**UNIT TEST PLAN**

1. **TEST PLAN IDENTIFIER EL-UTP01.3**
2. **REFERENCES**

* Requirements specifications
* High Level design document

1. **INTRODUCTION**

This is the Unit Test Plan for the EasiLendar project. This plan will address only those items and elements that are related to the EasiLendar. The primary focus of this plan is to ensure that the new EasiLendar application provides the same level of information and detail as the current system while allowing for improvements and increases in data acquisition and level of details available.

1. **TEST ITEMS**

The following is a list of the items to be tested:

1. Factories package
2. Controllers package
3. **FEATURES TO BE TESTED**

The following is a list of the areas to be focused on during testing of the application.

1. Register new account
2. Sign in
3. Sign out
4. View user’s calendar
5. View user’s friends’ calendars
6. Add friends
7. Delete friends
8. Search for friends
9. Search for events in user’s calendar
10. Find apropriate meeting times and give best suggestions
11. Application’s Settings
12. Exit application
13. Sync with Google Calendar
14. Sync with Local Calendar
15. Sync with Facebook Calendar
16. **FEATURES NOT TO BE TESTED**
17. The following is a list of the areas that will not be specifically addressed.
18. Network Security
19. Data Base Security
20. Multiple devices enviroments
21. Find apropriate meeting times for many people
22. Interfaces
23. **APPROACH**

**7.1. Testing Level**

The testing for the EasiLendar project will consist only Unit test level.

UNIT Tesit will be done by the developers and will be approved by the development team leader. Proof of unit test (test case list, sample output, data printouts, defect information) must be provided by the programmer to the team leader before unit testing will be accepted.

**7.2. Test Tools**

Jasmine 2.2

**7.3. Meetings**

The team will meet twice every week to evaluate progress to date and to identify error trends and problems as early as possible. Additional meetings can be called as required for emergency situations.

1. **ITEM PASS/FAIL CRITERIA**

* All test cases completed.
* A specified percentage of cases completed with a percentage containing some number of minor defects.
* Code coverage tool indicates at least 80% code covered.

1. **TEST DELIVERABLES**

Unit test plans/turnover documentation

Test logs and turnover reports

Test cases.

Tools and their outputs.

1. **TESTING TASKS**

|  |  |  |
| --- | --- | --- |
| TASK | Assigned To | Status |
| Define Unit Test rules and Procedures | Dev |  |
| Define test cases | Dev |  |
| Excute tests | Dev |  |
| Test Reports | Dev |  |

1. **ENVIRONMENTAL NEEDS**

* Web Browser
* High Internet Quality

1. **RESPONSIBILITIES**

Development team takes full responsibilites for:

* Unit test documentation & execution
* Detail Design Reviews
* Test procedures and rules
* Change Control and regression testing
* System Design Reviews

The development team leader will be responsible for the verification and acceptance of all unit test plans and documentation.

1. **SCHEDULE**

|  |  |
| --- | --- |
| TASK | TIME |
| Define Unit Test rules and Procedures | Sunday, May 3, 2015 |
| Define test cases | Sunday, May 3, 2015 |
| Excute tests | Sunday, May 3, 2015 |
| Test Reports | Sunday, May 3, 2015 |

1. **APPROVALS**

|  |  |
| --- | --- |
| Developer - Can Duy Cat |  |
| Developer - Ngo Duc Dung |  |
| Developer - Nguyen Manh Duy |  |
| Developer - Nguyen Thi Luong |  |
| Developer - Nguyen Minh Trang |  |