Test Report

 ${\bf Swedspot}$

16/09/2016

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3 Static Analysis

1 Summary

In this project unit-testing, system-testing and a static analysis were made.

1.1 Unit-Testing

Unit test done on this system.

TestSuites	Failed	Passed	Total
Function Library Tests	0	204	204
Platform UnitTests	0	7	7
Toolsuite UnitTests	0	76	76
TOTAL	0	287	287

1.2 Static Analysis

The static analysis consists of two parts. The PCLint and the CppCheck. Together these programs tested the entire system.

Warnings	High	Medium	Low	Info
PCLint	0	0	0	0
CppCheck	0	0	0	0
TOTAL	0	0	0	0

2 Unit Testing

Following unit tests were performed of platform, function library and toolsuite.

2.1 Function Library Tests Summary

TestSuite	Failed	Passed	Total
BrakePressureLowTellTaleSuite	0	10	10
ChargingTellTaleSuite	0	6	6
EngineOilPressureTellTaleSuite	0	6	6
FuelConsumptionSuite	0	14	14
FuelLevelSuite	0	7	7
HighBeamTelltaleSuite	0	6	6
Illumination Manager Suite	0	10	10
LocalizationManagerSuite	0	6	6
OdoAndTripDisplayHandlerSuite	0	7	7
OdoRuntimeHandlerSuite	0	4	4
ODOTripSuite	0	17	17
${\bf Output Shaft Rotation Speed Suite}$	0	3	3
ParkBrakeIndicatorSuite	0	12	12
QuadSwitchManagerSuite	0	29	29
SwitchManagerSuite	0	21	21
TPMSSuite	0	11	11
TurnIndicationSuite	0	9	9
UreaLevelMeterSuite	0	7	7
VehSpdGaugeSuite	0	8	8
WarningIconFieldsSuite	0	5	5
WaterTempHighIndicatorSuite	0	6	6
TOTAL	0	204	204

${\bf 2.1.1} \quad {\bf Brake Pressure Low Tell Tale Suite}$

AllReservoirPressureOkCircuitPressureOK_IndicatorOff
BrakePressureLowTellTale_test.c:272
OK

 $\begin{tabular}{l} Front Reservoir Pressure Low Circuit Pressure Normal_Indicator On \\ Brake Pressure Low Tell Tale_test.c: 266 \\ OK \end{tabular}$

 $\label{lem:condition} {\bf RearReservoirPressureLowCircuitPressureNormal_IndicatorOn} \\ {\bf BrakePressureLowTellTale_test.c:} 266$

OK

$Park Reservoir Pressure Low Circuit Pressure Normal \quad Indicator On$

BrakePressureLowTellTale test.c:266

OK

$All Reservoir Pressure Normal Front Circuit Pressure Low \quad Indicator On$

 ${\bf Brake Pressure Low Tell Tale \ test.c:} 266$

OK

$All Reservoir Pressure Normal Rear Circuit Pressure Low \quad Indicator On$

BrakePressureLowTellTale test.c:266

OK

$One Reservoir Pressure High Circuit Pressure OK \quad Indicator Off$

BrakePressureLowTellTale test.c:272

OK

$One Reservoir Pressure High One Circuit Pressure Low \quad Indicator On$

BrakePressureLowTellTale test.c:266

OK

$All Reservoir Pressure High One Circuit Pressure Below 700 \quad Indicator Off$

BrakePressureLowTellTale test.c:136

OK

PowerModeLowWithPressureWarning IndicatorOff

BrakePressureLowTellTale test.c:272

OK

${f 2.1.2}$ Charging Tell Tale Suite

PowerModeOffAndChargingSignalOff ChargingTellTaleOff

ChargingTellTale test.c:24

OK

$PowerModeOffAndChargingSignalOn \quad ChargingTellTaleOff$

ChargingTellTale test.c:24

OK

$PowerModeOn And Charging Signal Off \quad Charging Tell Tale Off \quad$

ChargingTellTale test.c:24

OK

$PowerModeOn And Charging Signal On \quad Charging Tell Tale On \\$

ChargingTellTale test.c:24

ΟK

$PowerModeLow And Charging Signal Off \quad Charging Tell Tale Off \quad$

 $Charging Tell Tale_test.c: 24$

ΟK

$PowerModeLow And Charging Signal On \quad Charging Tell Tale Off$

 $Charging Tell Tale_test.c: 24$

OK

2.1.3 EngineOilPressureTellTaleSuite

$PowerIgnitionOffOil PressureOk \quad Tell TaleOff$

EngineOilPressureTellTale_test.c:17

ΟK

$PowerIgnitionOffOil Pressure NOk \quad Tell Tale Off \quad$

EngineOilPressureTellTale test.c:17

OK

$PowerModeLowOilPressureOk \ \ TellTaleOff$

EngineOilPressureTellTale test.c:17

ΟK

$PowerModeLowOilPressureNOk \ \ TellTaleOff$

EngineOilPressureTellTale_test.c:17

OK

$PowerIgnition On Oil Pressure Ok \quad Tell Tale Off$

EngineOilPressureTellTale test.c:17

OK

PowerIgnitionOnOilPressureNOk TellTaleOff

EngineOilPressureTellTale test.c:23

ΟK

2.1.4 FuelConsumptionSuite

${\bf SetInstantanious Fuel Consumption_Read Correct Instantanious Fuel-Consumption}$

FuelConsumption test.c:34

OK

$Set Different Fuel Consumption \\ Get Correct Filtered Fuel Consumption \\$

FuelConsumption test.c:67

OK

ClearTotalFuelAndRunOneHour ReadALotOfFuel

FuelConsumption test.c:91

OK

$Ignition Off \quad Read Zero From Instantanious Fuel Consumption \\$

FuelConsumption test.c:112

OK

IgnitionOff ReadTotalFuelConsumption

FuelConsumption test.c:139

OK

$Set Vehicle Fuel Rate \\ Read Correct Trip Fuel Consumption After 10 min$

FuelConsumption test.c:166

OK

$Ignition Off \quad Read Zero Trip Fuel Consumption After 10 min$

FuelConsumption test.c:195

OK

${\bf PowerLow} \quad {\bf ReadZeroTripFuelConsumptionAfter 10 min}$

FuelConsumption_test.c:223

OK

$Run 10 minutes Then Toggle Ignition Off On_Trip Fuel Consumption Set-To Zero$

FuelConsumption test.c:258

OK

$Run 10 minutes Then Send Reset \quad Trip Fuel Consumption Set To Zero$

FuelConsumption test.c:291

OK

SetTotalFuelInCAL ReadCorrectTotalFuelValue

FuelConsumption test.c:310

OΚ

$Run 10 min Then Ignition Off \\ Read Correct Total Fuel Value From Cal$

FuelConsumption test.c:338

OK

${\bf SetTicksInCALRun10timesThenIgnitionOff_ReadCorrectTicksFrom-CAL}$

FuelConsumption test.c:366

 $\cap K$

$Set Total Fuel Above 9999999 \\ Read 9999999 \\ Output Signal$

FuelConsumption test.c:383

ΟK

2.1.5 FuelLevelSuite

TankFull GaugeFullWarningOff

FuelLevel test.c:191

OK

TankEmpty GaugeEmptyWarningOn

FuelLevel_test.c:191 OK

$Warning Is On Value Above Threshold But Below Tolerance_Warning Still On$

FuelLevel_test.c:191

ΟK

 ${\bf Warning Is On Value Above Threshold And Tolerance_Warning Turns Off} \\ {\bf Fuel Level_test.c:} 191$

OK

 $Tank Full Then Ignition Off_Gauge Straight To Zero$

FuelLevel_test.c:191

OK

 $Tank Full Then Low Power \quad Gauge Straight To Zero$

FuelLevel test.c:191

OK

 $Warning Is On Then Ignition Off_Warning Turns Off$

FuelLevel_test.c:191

ΟK

2.1.6 HighBeamTelltaleSuite

$Ignition Off And High Beam Signal Off_High Beam Tell Tale Off$

 $HighBeamTelltale_test.c:24$

OK

 $Ignition Off And High Beam Signal On_High Beam Tell Tale Off$

HighBeamTelltale test.c:24

ΟK

 $Low Power Mode And High Beam Signal Off_High Beam Tell Tale Off$

 $HighBeamTelltale_test.c:24$

OK

 $Low Power Mode And High Beam Signal On \\High Beam Tell Tale Off$

HighBeamTelltale_test.c:24

OK

 $Ignition On And High Beam Signal Off_High Beam Tell Tale Off$

HighBeamTelltale test.c:24

OK

 $Ignition On And High Beam Signal On \quad High Beam Tell Tale On$

HighBeamTelltale test.c:24

OK

2.1.7 IlluminationManagerSuite

IgnitionOff NoLight

IlluminationManager test.c:285

OK

$Ignition On And Day Time \quad Full Display And No Gauge Light$

IlluminationManager test.c:277

OK

Ignition On And Night Time Illum Level 1-1 Perc Display And 7 Prec Gauge Light --- The Company of the Company

IlluminationManager test.c:324

OK

$Ignition On And Night Time_Change To Illum Level 2_7 Perc Display And 14 Prec Gauge Line 1999 and 19$

 $Illumination Manager_test.c: 324$

OK

$Ignition On And Night Time_Change To Illum Level 2 Via CAL_7 Perc Display And 14 Prec Gauge Light$

IlluminationManager test.c:324

OK

$Ignition On And Night Time Illum Level 1 And Back To Ignition Off \\ \ \ No Lights$

IlluminationManager_test.c:285

OK

$Ignition On And Night Time Illum Level 1 Then Power Low_No Lights$

IlluminationManager test.c:285

OK

CALValue Is Updated On Ignition Off

IlluminationManager test.c:285

OK

Changed Values In Day Mode Are Remembered Until Night Mode

IlluminationManager test.c:324

 $\cap K$

$Transition From Night Mode To Day Mode \\ Sets Day Mode \\$

IlluminationManager test.c:277

OK

2.1.8 LocalizationManagerSuite

FunctionBlockInitialized SubmitsLabelMappingsToGCL

LocalizationManager test.c:29

OK

 $Function Block Initialized \quad Current Language Read From CALAnd Writ-Initialized \\$

tenToGCL

LocalizationManager test.c:44

OK

 $NonZeroInitial Language_Selected LanguageNotIndicated_GCLAnd-CALAreNotOverwritten$

LocalizationManager test.c:63

ΟK

 $New Language Selection Indicated By GCL_Selected Language Written-To GCLAnd CAL$

LocalizationManager test.c:85

OK

 $Language Updated In CAL \quad Selected Language Written To GCLOnly$

LocalizationManager test.c:105

ΟK

 $New Language Selection Indicated By GCLBut Same As Previous_NoWrites To G-CLN or CAL$

LocalizationManager test.c:128

OK

2.1.9 OdoAndTripDisplayHandlerSuite

Initialization ProvidesOutputWithINIT

OdoAndTripDisplayHandler test.c:19

OK

FirstRunAfterInit ShowsDistanceValues

OdoAndTripDisplayHandler test.c:19

OK

ZeroDistanceValuesAreDisplayedCorrectly

OdoAndTripDisplayHandler_test.c:19

OK

Decimal Trip Value Below Ten Is Displayed Correctly

OdoAndTripDisplayHandler test.c:19

OK

 $Show Next Indication After First Run \quad Shows Fuel Values$

OdoAndTripDisplayHandler test.c:19

OK

ZeroFuelValuesAreDisplayedCorrectly

OdoAndTripDisplayHandler test.c:19

OK

Decimal Fuel Value Below Ten Is Displayed Correctly

```
OdoAndTripDisplayHandler_test.c:19
OK
```

2.1.10 OdoRuntimeHandlerSuite

SetOdoValue ReadCorrectValue

OdoRuntimeHandler test.c:29

OK

SetRunTimeValue ReadCorrectValue

OdoRuntimeHandler test.c:50

OK

$Switch Between ODO Runtime \\ Dot And Hour Glass Toggled$

OdoRuntimeHandler test.c:86

OK

SetDotValue ReadCorrectValue

 $OdoRuntimeHandler_test.c:110$

OK

2.1.11 ODOTripSuite

$First Start \quad ODO Init \quad Finger Print Set And Odo Values Zero$

ODOTrip test.c:46

OK

$Write 5O do Values \\ Get Highest Value From GCL$

ODOTrip test.c:85

OK

$First Start \quad ODO Init \quad Finger Print Is Set And Odo Values Shall Not Be Zero$

ODOTrip test.c:65

OK

FirstStart SpeedZero ODOShallBeZero

ODOTrip_test.c:106

OK

Speed140 ODOShallBe1KmAfter30Seconds

ODOTrip test.c:127

OK

OdoAtMax DontChangeOdoOnRun

ODOTrip_test.c:153

OK

IgnitionOff DontUpdateOdoOrTrip

```
ODOTrip test.c:190
ΟK
PowerLow DontUpdateOdoOrTrip
ODOTrip test.c:226
OK
Speed140 TripAShallBe100mAfter4Seconds
ODOTrip test.c:247
ΟK
Speed140 TripBShallBe100mAfter4Seconds
ODOTrip test.c:268
OK
TripAAtMax DontUpdateTripAAtRun
ODOTrip test.c:289
OK
TripBAtMax DontUpdateTripBAtRun
ODOTrip test.c:310
OK
Trip AR eset Indication \quad Trip A300 Meters After 12 Seconds
ODOTrip_test.c:344
ΟK
Trip BR eset Indication \quad Trip B300 Meters After 12 Seconds
ODOTrip test.c:378
OK
OdoRestCount \quad OdoRestcounter Updated On Ignition Off
ODOTrip test.c:405
ΟK
TripARestCount TripARestcounterUpdatedOnIgnitionOff
ODOTrip test.c:432
ΟK
TripBRestCount TripBRestcounterUpdatedOnIgnitionOff
ODOTrip test.c:460
OK
```

2.1.12 OutputShaftRotationSpeedSuite

ZeroInput_ZeroOutput OutputShaftRotationSpeed_test.c:26 OK In100Input_5Output OutputShaftRotationSpeed_test.c:51

OK

In10Input 2 5Output

OutputShaftRotationSpeed_test.c:77

OK

2.1.13 ParkBrakeIndicatorSuite

$Park Brake Enabled \quad Park Brake Indicator On$

ParkBrakeIndicator test.c:24

OK

ParkBrakeDisabled ParkBrakeIndicatorOff

ParkBrakeIndicator test.c:39

ΟK

$Park Brake Enabled Speed Over Zero \quad Park Brake Indicator On \\$

ParkBrakeIndicator_test.c:55

OK

$Park Brake Disabled Speed Over Zero \quad Park Brake Indicator Off$

 $ParkBrakeIndicator_test.c:71$

OK

$ParkBrakeEnabledSpeedOverZero \ \ ParkBrakeSoundOn$

ParkBrakeIndicator_test.c:87

OK

$Park Brake Disabled Speed Over Zero \quad Park Brake Sound Off$

ParkBrakeIndicator test.c:103

OK

$\label{lem:parkBrakeIndicatorCheckMessageActive} ParkBrakeIndicatorCheckMessageActive$

ParkBrakeIndicator test.c:119

OK

$Park Brake Enabled And Speed Zero_Park Brake Check Message Inactive$

ParkBrakeIndicator test.c:135

ΟK

$Park Brake Disabled And Speed Over Zero_Park Brake Check Message In-active$

ParkBrakeIndicator test.c:151

OK

$Check Message Enabled Park Brake Released_Check Message Goes In active$

ParkBrakeIndicator test.c:170

OK

$Check Message Enabled Vehicle Stops \quad Check Message Goes Inactive$

ParkBrakeIndicator test.c:189

OK

$Park Brake Enabled Transition To Power Low \\ Park Brake Indicator Off$

ParkBrakeIndicator test.c:205

OK

${\bf 2.1.14} \quad {\bf QuadSwitchManagerSuite}$

$Button 1 Pressed \ Button 1 Event With Pressed Status$

QuadSwitchManager test.c:30

ΟK

$Button 1 Long Pressed \\ Button 1 Event With Long Press Status$

QuadSwitchManager test.c:46

OK

$Button 1 Extra Long Pressed \\ Button 1 Event With Extra Long Press Status$

QuadSwitchManager test.c:64

ΟK

$Button 2 Pressed \ Button 2 Event With Pressed Status$

QuadSwitchManager test.c:30

ΟK

$Button 2 Long Pressed \quad Button 2 Event With Long Press Status$

QuadSwitchManager test.c:46

OK

${\bf Button 2 Extra Long Pressed \ \ \, Button 2 Event With Extra Long Press Status}$

QuadSwitchManager test.c:64

OK

$Button 3 Pressed \ Button 3 Event With Pressed Status$

QuadSwitchManager_test.c:30

OK

$Button 3 Long Pressed \quad Button 3 Event With Long Press Status$

QuadSwitchManager test.c:46

OK

$Button 3 Extra Long Pressed \quad Button 3 Event With Extra Long Press Status$

QuadSwitchManager test.c:64

OK

$Button 4 Pressed \ Button 4 Event With Pressed Status$

QuadSwitchManager test.c:30

ΟK

$Button 4 Long Pressed \quad Button 4 Event With Long Press Status$

```
QuadSwitchManager test.c:46
Button 4 Extra Long Pressed \quad Button 4 Event With Extra Long Press Status
QuadSwitchManager test.c:64
OK
ButtonHeld StateTransitionOnDefinedLimits
QuadSwitchManager test.c:267
OK
PressedButton1Released Button1Released
QuadSwitchManager test.c:80
OK
LongPressedButton1Released Button1Released
QuadSwitchManager test.c:98
ΟK
{\bf ExtraLongPressedButton1Released} \quad {\bf Button1Released} \quad {\bf Button1Released}
QuadSwitchManager test.c:117
ΟK
PressedButton2Released Button2Released
QuadSwitchManager test.c:80
OK
Long Pressed Button 2 Released \\ Button 2 Released
QuadSwitchManager test.c:98
OK
{\bf ExtraLong Pressed Button 2 Released \  \  \, Button 2 Released}
QuadSwitchManager test.c:117
OK
{\bf Pressed Button 3 Released \  \  \, Button 3 Released \  \  \, }
QuadSwitchManager test.c:80
ΟK
LongPressedButton3Released Button3Released
QuadSwitchManager test.c:98
OK
{\bf ExtraLong Pressed Button 3 Released \  \  \, Button 3 Released}
QuadSwitchManager test.c:117
OK
PressedButton4Released Button4Released
QuadSwitchManager test.c:80
OK
Long Pressed Button 4 Released \\ Button 4 Released
QuadSwitchManager test.c:98
```

OK

${\bf ExtraLong Pressed Button 4 Released \ \ \, Button 4 Released}$

QuadSwitchManager test.c:117

OK

FirstButton1ThenButton2Pressed OnlyButton1Active

QuadSwitchManager_test.c:302

OK

$First Button 4 Then Button 3 Pressed \\ Only Button 4 Active$

 $QuadSwitchManager_test.c:302$

OK

$First Button 1 Then Button 2 Pressed Then Button 1 Released \\ Button 2 Active$

QuadSwitchManager test.c:302

OK

$First Button 4 Then Button 3 Pressed Then Button 4 Released_Button 3 Active$

QuadSwitchManager test.c:302

ΟK

2.1.15 SwitchManagerSuite

$Button Up Pressed \ \ Button Up Event With Pressed Status$

SwitchManager test.c:49

OK

$Button Down Pressed \ \ Button Down Event With Pressed Status$

SwitchManager test.c:49

OK

$Button Left Pressed \ Button Left Event With Pressed Status$

SwitchManager test.c:49

OK

$Button Right Pressed \ Button Right Event With Pressed Status$

SwitchManager test.c:49

OK

$Button Set Pressed \ Button Set Event With Pressed Status$

SwitchManager test.c:49

OK

$Button Clear Pressed \ Button Clear Event With Pressed Status$

SwitchManager test.c:49

OK

$Button Up Long Pressed \quad Button Up Event With Long Press Status$

SwitchManager test.c:49

OK

$Button Down Long Pressed \\ Button Down Event With Long Press Status$

 $Switch Manager_test.c:49$

OK

$Button Left Long Pressed \\ Button Left Event With Long Press Status$

SwitchManager test.c:49

OK

$Button Right Long Pressed \\ Button Right Event With Long Press Status$

SwitchManager_test.c:49

OK

$Button Set Long Pressed \quad Button Set Event With Long Press Status$

SwitchManager test.c:49

OK

Button Clear Event With Long Press Status

SwitchManager test.c:49

OK

$Button Up Extra Long Pressed_Button Up Event With Extra Long Press Status$

SwitchManager test.c:49

OK

$Button Down Extra Long Press ed_Button Down Event With Extra Long Press Status$

SwitchManager test.c:49

OK

$Button Left Extra Long Pressed_Button Left Event With Extra Long Press Status$

SwitchManager test.c:49

OK

$Button Right Extra Long Pressed_Button Right Event With Extra Long Press Status$

SwitchManager test.c:49

 $\cap K$

${\bf ButtonSetExtraLongPressed_ButtonSetEventWithExtraLongPressStatus}$

SwitchManager test.c:49

ΟK

${\bf Button Clear Extra Long Pressed_Button Clear Event With Extra Long-Button Clear Event With Extra Long-Button Clear Extra$

PressStatus

SwitchManager_test.c:49

OK

$Button Released\ Sends Button Released Event$

SwitchManager test.c:49

OK

SecondButtonPressed FirstButtonRemainsActive SwitchManager test.c:49 OK $Button Held \quad State Transition On Defined Limits$ SwitchManager test.c:49 OK TPMSSuite 2.1.16 ${\bf Set One Tire Pressure \ \ Read The Same Pressure Value}$ TPMS test.c:18 OK SetOneTirePressureSysPowerModeOff ReadZeroPressureValue $TPMS_test.c:34$ ΟK $Set One Tire Pressure TPMS Cal Not Installed \\Read Zero Pressure Value \\$ TPMS test.c:50OK $Set One Tire Pressure Invalid Value \ \ Read Value Invalid$ TPMS test.c:66 ΟK ${\bf SetOneTirePressureValidValue} \ \ {\bf ReadValueValid}$ TPMS test.c:82 OK $Set One Tire Pressure Valid Value No Warning \\Read Value Valid Value Valid No Warning \\Read Value Valu$ ing TPMS test.c:100 TPMS_test.c:118 OK catorOff TPMS test.c:138 OK

catorOn

OK

 $TPMS \ test.c:158$

${\bf Set Ten Tire Pressures Valid Value No Warning _ Read Value Valid No Warning Indicator Off}$

 ${\tt TPMS_test.c:192}$

OK

 $Set Ten Tire Pressures Valid Value One Tire With Warning _Read Value Valid One Warning On Indicator On$

 ${\tt TPMS_test.c:241}$

OK

2.1.17 TurnIndicationSuite

AllSignalsOff NoSoundOrTellTale

TurnIndication test.c:173

OK

$Left Signal Positive Flank \quad Tick Sound And Tell tale On$

TurnIndication test.c:192

OK

$Left Signal Negative Flank \quad Tack Sound And Tell tale Off$

TurnIndication_test.c:213

 $\cap K$

$Right Signal Positive Flank \quad Tick Sound And Tell tale On$

TurnIndication test.c:192

OK

$Right Signal Negative Flank \quad Tack Sound And Tell tale Off$

TurnIndication test.c:213

OK

$Left Signal Positive Flank With Tell tale Delay_Sound On And Tell tale Delayed$

TurnIndication_test.c:173

OK

${\bf Right Signal Positive Flank With Tell tale Delay_Sound On And Tell tale Delayed}$

TurnIndication test.c:173

OK

$Left Signal Negative Flank With Telltale Delay_Sound Off And Telltale Delayed$

TurnIndication test.c:173

OK

$\label{likelihood} Right Signal Negative Flank With Telltale Delay_Sound Off And Telltale Delayed$

TurnIndication_test.c:173 OK

2.1.18 UreaLevelMeterSuite

${\bf Initialize Function Block \quad All Segments Set To Zero}$

UreaLevelMeter test.c:191

OK

CatalystTankEmpty AllSegmentsSetToZero

UreaLevelMeter test.c:191

ΟK

$PowerOnCatalystTankLevelFullSweep_SegmentsLightUpAtDefined-Intervals$

UreaLevelMeter_test.c:191

ΟK

$PowerLow Catalyst Tank Not Empty_No Tank Level Read And All Segments-Set To Zero$

 $UreaLevelMeter_test.c:191$

OK

$Power Off Catalyst Tank Not Empty_No Tank Level Read And All Segments Set To Zero$

UreaLevelMeter_test.c:191

OK

$PowerOnCatalystTankNotEmptyButSignalTimeout_AllSegments-SetToZero$

UreaLevelMeter test.c:191

ΟK

${\bf PowerLowCatalystTankFull} \quad {\bf AllSegmentsSetToZero}$

UreaLevelMeter test.c:191

OK

2.1.19 VehSpdGaugeSuite

IgnitionOff NeedleInRestPosition

VehSpdGauge test.c:26

 $\cap \mathcal{K}$

IgnitionOnNoVehSpd NeedleInZeroPos

VehSpdGauge test.c:42

OK

${\bf Ignition On And In Motion \ \ Needle In Current Speed Pos}$

VehSpdGauge test.c:61

OK

$Ignition On No Veh Spd \quad Change Power Mode To Low \quad Needle In Rest$

VehSpdGauge test.c:79

OK

$Ignition On Veh Spd Over Max \quad Needle At Max \\$

 $VehSpdGauge_test.c:95$

OK

$Ignition On Veh Spd Change To 100 kph \quad Filtered Increasing Value \\$

VehSpdGauge test.c:221

OK

$Ignition On Veh Spd Change to 100 kph Then Restart And Repeat_Should-Follow Same Curve$

VehSpdGauge test.c:221

OK

${\bf LowPowerAndSpeedNotZero\ \ NeedleInRest}$

VehSpdGauge_test.c:173

OK

${\bf 2.1.20 \quad Warning Icon Fields Suite}$

NoIndicationsActive AllIconsOff

WarningIconFields test.c:137

OK

ChargingIndicationActive FirstIconDisplaysChargingIcon

WarningIconFields test.c:137

OK

ChargingIndicationNegativeFlank ChargingIconTurnsOff

WarningIconFields test.c:137

OK

$Two Indications Active \quad Two First I cons Shown$

WarningIconFields test.c:137

OK

$Two Indications Active First Indication Turns Off_Second Icon Is Displayed-In First Place$

WarningIconFields test.c:137

OK

2.1.21 WaterTempHighIndicatorSuite

 $Ignition On Water Temp Signal Off_Water Temp High Tell Tale Off_$

WaterTempHighIndicator test.c:35

OK

 $Ignition On Water Temp Signal On \quad Water Temp High Tell Tale On$

WaterTempHighIndicator test.c:40

ΟK

 $PowerLowWaterTempSignalOff \quad WaterTempHighTellTaleOff$

WaterTempHighIndicator_test.c:35

OK

PowerLowWaterTempSignalOn WaterTempHighTellTaleOff

WaterTempHighIndicator test.c:35

OK

 $Ignition Off Water Temp Signal Off \quad Water Temp High Tell Tale Off \quad Water Temp High Tell Ta$

WaterTempHighIndicator test.c:35

OK

 $Ignition Off Water Temp Signal On \quad Water Temp High Tell Tale Off$

WaterTempHighIndicator test.c:35

OK

2.2 Platform UnitTests

TestSuite	Failed	Passed	Total
SoundManager_Suite	0	7	7
TOTAL	0	7	7

2.2.1 SoundManager Suite

RequestSound NoActiveSound PlaysSound

SoundManagerTests.c:52

OK

RequestSound SoundWithHigherPriorityPlaying NoChange

SoundManagerTests.c:66

OK

 $Request Sound_SoundWith Higher Priority Finished_Plays Sound$

SoundManagerTests.c:81

OK

 $Request Sound_SoundWithLower Priority Playing_Stop Sound And-Defined and SoundWithLower Priority Playing_Stop SoundWithLower Prior$

PlayNewSound

Sound Manager Tests. c: 95

OK

 ${\bf RequestActiveBuzzerSound_NoActiveBuzzerSound_ActiveBuzzerSound_NoActiveBuzzerSound_ActiveBuzzerSound_NoActiveBuzzerSound_ActiveBuzzerSound_NoActiveBuzzerSound_ActiveBuzz$

OK

 ${\bf Request Active Buzzer Sound_Buzzer Already Playing_Active Other Buzzer Sound}$

Sound Manager Tests. c: 38

OK

 $Stop Sound When Active Buzzer Playing \quad Calls Stop Sound On BSP$

SoundManagerTests.c:108

OK

2.3 Toolsuite UnitTests

TestSuite	Failed	Passed	Total
BSPMappingTests	0	2	2
BSPSpecificationDeserializerTests	0	6	6
CANMessageTests	0	2	2
CANSpecificationDeserializerTests	0	5	5
CompilerBaseTests	0	7	7
CompilerFactoryTests	0	3	3
DBCParserTests	0	13	13
FunctionDefinitionDeserializerTests	0	3	3
LayoutDefinitionDeserializerTests	0	3	3
LayoutDefinitionTests	0	6	6
MenuDefinitionDeserializerTests	0	4	4
MenuItemTests	0	6	6
ProjectDeserializerTests	0	3	3
RootMenuItemContainerTests	0	9	9
SignalMappingDeserializerTests	0	4	4
TOTAL	0	76	76

2.3.1 BSPMappingTests

 ${\bf GetIndexFromSignalName_KnownSignal_ReturnsIndex} \\ {\bf OK}$

GetIndexFromSignalName_UnknownSignal_ReturnsUnknownIndex OK

2.3.2 BSPSpecificationDeserializerTests

 ${\bf Descrialize_NoData_ReturnsTrueAndEmptySpecification}$

 ${\bf Descrialize_Display_ReturnsTrueAndDisplay}$

ΟK

 ${\bf Deserialize}\quad {\bf Single Enum}\quad {\bf Returns True And One Enum}$

OK

 ${\bf Descriplize_SingleFunction_ReturnsTrueAndOneFunction}$

OK

 ${\bf Description L_ReturnsFalse}$

OK

 $\begin{tabular}{lll} \textbf{Description} & \textbf{Description} & \textbf{Description} & \textbf{Description} & \textbf{ReturnsFalseAndErrorMessage} \\ \textbf{OK} & \end{tabular}$

2.3.3 CANMessageTests

 ${\bf SendTypeFromString_ValidStrings_ValidEnumValues}$

OK

 ${\bf SendTypeString_ValidEnumValues_ValidStrings} \\ {\rm OK}$

2.3.4 CANSpecificationDeserializerTests

 $\begin{tabular}{ll} \textbf{Description} & \textbf{Description} \\ \textbf{OK} \end{tabular} \textbf{NoData_ReturnsTrueAndEmptySpecification} \\ \end{tabular}$

 ${\bf Deserialize_Single Message No Signals_Returns True And Message Data} \\ {\bf OK}$

 ${\bf Deserialize_Single Message One Signal_Returns True And Signal Data}_{OK}$

 $\begin{tabular}{ll} \textbf{Description} & \textbf$

 $\begin{array}{c} \textbf{Descriplize_EmptyXML_ReturnsFalseAndSetsError} \\ \textbf{OK} \end{array}$

2.3.5 CompilerBaseTests

 $\begin{array}{c} \textbf{Descrialize_EmptyData_ReturnsFalse} \\ \textbf{OK} \end{array}$

Deserialize_EmptyBaseData_ReturnsTrue
OK

Deserialize_InvalidBaseDataXML_ReturnsFalse
OK

Deserialize_BaseDataWithEnvironmentVariables_EnvironmentVariablesDeserialized
OK

Deserialize_CompilerWithCustomAttributes_CustomAttributesDeserialized
OK

Serialize_TestCompiler_ReturnsValidXML
OK

Deserialize SerializedTestCompiler CompilersAreEqual

2.3.6 CompilerFactoryTests

OK

GetCompiler_EmptyXML_NullCompiler
OK
GetCompiler_ValidTestCompilerXML_TestCompiler
OK
GetCompiler_ValidGCCCompilerXML_GCCCompiler
OK

2.3.7 DBCParserTests

Parse_NoModuleDirectiveInData_EmptyModuleList
OK
Parse_NoModulesInModuleDirective_EmptyModuleList
OK
Parse_ModulesInData_NonEmptyModuleList
OK
Parse_NoAttributesInData_EmptyAttributeList
OK
Parse_AttributesInData_NonEmptyAttributeList
OK
Parse_AttributesInData_NonEmptyAttributeList
OK
Parse_NoMessagesInData_EmptyMessageList
OK
Parse_NoMessagesInData_EmptyMessageList
OK
Parse_SingleMessageInData_SingleMessageInList

OK

 $Parse_SingleMessageWithMultipleSignalsInData_SingleMessageWithMultipleSignalsInList$

OK

 $Parse_Multiple Messages With Multiple Signals In Data_Multiple Messages With Multiple Signals In List$

OK

 $\label{lem:consumersInData_SingleMessage-WithMultipleConsumersInData_SingleMessage-WithMultipleConsumersInList$

ΟK

 $\label{lem:condition} Parse_Single Message With Associated Attributes In Data_Single Message With Attributes In List$

OK

 $\label{lem:condition} Parse_Single Message With Unsupported Send Type_Single Message With Unsupported Send Type$

ΟK

 ${\bf Parse_Single Message Without Attributes In Data_Single Message With-Default Attributes}$

ΟK

2.3.8 FunctionDefinitionDeserializerTests

 $\begin{tabular}{lll} \textbf{Description} & \textbf{Description} & \textbf{Parameters} \\ \textbf{OK} & \end{tabular} & \textbf{DESCRIPTION} & \textbf{AndSetsFunctionParameters} \\ \textbf{OK} & \end{tabular}$

Deserialize EmptyXML ReturnsFalse

OK

 ${\bf Description Definition Element_Returns False And Sets Error Text}$

OK

2.3.9 LayoutDefinitionDeserializerTests

 $\begin{tabular}{lll} \textbf{Description} & \textbf{Description} & \textbf{EmptyXML_ReturnsFalseAndSetsErrorMessage} \\ \textbf{OK} & \end{tabular}$

 $\label{lem:condition} Deserialize_SingleDisplayAreaXml_ReturnsTrueAndSetsDisplay-Parameters$

ΟK

 $\label{lem:condition} Deserialize_DisplayAreaWithChild_ReturnsTrueAndSetsChildParameters$

OK

2.3.10 LayoutDefinitionTests

HasMenu NoMenuDefinitionSet ReturnsFalse

OK

 ${\bf HasMenu_MenuDefinitionSet_ReturnsTrue}$

OK

 ${\bf GetMenu_NoMenuDefinitionSet_ReturnsNull}$

OΚ

 ${\bf GetMenu_MenuDefinitionSet_ReturnsMenuDefinition}$

ΟK

 ${\bf Set Menu_No Display Area_Creates Display Area For Menu Definition}$

ΟK

 ${\bf SetMenu_Existing Display Area_Existing Display Area Holds Menu Definition}$

OΚ

2.3.11 MenuDefinitionDeserializerTests

 ${\bf Description} \\ {\bf Constraint} \\ {\bf$

 $\label{lem:command_lemonstructure} Deserialize_One MenuItem Single Label Widget And Single Command_-Returns True And MenuItem$

OK

 $\label{lem:command} \begin{tabular}{ll} Deserialize_OneMenuItemManyLabelWidgetsAndManyCommandMappings & ReturnsTrueAndMenuItem \end{tabular}$

ΟK

2.3.12 MenuItemTests

 ${\bf AddSubMenuItem_ValidMenuItem_AddsMenuItemToParent}_{{\rm OK}}$

 ${\bf AddLabelWidget_ValidLabelWidget_AddsLabelWidgetToParent} \\ {\bf OK}$

 ${\bf MoveSubMenuItemUp_MenuItemIsSecondInList_MenuItemBecomes-FirstInList}$

OK

 ${\bf Move Sub Menu Item Up_Menu Item Is First In List_Menu Item Does Not-Move}$

OK

 ${\bf Move Sub Menu Item Down_Menu Item Is First In List_Menu Item Becomes Second In List}$

OK

 ${\bf Move Sub Menu Item Down_Menu Item Is Last In List_Menu Item Does-Not Move}$

OK

2.3.13 ProjectDeserializerTests

 $\begin{tabular}{lll} \textbf{Description} & \textbf{Description} &$

 $\begin{tabular}{ll} \textbf{Description} & \textbf{Description} & \textbf{NoProjectElement} & \textbf{ReturnsFalseAndSetsErrorText} \\ \textbf{OK} & \end{tabular}$

2.3.14 RootMenuItemContainerTests

 ${\bf AddMenuItem_MenuItemIsNull_NoMenuItemAdded}$ ${\bf OK}$

AddMenuItem_ValidMenuItem_MenuItemAdded OK

 ${\bf Remove MenuItem_Known MenuItem_MenuItemIs Removed} \\ {\bf OK}$

 ${\bf Remove MenuItem_Unknown MenuItem_No MenuItem Removed} \\ {\bf OK}$

 ${\bf Remove MenuItem_MenuItemIsNull_NoMenuItemRemoved} \\ {\bf OK}$

 ${\bf Move MenuItem Up_MenuItem Is Second In List_MenuItem Becomes First In List}$

OK

 ${\bf Move MenuItem Up_MenuItem Is First In List_MenuItem Does Not Move \\ OK}$

 ${\bf Move MenuItem Down_MenuItem Is First In List_MenuItem Becomes Second In List}$

ΟK

 ${\bf Move MenuItemDown_MenuItemIsLastInList_MenuItemDoesNot-Move}$

OK

2.3.15 SignalMappingDeserializerTests

 ${\bf Descriplize_EmptyXML_ReturnsFalseAndNoMappings}$

ΟK

 ${\bf Descrialize_ValidXMLWithoutMappings_ReturnsTrueAndNoMappings}$

OK

 ${\bf Descripalize_ValidXMLPointToPointMapping_ReturnsTrueAndOneMapping}$

OK

 $\label{lem:continuity} Deserialize_ValidXMLPointToMultiPointMapping_ReturnsTrueAndOneMapping$

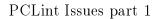
ΟK

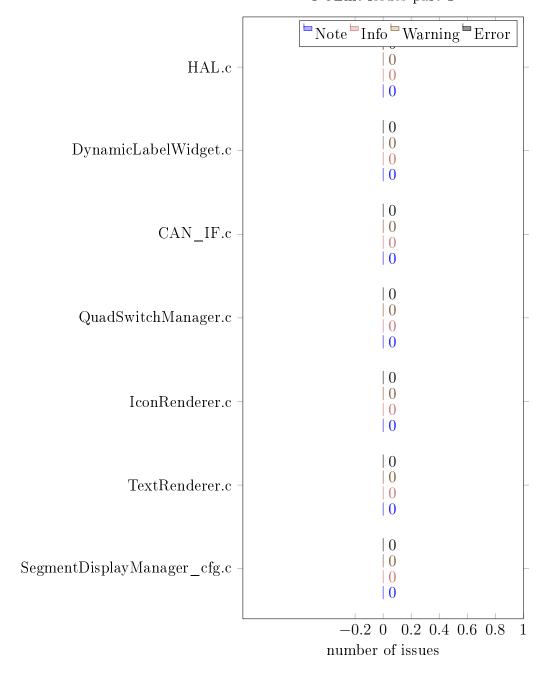
3 Static Analysis

This section consists of the CppCheck- and PCLint issues produced by the tests.

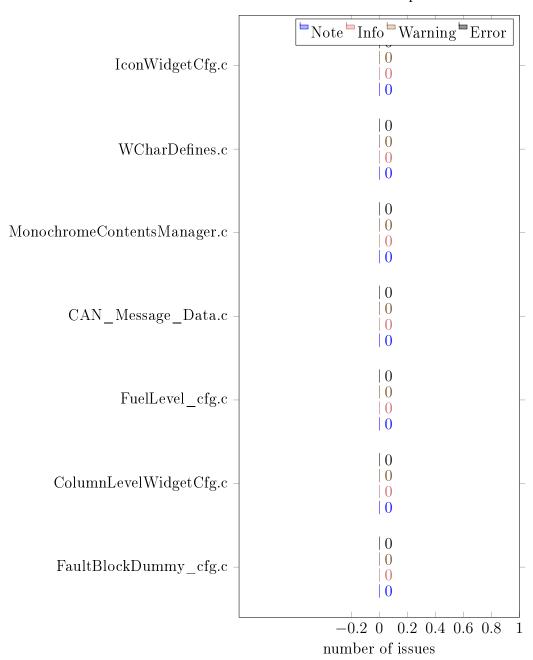
CppCheck Issues

PCLint Issues

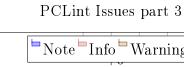


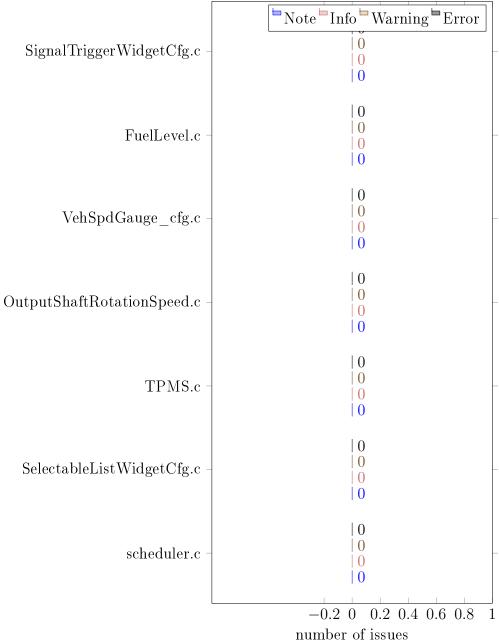


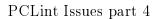


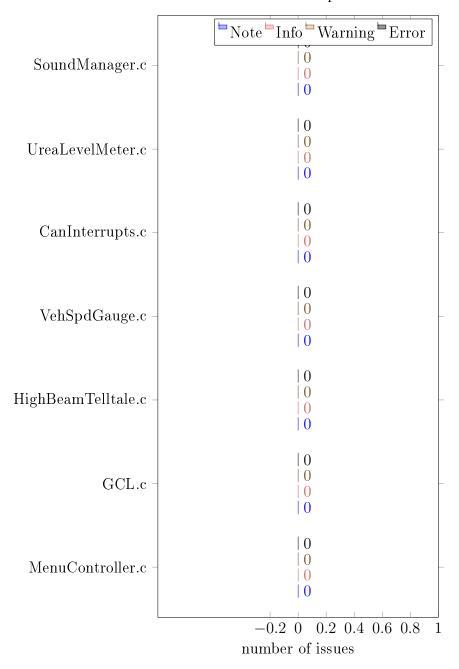


16/09/2016 ${\bf Swedspot}$









Note Info Warning Error 0 ${\rm COM_Stack.c}$ 0 0 0 0 Warning I con Fields.c0 0 0 0 COM GCL Relay.c 0 $\mid 0$ 0 0 ${\bf Dynamic Icon Widget.c}$ 0 0 $\mid 0$ $\mid 0$ Odo And Trip Display Handler.c0 $\mid 0$ 0 0 Odo Runtime Handler.c0

PCLint Issues part 5

 $\mid 0$

 $\begin{vmatrix} 0 \\ 0 \end{vmatrix}$

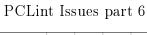
0 |

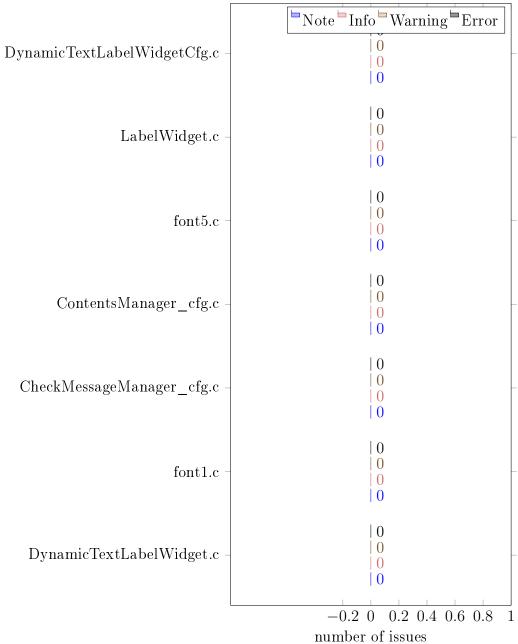
number of issues

 $-0.2 \ 0 \ 0.2 \ 0.4 \ 0.6 \ 0.8$

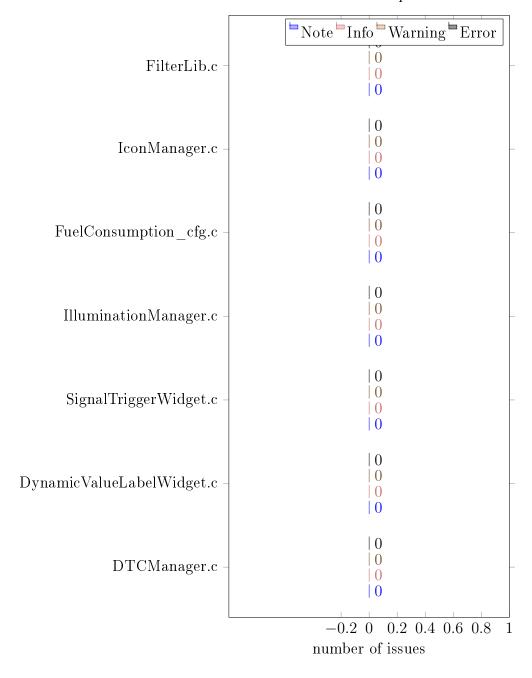
36

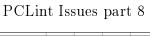
List Navigation Widget Cfg.c

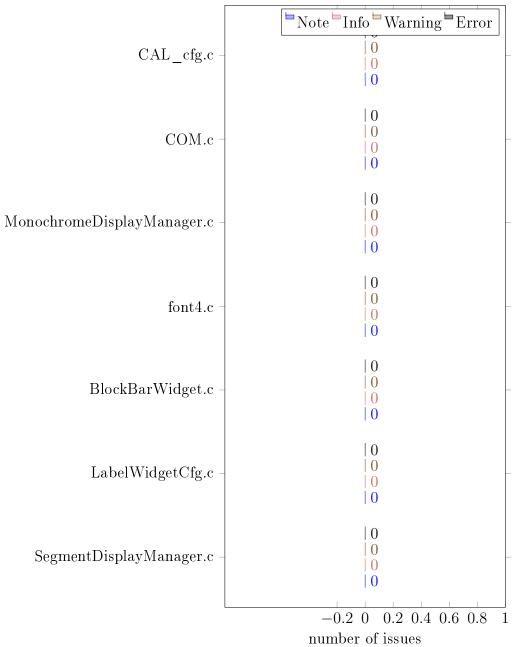




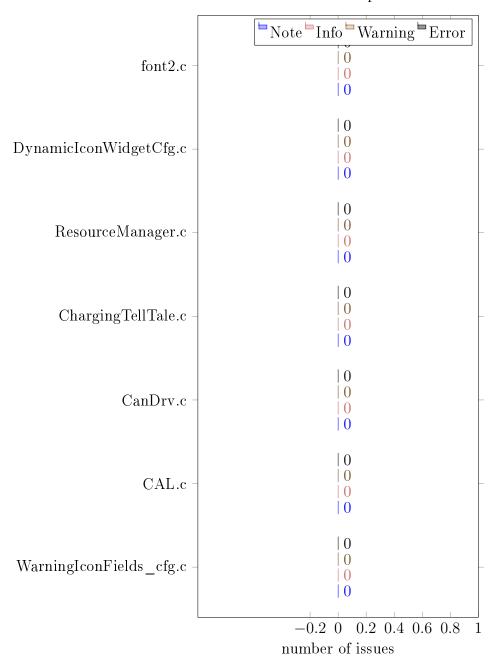


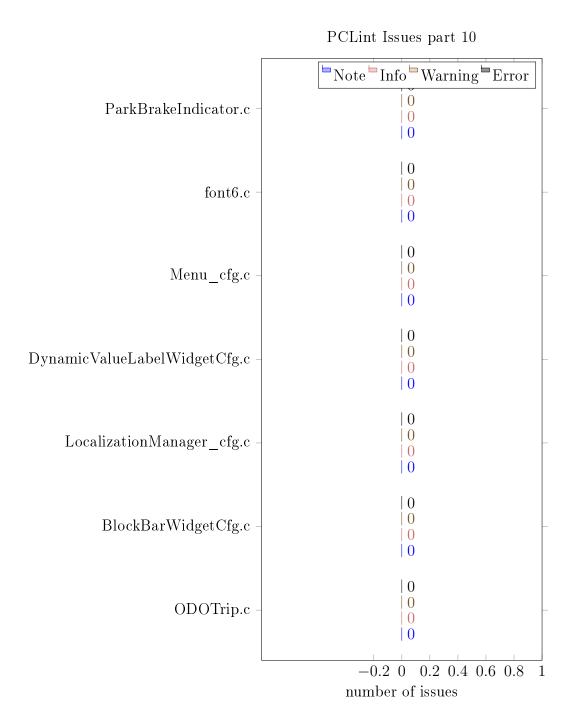




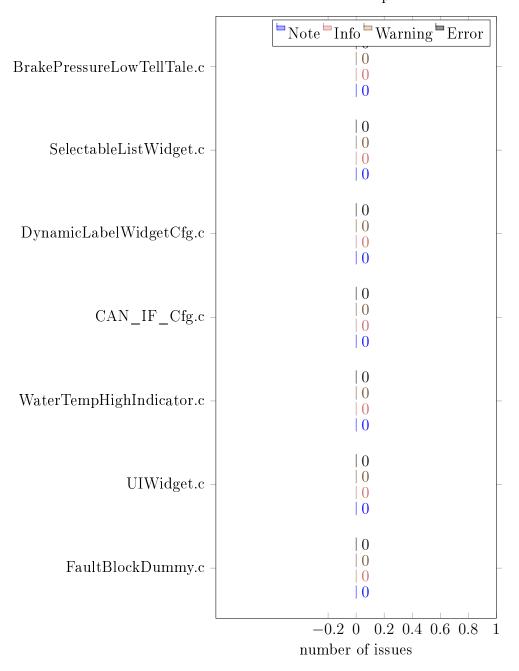




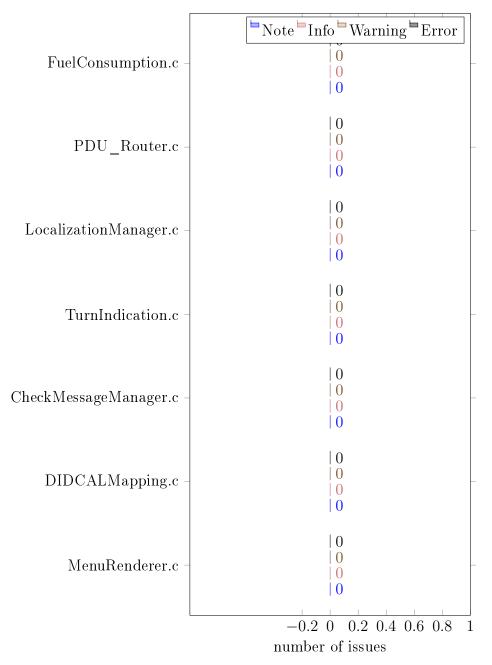




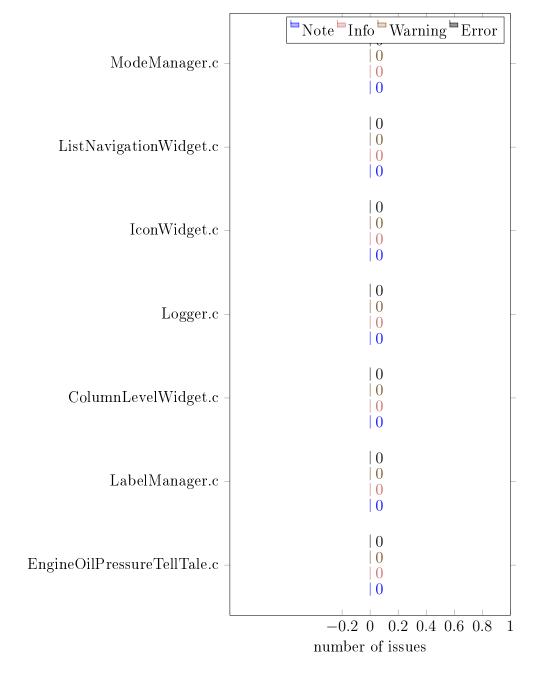
PCLint Issues part 11



PCLint Issues part 12



PCLint Issues part 13



PCLint Issues part 14

