

Unit Testing Plan & Result

for 유아용 수집왕

- Test Plan & Result

Project Team

Team3

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1 Test items

유아용 수집왕을 구성하는 최소 단위의 모듈들이 Unit test의 대상이 된다. 각 모듈들이 요구 사항을 만족하는 지를 test하며, test item은 다음 자료들로부터 작성되었다.

(1) Overall of 유아용 수집왕 - [SMA_T3]_OSP_stage_1000_v3 참고

(2) Overall of 유아용 수집왕 - [SMA_T3]_OSP_stage_2030_v2 참고

(3) Overall of 유아용 수집왕 - [SMA_T3]_OSP_stage_2040_v2 참고

2 Test Technique

(1) 사용자의 입력에 따라 반응하는 모듈들을 대상으로 한다.

(2) JDK 1.4 환경의 Eclipse Luna에서 JUnit을 사용하여 진행한다.

3 Test Execution Environment

- Window 8 64bit

- Eclipse Luna with JDK 1.7

- JUnit

- Sqlite

4 Features to be tested

(1) 핵심적인 기능을 수행하는 모듈을 테스트 한다.

<Table 1 테스트할 Method 리스트>

Class	Method_Name	Class	Method_Name
Main_Controller	quit()	Database	DBConnect()
Game_Controller	PressAlphabet()	Database	SelectGameWord()
Game_Controller	CheckKeyboardImage()	Database	SelectGameAlphabet()
Game_Controller	CheckWord()	Database	UpdateWord()
Game_Controller	GameStart()	Database	InitializeDictionary()
Game_Controller	SelectWord()	Database	SearchCorrectWord()
Game_Controller	CheckAlphabet()	Database	SelectRewardImageURL()
Dictionary_Controller	SearchbyInitial()	Database	UpdateRewardImage()
Dictionary_Controller	SearchByFullWord()	Database	UpdateRewardToDefault()
Dictionary_Controller	Search()	Database	SelectKeyboardImage()
Dictionary_Controller	DictionaryOpen()	Database	SelectWordbyText()
Picture_Controller	DeletePicture()	Database	SelectRandomWordbyAlphabet()
Picture_Controller	ManagePicture()	Dictionary	AddWordArr()
Picture_Controller	SelectFileDirectory()	Word	SetAlphabetArr()
		Word	AppendAlphabet()

5 Features not to be tested

(1) GUI 관련 메소드는 제외한다.

(2) Data 전달 메소드((Ex) get, set)는 제외한다.

6 Unit test design specification

6.1 Test design specification identifier

TEAM3_UTD_00_00

6.2 Features to be tested

<Table 1 테스트할 Method 리스트> 참조

6.3 Test identification

<Table 2 : Test Design Identification>

Identifier	Method_Name	Identifier	Method_Name
TEAM3_UTD_01	quit()	TEAM3_UTD_15	DBConnect()
TEAM3_UTD_02	PressAlphabet()	TEAM3_UTD_16	SelectGameWord()
TEAM3_UTD_03	CheckKeyboardImage()	TEAM3_UTD_17	SelectGameAlphabet()
TEAM3_UTD_04	CheckWord()	TEAM3_UTD_18	UpdateWord()
TEAM3_UTD_05	GameStart()	TEAM3_UTD_19	InitializeDictionary()
TEAM3_UTD_06	SelectWord()	TEAM3_UTD_20	SearchCorrectWord()
TEAM3_UTD_07	CheckAlphabet()	TEAM3_UTD_21	SelectRewardImageURL()
TEAM3_UTD_08	SearchbyInitial()	TEAM3_UTD_22	UpdateRewardImage()
TEAM3_UTD_09	SearchByFullWord()	TEAM3_UTD_23	UpdateRewardToDefault()
TEAM3_UTD_10	Search()	TEAM3_UTD_24	SelectKeyboardImage()
TEAM3_UTD_11	DictionaryOpen()	TEAM3_UTD_25	SelectWordbyText()
TEAM3_UTD_12	DeletePicture()	TEAM3_UTD_26	SelectRandomWordby Alphabet()
TEAM3_UTD_13	ManagePicture()	TEAM3_UTD_27	AddWordArr()
TEAM3_UTD_14	SelectFileDirectory()	TEAM3_UTD_28	SetAlphabetArr()
		TEAM3_UTD_29	AppendAlphabet()

7 Unit test Result

<Table 3 : Unit Test Result>

Identifier	테스트 개수	Pass 수	Identifier	테스트 개수	Pass 수
TEAM3_UTD_01	1	1	TEAM3_UTD_15	1	1
TEAM3_UTD_02	3	3	TEAM3_UTD_16	4	4
TEAM3_UTD_03	3	3	TEAM3_UTD_17	3	3
TEAM3_UTD_04	3	3	TEAM3_UTD_18	1	1
TEAM3_UTD_05	1	1	TEAM3_UTD_19	1	1
TEAM3_UTD_06	1	1	TEAM3_UTD_20	1	1
TEAM3_UTD_07	4	4	TEAM3_UTD_21	2	2
TEAM3_UTD_08	2	2	TEAM3_UTD_22	2	2
TEAM3_UTD_09	2	2	TEAM3_UTD_23	1	1
TEAM3_UTD_10	2	2	TEAM3_UTD_24	2	2
TEAM3_UTD_11	1	1	TEAM3_UTD_25	3	3
TEAM3_UTD_12	1	1	TEAM3_UTD_26	3	3
TEAM3_UTD_13	3	3	TEAM3_UTD_27	3	3
TEAM3_UTD_14	3	3	TEAM3_UTD_28	2	2
			TEAM3_UTD_29	2	2

- Total Test : 61

- Total Pass : 61

- Fail : 0