# 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. To run on different platforms the software must be written in a platform indpendent language, for example Java [1].

## 1.1 Problem indication

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

## 1.2 Problem statement

TODO: Describe the proble (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.