SE 318 – SOFTWARE VERIFICATION AND VALIDATION

*Nuka Cola*

*Arda Zeytın - Alı Sınan Coban - Ataberk Uzkal*

UNIT TEST Document

Version *2.0*

*05/03/2017*

VERSION HISTORY

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Version #** | **Implemented**  **By** | **Revision**  **Date** | **Approved**  **By** | **Approval**  **Date** | **Reason** |
| 1.0 | Arda Zeytin | 04/09/17 | Ali Sinan Coban | 04/26/17 | Test Case draft |
| 2.0 | Ataberk Uzkal | 04/40/17 | Arda Zeytin | 05/03/17 | Unit Test |
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# Introduction

## Purpose of The Test Case Document

The Test Case document documents the functional requirements of the Vending Machine test case. The intended audience is the project manager, project team, and testing team. Some portions of this document may on occasion be shared with the client/user and other stakeholder whose input/approval into the testing process is needed.

## CONSTRAINTS

* Development Environment: Windows PC
* Software Environment: Visual Studio 2017, C# 7.0, .NET 4.6.1
* End-User Environment: Embedded Windows PC

# 2 UNIT TEsT FRamework: *VISUAL sTUDIO uNIT TESTING fRAMEWORK*

# The Visual Studio Unit Testing Framework describes Microsoft's suite of unit testing tools as integrated into Visual Studio 2005 and later. The unit testing framework is defined in Microsoft.VisualStudio.QualityTools.UnitTestFramework.dll. Unit tests created with the unit testing framework can be executed in Visual Studio or, using MSTest.exe, from a command line.

### Test class

Test classes are declared as such by decorating a class with the TestClass attribute. The attribute is used to identify classes that contain test methods. Best practices state that test classes should contain only unit test code.

### Test method

Test methods are declared as such by decorating a unit test method with the TestMethod attribute. The attribute is used to identify methods that contain unit test code. Best practices state that unit test methods should contain only unit test code.

### Assertions

An assertion is a piece of code that is run to test a condition or behavior against an expected result. Assertions in Visual Studio unit testing are executed by calling methods in the Assert class.

### Initialization and cleanup methods

Initialization and cleanup methods are used to prepare unit tests before running and cleaning up after unit tests have been executed. Initialization methods are declared as such by decorating an initialization method with the TestInitialize attribute, while cleanup methods are declared as such by decorating a cleanup method with the TestCleanup attribute.

# TEST CASES

|  |  |
| --- | --- |
| **Test Case 1** | |
| **Test Definition** | |
| **Add coin test** | |
| **Expected Value** | |
| **20** | |
| **Actual Value** | |
| **20** | |
| **Result of Test Case** | **successful** |

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| --- | --- |
| **Test Case 2** | |
| **Test Definition** | |
| **Cart Curt Nuka Cola get name and get price test** | |
| **Expected Value** | |
| **“Cart Curt Nuka Cola”, 50** | |
| **Actual Value** | |
| **“Cart Curt Nuka Cola”, 50** | |
| **Result of Test Case** | **successful** |

|  |  |
| --- | --- |
| **Test Case 3** | |
| **Test Definition** | |
| **Cart Curt Nuka Cola instance of type test** | |
| **Expected Value** | |
| **NukaCola** | |
| **Actual Value** | |
| **NukaCola** | |
| **Result of Test Case** | **successful** |

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| **Test Case 4** | |
| **Test Definition** | |
| **Get total coin at start test** | |
| **Expected Value** | |
| **0** | |
| **Actual Value** | |
| **0** | |
| **Result of Test Case** | **successful** |

|  |  |
| --- | --- |
| **Test Case 5** | |
| **Test Definition** | |
| **Get total coin after user add 50 coin test** | |
| **Expected Value** | |
| **50** | |
| **Actual Value** | |
| **50** | |
| **Result of Test Case** | **successful** |

|  |  |
| --- | --- |
| **Test Case 6** | |
| **Test Definition** | |
| **Get total coin after user add 100 coin test** | |
| **Expected Value** | |
| **100** | |
| **Actual Value** | |
| **100** | |
| **Result of Test Case** | **successful** |

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| **Test Case 7** | |
| **Test Definition** | |
| **Ice Nuka Cola get name and get price test** | |
| **Expected Value** | |
| **“Ice Nuka Cola”, 200** | |
| **Actual Value** | |
| **“Ice Nuka Cola”, 200** | |
| **Result of Test Case** | **successful** |

|  |  |
| --- | --- |
| **Test Case 8** | |
| **Test Definition** | |
| **Ice Nuka Cola instance of type test** | |
| **Expected Value** | |
| **NukaCola** | |
| **Actual Value** | |
| **NukaCola** | |
| **Result of Test Case** | **successful** |

|  |  |
| --- | --- |
| **Test Case 9** | |
| **Test Definition** | |
| **Quantum Nuka Cola get name and get price test** | |
| **Expected Value** | |
| **“Quantum Nuka Cola”, 300** | |
| **Actual Value** | |
| **“Quantum Nuka Cola”, 300** | |
| **Result of Test Case** | **successful** |

|  |  |
| --- | --- |
| **Test Case 10** | |
| **Test Definition** | |
| **Quantum Nuka Cola instance of type test** | |
| **Expected Value** | |
| **NukaCola** | |
| **Actual Value** | |
| **NukaCola** | |
| **Result of Test Case** | **successful** |

|  |  |
| --- | --- |
| **Test Case 11** | |
| **Test Definition** | |
| **Vending Machine instance of type test** | |
| **Expected Value** | |
| **VendingMachine** | |
| **Actual Value** | |
| **VendingMachine** | |
| **Result of Test Case** | **successful** |

**4 CONCLUSION**

All of test cases are successful for this version. The testing team agrees and gives a Green signal for this version of Nuka Cola Vending Machine application. User acceptance testing should be performed before release.