Codmon: A multi-platform modular test environment.

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TODO:Abstract

Preface

TODO: Preface,acknowledgements

Contents

1 Introduction

In times when software projects become more and more complex, testing of this software becomes more and more important. Many software related problems are caused by lack of testing of the software [2]. One of the challenges of software engineering is to make sure that the software behaves in the same way on different platforms. First, to run on multiple platforms the software must be written in a platform independent language, for example Java [1]. But even when software is written in such a platform independent language, there are still issues that must be dealt with, before one is able to run and test the software. Think about the configuration of the test environment or finding and installing all the prerequisite libraries etc etc. To solve these and other problems this thesis describes a multi-platform modular test environment called Codmon 2.0. The Codmon 2.0 project provides a set of virtual machines, in which Codmon is aleady installed and preconfigured.

1.1 Problem indication

TODO: paper references for Hudson and Jenkins

Nowdays there are numerous test frameworks and test evrionments available. For example there is *Junit* for java-unit testing and *csUnit* for C#-unit testing. There are also different environments like Hudson, Jenkings which can build a project and run a series of (unit) tests against this project.

TODO: Describe current situation, including the original Codmon and references to related work

1.2 Problem statement

TODO: Describe the problem (refer to other environments/platforms) TODO: describe research questions.

1.3 Thesis outline

TODO: Describe whats where in this thesis

2 Codmon

2.1 the road to codmon

//TODO: Think of better subsection title!! //TODO: Explain ideas and road to solution

2.2 Codmon 2.0

//TODO: adapt Codmon 2.0 to new project name. //TODO: 2) Explain Solution, including why it's different then existing solutions (compare with solutions described in the problem indication)

3 Conclusion

3.1 conclsuion

TODO: give answers to the questions from section Problemstatement TODO: Discus related future work

References

[1] "Henry McGilton" "James Gosling". The java language environment: Contents. May 1996. Section 4.2.

[2] "Masato Shinagawa" "Toshiaki Kurkowa". Technical trends and challenges of software testing. *Science and technology trends*, 29, 2008.