Locking==1
EDLS_UTC_000_010	State=Unlock/ [D]==FALSE&&[L]==FALSE&&[AC]==TRUE	Enable/ Locking==1
EDLS_UTC_000_011	State=Lock/ [L]==TRUE&&[LB]==FALSE&&[D]==TRUE	State=Lock
EDLS_UTC_000_012	State=Lock/ [C]==FALSE&&[L]==TRUE&& [K]==FALSE&&[D]==TRUE	State=Lock
EDLS_UTC_000_013	Lock Mode에서 [C]==FALSE&& [L]==TRUE&&[P]==FALSE&&[D]==TRUE	State=Lock
EDLS_UTC_000_014	Lock Mode에서 [C]==TRUE&&	State=Lock

	[L]==TRUE&&[K]==FALSE&&[D]==TRUE	
EDLS.UTC_000_015	Unlock Mode에서 [D]==FALSE&& [L]==FALSE&&[LB]==FALSE Input	State=Unlock
EDLS.UTC_000_016	Unlock Mode에서 tick==6 && l_tick==3 Input	State==Unlock&& l_flag==1
EDLS.UTC_001_000	Enable	[L]==TRUE, Lock command
EDLS.UTC_001_001	Disable	[L]==FALSE
EDLS.UTC_002_000	State == Yellow / [C]==TRUE && [K]==TRUE	Enable / State == Yellow
EDLS.UTC_002_001	State == Yellow / [C]==TRUE && [K]==WAIT	Enable / State == Yellow
EDLS.UTC_002_002	State == Yellow / [C]==TRUE && [K]==FALSE	Enable / State == Yellow
EDLS.UTC_002_003	State == Yellow / [C]==FALSE && [K]==TRUE	Trigger / State == Green
EDLS.UTC_002_004	State == Yellow / [C]==FALSE && [K]==WAIT	Enable / State == Yellow
EDLS.UTC_002_005	State == Yellow / [C]==FALSE && [K]==FALSE	Trigger / State == Red
EDLS.UTC_003_000	State == Wait / [BO] == TRUE && [P] == TRUE && [C] == TRUE	Trigger / State == Warning Sound
EDLS.UTC_003_001	State == Wait / [BO] == TRUE && [P] == WAIT && [C] == TRUE	Trigger / State == Warning Sound
EDLS.UTC_003_002	State == Wait / [BO] == TRUE && [P] == FALSE && [C] == TRUE	Trigger / State == Warning Sound
EDLS.UTC_003_003	State == Wait / [BO] == FALSE && [P] == TRUE && [C] == TRUE	State == Wait
EDLS.UTC_003_004	State == Wait / [BO] == FALSE && [P] == WAIT && [C] == TRUE	State == Wait
EDLS.UTC_003_005	State == Wait / [BO] == FALSE && [P] == FALSE && [C] == TRUE input	State == Wait
EDLS.UTC_003_006	State ==Wait / [BO] == TRUE && [P] == TRUE && [C] == FALSE	State == Wait
EDLS.UTC_003_007	State == Wait / [BO] == TRUE && [P] == WAIT && [C] == FALSE	State == Wait
EDLS.UTC_003_008	State == Wait / [BO] == TRUE && [P] == FALSE && [C] == FALSE	State == Wait

EDLS.UTC_003_009	State == Wait / [BO] == FALSE && [P] == TRUE && [C] == FALSE	State == Wait
EDLS.UTC_003_010	State == Wait/ [BO] == FALSE && [P] == WAIT && [C] == FALSE	State == Wait
EDLS.UTC_003_011	State == Wait / [BO] == FALSE && [P] == FALSE && [C] == FALSE	State == Wait
EDLS.UTC_003_012	State == Wait / [L]= TRUE	State == Wait
EDLS.UTC_003_013	State == Wait / [AC] == TRUE	State == Wait
EDLS.UTC_003_014	State == Wait / [INPUT_END] == TRUE	State == Wait
EDLS.UTC_003_015	State == Wait / [N] == TRUE	State == Wait
EDLS.UTC_003_016	State == Wait / [L]= FALSE	State == Wait
EDLS.UTC_003_017	State == Wait / [AC] == FALSE	State == Wait
EDLS.UTC_003_018	State == Wait / [INPUT_END] == FALSE	State == Wait
EDLS.UTC_003_019	State == Wait / [N] == FALSE	State == Wait
EDLS.UTC_004_000	State == Backlight Off&& [C_flag]=1&&[C]==TRUE/ [N]==TRUE	Enable/ State==Backlight On
EDLS.UTC_004_001	State==Backlight Off&&[C]==FALSE/ [N]==TRUE	Disable/ State==Backlight Off
EDLS.UTC_004_002	State==Backlight Off&& [C]==TRUE&&[N]==FALSE/ [C_flag]=0	Enable/ State==Backlight On
EDLS.UTC_004_003	State==Backlight Off&& [C]==FALSE/ [C_flag]=0	Disable/ State==Backlight Off
EDLS.UTC_004_004	State==Backlight Off/ [K]==TRUE	State=Backlight Off
EDLS.UTC_004_005	State=Backlight Off/ [C]==FALSE	State=Backlight Off
EDLS.UTC_004_006	State=Backlight off&& [C_flag]=0/ [C]==TRUE	Enable/ State=Backlight On
EDLS.UTC_004_007	State=Backlight Off&&[C_flag]=1&& [N]==FALSE/ [C]==TRUE	Disable/ State=Backlight Off
EDLS.UTC_004_008	State=Backlight On/ [N]==TRUE	Enable/ State=Backlight On
EDLS.UTC_004_009	State=Backlight On&&[C]==TRUE&& [BO]=TRUE/ [C_flag]=1	Disable/ State=Backlight Off
EDLS.UTC_004_010	State=Backlight On&&[C]==TRUE / [C_flag]=1	Enable/ State=Backlight On
EDLS.UTC_004_011	State=Backlight On/ [C]==FALSE	Disable/

		State=Backlight Off
EDLS.UTC_005_000	Enable	Yellow color command
EDLS.UTC_006_000	Red Color Trigger	Red color command
EDLS.UTC_007_000	Green Color Trigger	Green color command
EDLS.UTC_008_000	Alarm1 Trigger	Alarm1 command
EDLS.UTC_009_000	Alarm2 Trigger	Alarm2 command
EDLS.UTC_010_000	Alarm3 Trigger	Alarm3 command
EDLS.UTC_011_000	State==Disable/ Enable	Light On Command/ State==Enable
EDLS.UTC_011_001	State==Enable/ Disable	Light Off Command/ State=Disable
EDLS.UTC_012_000	State == wait/ [C]==FALSE&& [INPUT_END]==TRUE	Trigger/ State == Compare Mode
EDLS.UTC_012_001	State==wait/ [C]==FALSE&& [INPUT_END]==FALSE	Trigger / State==Compare Mode
EDLS.UTC_012_002	State==wait/ [INPUT_END]==TRUE&& [C]==TRUE	Trigger/ State==Wait Mode
EDLS.UTC_012_003	State==wait/ [L]==FALSE	State==wait
EDLS.UTC_012_004	State==Wait/ [INPUT_END]==TRUE&& [C]==TRUE&&[BO]==TRUE	Trigger/ State==Reset Mode
EDLS.UTC_012_005	State==Wait/ [INPUT_END]==TRUE&& [C]==FALSE&&[AC]==TRUE	Trigger/ State==Compare Mode
EDLS.UTC_012_006	State==Wait/ [L]==FALSE&& [C]==FALSE&&[INPUT_END]==TRUE	State==Wait Mode
EDLS.UTC_013_000	[INPUT_PASSWORD]==[PASSWORD] &&Trigger	[P]==RIGHT
EDLS.UTC_013_001	[INPUT_PASSWORD] !=[PASSWORD] &&Trigger	[P]==WRONG
EDLS.UTC_014_000	Trigger	INPUT_PASSWORD==NULL

2.3 Input specification

<Table1 Test Design Identification>

2.4 Output specification

<Table1 Test Design Identification>

3 Environmental needs

Team1.2013.EDLS.UTP-1.0, Environmental needs 항목 참조

4 Unit test summary report

4.1 Test summary report identifier

4.2 Evaluation

Running Suite lock controller	
Running test EDLS_UTC_000_000	FAILED
Running test EDLS_UTC_000_001	FAILED
Running test EDLS_UTC_000_002	FAILED
Running test EDLS_UTC_000_003	PASSED
Running test EDLS_UTC_000_004	PASSED
Running test EDLS_UTC_000_005	PASSED
Running test EDLS_UTC_000_006	FAILED
Running test EDLS_UTC_000_007	PASSED
Running test EDLS_UTC_000_008	PASSED
Running test EDLS_UTC_000_009	FAILED
Running test EDLS_UTC_000_010	FAILED
Running test EDLS_UTC_000_011	PASSED
Running test EDLS_UTC_000_012	PASSED
Running test EDLS_UTC_000_013	PASSED
Running test EDLS_UTC_000_014	PASSED
Running test EDLS_UTC_000_015	FAILED
Running test EDLS_UTC_000_016	FAILED
Running Suite locking	
Running test EDLS_UTC_001_000	PASSED
Running test EDLS_UTC_001_001	FAILED
Running Suite display controller	
Running test EDLS_UTC_002_000	FAILED
Running test EDLS_UTC_002_001	FAILED
Running test EDLS_UTC_002_002	FAILED
Running test EDLS_UTC_002_003	PASSED
Running test EDLS_UTC_002_004	PASSED
Running test EDLS_UTC_002_005	FAILED
Running Suite alarm controller	
Running test EDLS_UTC_003_000	PASSED
Running test EDLS_UTC_003_001	PASSED
Running test EDLS_UTC_003_002	PASSED
Running test EDLS_UTC_003_003	PASSED
Running test EDLS_UTC_003_004	PASSED
Running test EDLS_UTC_003_005	PASSED
Running test EDLS_UTC_003_006	FAILED
Running test EDLS_UTC_003_007	PASSED
Running test EDLS_UTC_003_008	PASSED

Running test EDLS.UTC_003_009	PASSED
Running test EDLS.UTC_003_010	PASSED
Running test EDLS.UTC_003_011	PASSED
Running test EDLS.UTC_003_012	PASSED
Running test EDLS.UTC_003_013	PASSED
Running test EDLS.UTC_003_014	PASSED
Running test EDLS.UTC_003_015	PASSED
Running test EDLS.UTC_003_016	PASSED
Running test EDLS.UTC_003_017	PASSED
Running test EDLS.UTC_003_018	PASSED
Running test EDLS.UTC_003_019	PASSED
Running Suite backlight controller	
Running test EDLS.UTC_004_000	PASSED
Running test EDLS.UTC_004_001	PASSED
Running test EDLS.UTC_004_002	PASSED
Running test EDLS.UTC_004_003	PASSED
Running test EDLS.UTC_004_004	PASSED
Running test EDLS.UTC_004_005	FAILED
Running test EDLS.UTC_004_006	PASSED
Running test EDLS.UTC_004_007	FAILED
Running test EDLS.UTC_004_008	PASSED
Running test EDLS.UTC_004_009	PASSED
Running test EDLS.UTC_004_010	FAILED
Running test EDLS.UTC_004_011	PASSED
Running Suite yellow color	
Running test EDLS.UTC_005_000	PASSED
Running Suite red color	
Running test EDLS.UTC_006_000	PASSED
Running Suite green color	
Running test EDLS.UTC_007_000	PASSED
Running Suite alarm1	
Running test EDLS.UTC_008_000	PASSED
Running Suite alarm2	
Running test EDLS.UTC_009_000	PASSED
Running Suite alarm3	
Running test EDLS.UTC_010_000	PASSED
Running Suite light on	
Running test EDLS.UTC_011_000	PASSED

Running test EDLS_UTC_011_001	PASSED
Running Suite password controller	
Running test EDLS_UTC_012_000	PASSED
Running test EDLS_UTC_012_001	PASSED
Running test EDLS_UTC_012_002	FAILED
Running test EDLS_UTC_012_003	PASSED
Running test EDLS_UTC_012_004	FAILED
Running test EDLS_UTC_012_005	PASSED
Running test EDLS_UTC_012_006	FAILED
Running Suite compare password	
Running test EDLS_UTC_013_000	PASSED
Running test EDLS_UTC_013_001	PASSED
Running Suite reset password	
Running test EDLS_UTC_014_000	FAILED

Figure1. Result Identification of the Unit Test

Cumulative & Summary for Run					
Type	Total	Run	Succeeded	Failed	Inactive
Suites	15	15	NA	0	0
Test Cases	76	76	54	22	0
Assertions	76	76	54	22	NA