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(){}
```

3.
```
void tearDown(){}
```

4. Add unity methods pass function to it

```
j
UNITY_BEGIN();
RUN_TEST(check);
```

Welcome Screen

Test case will pass if rejects(n) will fail the test case

Note :char S/V/R/H/Q will be checked by ASCII value.

```
              C PROGRAM QUIZ GAME
       _____
                    WELCOME
                      to
                   THE GAME
       _____

        BECOME A MILLIONAIRE!!!!!!!!!!!
       _____

        > Press S to start the game
        > Press V to view the highest score
        > Press R to reset score
        > press H for help
        > press Q to quit
       _____
```

Question Screen:

```
What is the National Game of England?

A.Football              B.Basketball

C.Cricket               D.Baseball

Correct!!!
```

Score holder exist in the list test case will pass if it doesn't exist it will fail

```
**********************************************************************
    John has secured the Highest Score 400000.00
**********************************************************************
```

Conclusion :Unit Testing implemented successfully.