#Testing ##Expectations Automated unit testing is key to developing reliable, maintainable software. Unit tests should be easy to run without side-effects and provide rapid feedback to the developer. Unit tests are not created post-development; they are part of the development process. They must be first-class citizens of the code base. Good unit tests do not take more time to develop; they save time by providing a constant safety net. They give the developer courage to make changes without the fear of breaking things. They are a first check that our change does what we expect, and all the other code covered by tests still does what it should.

Unit tests should be fast while providing quick feedback to the developer. They should not have side effects. Running the tests several times should not fill up files or tables.

Ideally, the majority of all code would be covered by unit tests.

All new functions and procedures should be covered by tests. A test-first development style is strongly encouraged. Writing tests for existing functions and procedures before making a change is strongly encouraged. If a test cannot feasibly be implemented, the reason should be clearly explained and documented.

###Developer's responsibilities - Developers are responsible writing unittest for every development feature. - Developers need to advise Tester, or testing team with any additional test cases for functional or E2E testing. - Functional testing Scenarios need to be captures in ***Testing Plan*** of the ***Feature*** and/or ***User Story***

##PSI Development

For PSI development we will ise utPLSQL unit test framework.