TU/e

Project FINGERPAINT

UTP-0.0

Unit Test Plan

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Abstract

This is the Software Validation and Verification Plan (SVVP) of the FINGERPAINT project, developed in the context of the Software Engineering Project (2IP35). This document contains the procedures for verification and validation and complies with the Software Engineering Standard as specified by the European Space Agency (ESA) [1].

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Document Status Sheet

Document Status Overview

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Chapter 1

Introduction

This chapter lists general information about this document.

1.1   Purpose

1.2   Overview

1.3   List of definitions and abbreviations

1.3.1   Definitions

Client Prof.dr.ir. P.D. Anderson.

Firefox A web browser developed by Mozilla.

Google Chrome A web browser developed by Google.

Internet Explorer A web browser developed by Microsoft.

iOS A mobile operating system developed by Apple.

iOS Safari A web browser developed by Apple designed for devices running iOS.

iPhone A line of smartphones developed by Apple.

iPad A line of tablet computers developed by Apple.

Opera A web browser developed by Opera Software.

Safari A web browser developed by Apple.

System administrator A person who is employed to maintain and operate a computer
system and/or network. After the SEP project has been completed, this person will be
responsible for maintaining the FINGERPAINT application.

1.3.2 Abbreviations

2IP35	The Software Engineering Project
ADD	Architectural Design Document
CM	Configuration Manager
GUI	Graphical User Interface
SEP	Software Engineering Project
SR	Software Requirements
SRD	Software Requirements Document
TU/e	Eindhoven University of Technology
URD	User Requirements Document

1.4 List of references

[1] ESA, *ESA Software Engineering Standards.* ESA, March 1995.

Chapter 2

Test plan

Some introduction text for this chapter

2.1 Test items

The items to be tested

2.2 Features to be tested

The features to be tested

2.3 Test deliverables

Items that must be delivered before testing starts and when testing ends

2.4 Testing tasks

To prepare and carry out the tests

2.5 Environmental needs

Properties required of the test environment

2.6 Test case pass/fail criteria

Chapter 3

Test case specifications

Some introduction text for this chapter

3.1 Name of the test case

3.1.1 Test case identifier

A unique identifier

3.1.2 Test items

The items to be tested

3.1.3 Input specifications

Input for this test case

3.1.4 Output specifications

Output required from this test case

3.1.5 Environmental needs

The test environment

Chapter 4

Test procedures

Some introduction text for this chapter

4.1 Name of the test procedure

4.1.1 Test procedure identifier

A unique identifier

4.1.2 Purpose

The purpose of this test procedure and the test cases this procedure executes

4.1.3 Procedure steps

How to log, set up, start, proceed, measure, shut down, restart, stop the test

Chapter 5

Test reports

<mark>Some introduction text for this chapter</mark>

5.1 Name of the test procedure

5.1.1 Test procedure identifier

<mark>A unique identifier</mark>

5.1.2 Description

<mark>The items tested</mark>

5.1.3 Activity and event entries

<mark>Identification of the test procedure. When was the test performed, by who and who witnessed it. For each test case in the procedure: did the software pass or fail, what are the problems</mark>