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|  | **2015** |
|  | One Team Group  LinhTT |

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| **[Unit Test Plan]** |
| One Team Project |

1. INTRODUCTION

This is Unit Test Plan for One Remote Program. The purpose of this project is to describe the appropriate strategies, process, workflows and methodologies used to plan, organize, execute and manage testing of software project

* 1. Quality Object
     1. Primary Objective  
        A primary objective of this unit test is to: ***assure that the system meets the full requirements, including quality requirements (AKA: Non-functional requirements) and fit metrics for each quality requirement and satisfies the use case scenarios and maintain the quality of the product***Any changes, additions, or deletions to the requirements document, Functional Specification, or Design Specification will be documented and tested at the highest level of quality allowed within the remaining time of the project and within the ability of the test team.
     2. Secondary Objective  
        The secondary objective is to : ***identify and expose all issues and associated risks, communicate all known issues to the project team, and ensure that all issues are addressed in an appropriate matter before release***
  2. Definitions  
     Bugs: Any error or defect that cause our software or hardware to malfunction. That is also included in the requirement and does not meet the required workflow, process or function point
  3. ROLES AND RESPONSIBILITIES

We are a four-team group with four developers. Consequently, all developers play an important role in writing tests. And Our Responsibility is to test all functions in our program

1. TEST METHODOLOGY
   1. PURPOSE
      1. Overview

The purpose of the test plan is to achieve the following:  
- Define testing strategies  
- Divide Design Spec into testable areas and sub-areas. Be sure to also identify and include areas that are to be omitted  
- Define bug-tracking procedures   
- Identify testing risks  
- Identify required resources and related information  
- Provide testing schedule

* + 1. Usability Testing

Development will typically create a non-functioning prototype of the UI components to evaluate the proposed design. Usability testing can be coordinated by testing, but actual testing must be performed by non-testers (**as close to end-users as possible).** Testing will review the findings and provide the project team with its evaluation of the impact these changes will have on the testing process and to the project as a whole.

* + 1. Unit Testing

Unit Testing is conducted by the Developer during code development process to ensure that proper functionality and code coverage have been achieved by each developer both during coding and in preparation for acceptance into iterations testing

* 1. Test Level
     1. Level 1- Build Acceptance Tests

Other related test cases ensure that adopters received the proper Development Release Document plus other build related information (drop point, etc.). The objective is to determine if further testing is possible. If any Level 1 test case fails, the build is returned to developers un-tested.

* + 1. Level 2 – Automatic Tests

In this part, we will code some unit tests to test our functions

1. TEST DELIVERABLES

Testing will provide specific deliverables during the project. These deliverables fall into three basic categories: Documents, Test Cases / Bug Write-ups, and Reports. Here is a diagram indicating the dependencies of the various deliverables: 

1. RESOURCES AND ENVIRONMENT NEEDS
   1. Testing Tools  
      Jasmine and Karma is used by One-Team-Project and track all bugs and project issues. The Test Lead is responsible for maintain the One-Team database
   2. Test Environments
      1. Hardware

* Internet Connections
  + 1. Software

In addition to the application and any other customer specified software, the following list of all software should be considered a minimum:  
- JRE 1.5

-Windows XP.