

Test Plan

Using Unity

Framework

Modules Tested

Process for Unit

Testing

1. Import Unity Utilities

```
#include "../unity/unity.h"
#include "../unity/unity_internals.h"
```

2. Add unity functions

```
void setUp() {}
void tearDown() {}
```

3. Add unity methods pass function to it

```
UNITY_BEGIN();
RUN_TEST(snake);
UNITY_END();
.....
```

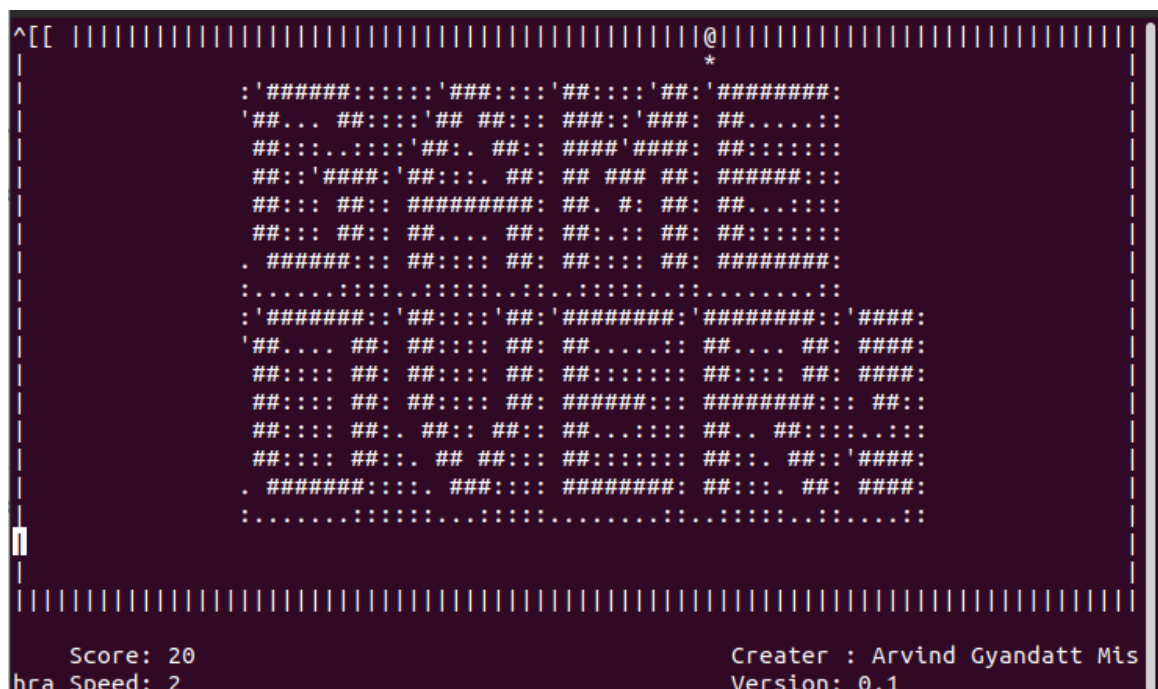
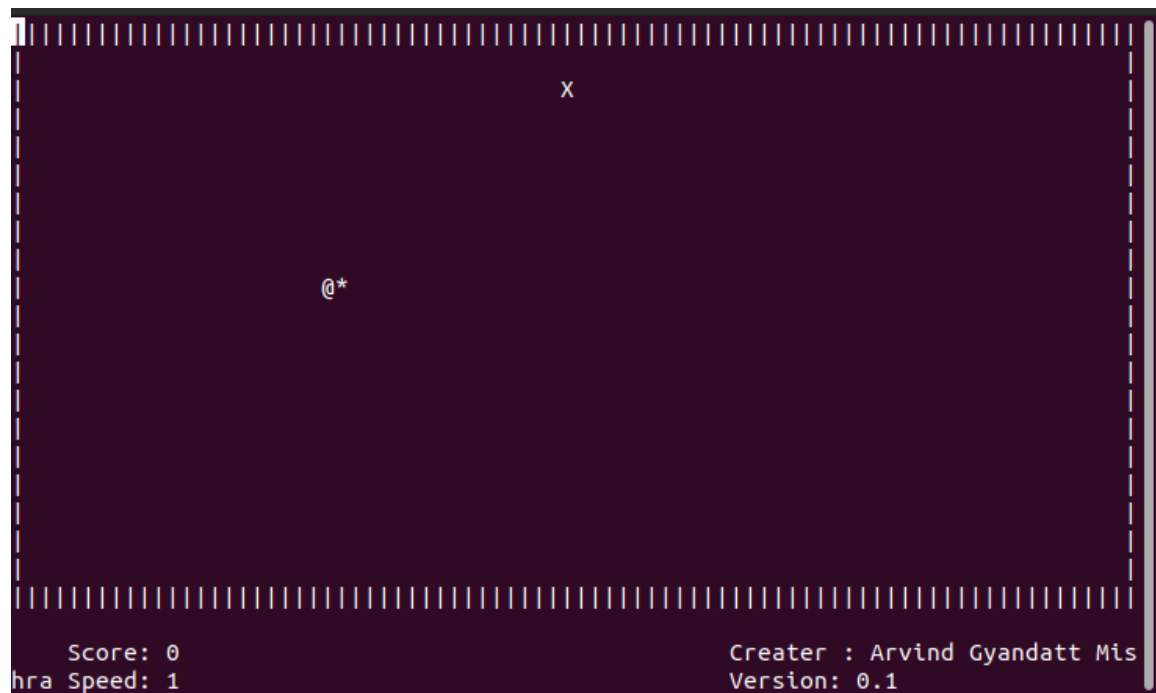
4. Write that method add test case statement

```
6 void snake(void){
7     TEST_ASSERT_EQUAL('Y',check);
8 }
```

1. testing module:

```
arvind@arvind-Lenovo-ideapad  
add: 36 + 5 =41  
test passarvind@arvind-Lenov  
add: 36 + 5 =42  
test failarvind@arvind-Lenov
```

2. Snake Game testing:



Conclusion :Unit Testing implemented successfully.