

# **Unit Test Report** **for Network Printing System**

- Test Cases Specification
- Test Summary Report

## **Project Team**

**T5 Team**

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## Table of Contents

- [1 Introduction](#)
- [1.1 Objectives](#)
- [1.2 References](#)
- [2 Unit test case specification](#)
- [2.1 Test case specification identifier](#)
- [2.2 Test items](#)
- [2.3 Input specifications](#)
- [2.4 Output specifications](#)
- [3 Environmental needs](#)
- [4 Unit test summary report](#)
- [4.1 Test summary report identifier](#)
- [4.2 Evaluation](#)

## 1 Introduction

### 1.1 Objectives

본 문서는 Network Printing System (이하 NPS) 의 Unit Test 를 수행한 결과에 대한 Report 문서이다. Test 해야할 요소들에 대한 Test Case 와 Test 수행 결과에 대한 내용을 담고 있다.

### 1.2 References

Software Requirements Analysis (Ver 3.0)

Software Design Specification (Ver 2.0)

Unit Test Plan (Ver 1.0)

## 2 Unit test case specification

### 2.1 Test case specification identifier

Identifier	Feature	Valid/Invalid Value	Expected Output
NPS UTC 1000_000	Wait Refill Ink Addition Process	Valid. current_ink_value = 0, wait_refill_ink_value = 0 process->trigger(0)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_001	Wait Refill Ink Addition Process	Invalid. current_ink_value = 0, wait_refill_ink_value = 0 process->trigger(-10)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_002	Wait Refill Ink Addition Process	Valid current_ink_value = 0, wait_refill_ink_value = 0 process->trigger(MAX)	db- >wait_refill_ink_val ue == MAX
NPS UTC	Wait Refill Ink Addition	Valid	db-

1000_003	Process	current_ink_value = 0, wait_refill_ink_value = 0 process->trigger(5000)	>wait_refill_ink_val ue == MAX
NPS UTC 1000_004	Wait Refill Ink Addition Process	Valid current_ink_value = 0, wait_refill_ink_value = 0 process->trigger(10)	db- >wait_refill_ink_val ue == 10
NPS UTC 1000_005	Wait Refill Ink Addition Process	Valid current_ink_value = 0, wait_refill_ink_value = MAX / 2 process->trigger(0)	db- >wait_refill_ink_val ue == MAX/2
NPS UTC 1000_006	Wait Refill Ink Addition Process	Invalid current_ink_value = 0, wait_refill_ink_value = MAX / 2 process->trigger(-10)	db- >wait_refill_ink_val ue == MAX/2
NPS UTC 1000_007	Wait Refill Ink Addition Process	Valid current_ink_value = 0, wait_refill_ink_value = MAX / 2 process->trigger(MAX)	db- >wait_refill_ink_val ue == MAX
NPS UTC 1000_008	Wait Refill Ink Addition Process	Valid current_ink_value = 0, wait_refill_ink_value = MAX / 2 process->trigger(5000)	db- >wait_refill_ink_val ue == MAX
NPS UTC 1000_009	Wait Refill Ink Addition Process	Valid current_ink_value = 0, wait_refill_ink_value = MAX / 2 process->trigger(10)	db- >wait_refill_ink_val ue == MAX/2 + 10
NPS UTC 1000_010	Wait Refill Ink Addition Process	Valid current_ink_value = 0, wait_refill_ink_value = MAX process->trigger(0)	db- >wait_refill_ink_val ue == MAX

NPS UTC 1000_011	Wait Refill Ink Addition Process	Invalid current_ink_value = 0, wait_refill_ink_value = MAX process->trigger(-10)	db- >wait_refill_ink_val ue == MAX
NPS UTC 1000_012	Wait Refill Ink Addition Process	Valid current_ink_value = 0, wait_refill_ink_value = MAX process->trigger(MAX)	db- >wait_refill_ink_val ue == MAX
NPS UTC 1000_013	Wait Refill Ink Addition Process	Valid current_ink_value = 0, wait_refill_ink_value = MAX process->trigger(5000)	db- >wait_refill_ink_val ue == MAX
NPS UTC 1000_014	Wait Refill Ink Addition Process	Valid current_ink_value = 0, wait_refill_ink_value = MAX process->trigger(10)	db- >wait_refill_ink_val ue == MAX
NPS UTC 1000_015	Wait Refill Ink Addition Process	Valid. current_ink_value = MAX / 2, wait_refill_ink_value = 0 process->trigger(0)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_016	Wait Refill Ink Addition Process	Invalid. current_ink_value = MAX / 2, wait_refill_ink_value = 0 process->trigger(-10)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_017	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2 , wait_refill_ink_value = 0 process->trigger(MAX)	db- >wait_refill_ink_val ue == MAX / 2
NPS UTC 1000_018	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2, wait_refill_ink_value = 0	db- >wait_refill_ink_val ue == MAX / 2

		process->trigger(5000)	
NPS UTC 1000_019	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2, wait_refill_ink_value = 0 process->trigger(10)	db- >wait_refill_ink_val ue == 10
NPS UTC 1000_020	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2, wait_refill_ink_value = MAX / 2 process->trigger(0)	db- >wait_refill_ink_val ue == MAX / 2
NPS UTC 1000_021	Wait Refill Ink Addition Process	Invalid current_ink_value = MAX / 2, wait_refill_ink_value = MAX / 2 process->trigger(-10)	db- >wait_refill_ink_val ue == MAX / 2
NPS UTC 1000_022	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2, wait_refill_ink_value = MAX / 2 process->trigger(MAX)	db- >wait_refill_ink_val ue == MAX / 2
NPS UTC 1000_023	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2, wait_refill_ink_value = MAX / 2 process->trigger(5000)	db- >wait_refill_ink_val ue == MAX / 2
NPS UTC 1000_024	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2, wait_refill_ink_value = MAX / 2 process->trigger(10)	db- >wait_refill_ink_val ue == MAX / 2
NPS UTC 1000_025	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2, wait_refill_ink_value = MAX process->trigger(0)	db- >wait_refill_ink_val ue == MAX / 2
NPS UTC	Wait Refill Ink Addition	Invalid	db-

1000_026	Process	current_ink_value = MAX / 2, wait_refill_ink_value = MAX process->trigger(-10)	>wait_refill_ink_val ue == MAX / 2
NPS UTC 1000_027	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2, wait_refill_ink_value = MAX process->trigger(MAX)	db- >wait_refill_ink_val ue == MAX / 2
NPS UTC 1000_028	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2, wait_refill_ink_value = MAX process->trigger(5000)	db- >wait_refill_ink_val ue == MAX / 2
NPS UTC 1000_029	Wait Refill Ink Addition Process	Valid current_ink_value = MAX / 2, wait_refill_ink_value = MAX process->trigger(10)	db- >wait_refill_ink_val ue == MAX / 2
NPS UTC 1000_030	Wait Refill Ink Addition Process	Valid. current_ink_value = MAX, wait_refill_ink_value = 0 process->trigger(0)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_031	Wait Refill Ink Addition Process	Invalid. current_ink_value = MAX, wait_refill_ink_value = 0 process->trigger(-10)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_032	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = 0 process->trigger(MAX)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_033	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = 0 process->trigger(5000)	db- >wait_refill_ink_val ue == 0

NPS UTC 1000_034	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = 0 process->trigger(10)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_035	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = MAX / 2 process->trigger(0)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_036	Wait Refill Ink Addition Process	Invalid current_ink_value = MAX, wait_refill_ink_value = MAX / 2 process->trigger(-10)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_037	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = MAX / 2 process->trigger(MAX);	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_038	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = MAX / 2 process->trigger(5000)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_039	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = MAX / 2 process->trigger(10)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_040	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = MAX process->trigger(0)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_041	Wait Refill Ink Addition Process	Invalid current_ink_value = MAX, wait_refill_ink_value = MAX	db- >wait_refill_ink_val ue == 0



		process->trigger(-10)	
NPS UTC 1000_042	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = MAX process->trigger(MAX)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_043	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = MAX process->trigger(5000)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_044	Wait Refill Ink Addition Process	Valid current_ink_value = MAX, wait_refill_ink_value = MAX process->trigger(10)	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_045	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = 0 process->trigger(0)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_046	Wait Refill Paper Addition Process	InValid current_paper_value = 0, wait_refill_paper_value = 0 process->trigger(-10)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_047	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = 0 process->trigger(MAX)	db- >wait_refill_paper_ value == MAX
NPS UTC 1000_048	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = 0 process->trigger(5000)	db- >wait_refill_paper_ value == MAX
NPS UTC	Wait Refill Paper	Valid	db-

1000_049	Addition Process	current_paper_value = 0, wait_refill_paper_value = 0 process->trigger(10)	>wait_refill_paper_value == 10
NPS UTC 1000_050	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = MAX/2 process->trigger(0)	db- >wait_refill_paper_value == MAX / 2
NPS UTC 1000_051	Wait Refill Paper Addition Process	InValid current_paper_value = 0, wait_refill_paper_value = MAX/2 process->trigger(-10)	db- >wait_refill_paper_value == MAX / 2
NPS UTC 1000_052	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = MAX/2 process->trigger(MAX)	db- >wait_refill_paper_value == MAX
NPS UTC 1000_053	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = MAX/2 process->trigger(5000)	db- >wait_refill_paper_value == MAX
NPS UTC 1000_054	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = MAX/2 process->trigger(10)	db- >wait_refill_paper_value == MAX
NPS UTC 1000_055	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = MAX process->trigger(0)	db- >wait_refill_paper_value == MAX
NPS UTC 1000_056	Wait Refill Paper Addition Process	InValid current_paper_value = 0, wait_refill_paper_value = MAX process->trigger(-10)	db- >wait_refill_paper_value == MAX

NPS UTC 1000_057	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = MAX process->trigger(MAX)	db- >wait_refill_paper_ value == MAX
NPS UTC 1000_058	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = MAX process->trigger(5000)	db- >wait_refill_paper_ value == MAX
NPS UTC 1000_059	Wait Refill Paper Addition Process	Valid current_paper_value = 0, wait_refill_paper_value = MAX process->trigger(10)	db- >wait_refill_paper_ value == MAX
NPS UTC 1000_060	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = 0 process->trigger(0)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_061	Wait Refill Paper Addition Process	InValid current_paper_value = MAX/2, wait_refill_paper_value = 0 process->trigger(-10)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_062	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = 0 process->trigger(MAX)	db- >wait_refill_paper_ value == MAX / 2
NPS UTC 1000_063	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = 0 process->trigger(5000)	db- >wait_refill_paper_ value == MAX / 2
NPS UTC 1000_064	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = 0	db- >wait_refill_paper_ value == 10

		process->trigger(10)	
NPS UTC 1000_065	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = MAX/2 process->trigger(0)	db- >wait_refill_paper_ value == MAX / 2
NPS UTC 1000_066	Wait Refill Paper Addition Process	InValid current_paper_value = MAX/2, wait_refill_paper_value = MAX/2 process->trigger(-10)	db- >wait_refill_paper_ value == MAX / 2
NPS UTC 1000_067	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = MAX/2 process->trigger(MAX)	db- >wait_refill_paper_ value == MAX / 2
NPS UTC 1000_068	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = MAX/2 process->trigger(5000)	db- >wait_refill_paper_ value == MAX / 2
NPS UTC 1000_069	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = MAX/2 process->trigger(10)	db- >wait_refill_paper_ value == MAX / 2
NPS UTC 1000_070	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = MAX process->trigger(0)	db- >wait_refill_paper_ value == MAX / 2
NPS UTC 1000_071	Wait Refill Paper Addition Process	InValid current_paper_value = MAX/2, wait_refill_paper_value = MAX process->trigger(-10)	db- >wait_refill_paper_ value == MAX / 2
NPS UTC	Wait Refill Paper	Valid	db-

1000_072	Addition Process	current_paper_value = MAX/2, wait_refill_paper_value = MAX process->trigger(MAX)	>wait_refill_paper_value == MAX / 2
NPS UTC 1000_073	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = MAX process->trigger(5000)	db- >wait_refill_paper_value == MAX / 2
NPS UTC 1000_074	Wait Refill Paper Addition Process	Valid current_paper_value = MAX/2, wait_refill_paper_value = MAX process->trigger(10)	db- >wait_refill_paper_value == MAX / 2
NPS UTC 1000_075	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = 0 process->trigger(0)	db- >wait_refill_paper_value == 0
NPS UTC 1000_076	Wait Refill Paper Addition Process	InValid current_paper_value = MAX, wait_refill_paper_value = 0 process->trigger(-10)	db- >wait_refill_paper_value == 0
NPS UTC 1000_077	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = 0 process->trigger(MAX)	db- >wait_refill_paper_value == 0
NPS UTC 1000_078	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = 0 process->trigger(5000)	db- >wait_refill_paper_value == 0
NPS UTC 1000_079	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = 0 process->trigger(10)	db- >wait_refill_paper_value == 0

NPS UTC 1000_080	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = MAX/2 process->trigger(0)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_081	Wait Refill Paper Addition Process	InValid current_paper_value = MAX, wait_refill_paper_value = MAX/2 process->trigger(-10)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_082	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = MAX/2 process->trigger(MAX)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_083	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = MAX/2 process->trigger(5000)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_084	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = MAX/2 process->trigger(10)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_085	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = MAX process->trigger(0)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_086	Wait Refill Paper Addition Process	InValid current_paper_value = MAX, wait_refill_paper_value = MAX process->trigger(-10)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_087	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = MAX	db- >wait_refill_paper_ value == 0

		process->trigger(MAX)	
NPS UTC 1000_088	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = MAX process->trigger(5000)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_089	Wait Refill Paper Addition Process	Valid current_paper_value = MAX, wait_refill_paper_value = MAX process->trigger(10)	db- >wait_refill_paper_ value == 0
NPS UTC 1000_090	Reset Wait Refill Ink Process	Valid wait_refill_ink_value = 100 process->trigger()	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_091	Reset Wait Refill Ink Process	Valid wait_refill_ink_value = 0 process->trigger()	db- >wait_refill_ink_val ue == 0
NPS UTC 1000_092	Reset Wait Refill Paper Process	Valid wait_refill_paper_value = 100 process->trigger()	db- >wait_refill_paper_ value == 0
NPS UTC 1000_093	Reset Wait Refill Paper Process	Valid wait_refill_paper_value = 0 process->trigger()	db- >wait_refill_paper_ value == 0
NPS UTC 1000_094	Refill Ink Process	Valid current_ink_value = 0 wait_refill_ink_value = 0 process->trigger()	db- >current_ink_value == 0
NPS UTC 1000_095	Refill Ink Process	Invalid current_ink_value = 0 wait_refill_ink_value = -50 process->trigger()	db- >current_ink_value == 0

NPS UTC 1000_096	Refill Ink Process	Valid current_ink_value = 0 wait_refill_ink_value = 100 process->trigger()	db- >current_ink_value == 100
NPS UTC 1000_097	Refill Ink Process	Valid current_ink_value = 0 wait_refill_ink_value = 1000 process->trigger()	db- >current_ink_value == 100
NPS UTC 1000_098	Refill Ink Process	Valid current_ink_value = 0 wait_refill_ink_value = 50 process->trigger()	db- >current_ink_value == 50
NPS UTC 1000_099	Refill Ink Process	Valid current_ink_value = MAX/2 wait_refill_ink_value = 0 process->trigger()	db- >current_ink_value == MAX/2
NPS UTC 1000_100	Refill Ink Process	Invalid current_ink_value = MAX/2 wait_refill_ink_value = -50 process->trigger()	db- >current_ink_value == MAX/2
NPS UTC 1000_101	Refill Ink Process	Valid current_ink_value = MAX/2 wait_refill_ink_value = 100 process->trigger()	db- >current_ink_value == MAX/2 + 100
NPS UTC 1000_102	Refill Ink Process	Valid current_ink_value = MAX/2 wait_refill_ink_value = 1000 process->trigger()	db- >current_ink_value == MAX/2 + 100
NPS UTC 1000_103	Refill Ink Process	Valid current_ink_value = MAX/2 wait_refill_ink_value = 50	db- >current_ink_value == MAX/2 + 50



		process->trigger()	
NPS UTC 1000_104	Refill Ink Process	Valid current_ink_value = MAX wait_refill_ink_value = 0 process->trigger()	db- >current_ink_value == MAX
NPS UTC 1000_105	Refill Ink Process	Invalid current_ink_value = MAX wait_refill_ink_value = -50 process->trigger()	db- >current_ink_value == MAX
NPS UTC 1000_106	Refill Ink Process	Valid current_ink_value = MAX wait_refill_ink_value = 100 process->trigger()	db- >current_ink_value == MAX
NPS UTC 1000_107	Refill Ink Process	Valid current_ink_value = MAX wait_refill_ink_value = 1000 process->trigger()	db- >current_ink_value == MAX
NPS UTC 1000_108	Refill Ink Process	Valid current_ink_value = MAX wait_refill_ink_value = 50 process->trigger()	db- >current_ink_value == MAX
NPS UTC 1000_109	Refill Paper Process	Valid current_paper_value = 0 wait_refill_paper_value = 0 process->trigger()	db- >current_paper_val ue == 0
NPS UTC 1000_110	Refill Paper Process	Invalid current_paper_value = 0 wait_refill_paper_value = -5 process->trigger()	db- >current_paper_val ue == 0
NPS UTC	Refill Paper Process	Valid	db-

1000_111		current_paper_value = 0 wait_refill_paper_value = 10 process->trigger()	>current_paper_value == 10
NPS UTC 1000_112	Refill Paper Process	Valid current_paper_value = 0 wait_refill_paper_value = 1000 process->trigger()	db- >current_paper_value == 10
NPS UTC 1000_113	Refill Paper Process	Valid current_paper_value = 0 wait_refill_paper_value = 5 process->trigger()	db- >current_paper_value == 5
NPS UTC 1000_114	Refill Paper Process	Valid current_paper_value = MAX/2 wait_refill_paper_value = 0 process->trigger()	db- >current_paper_value == MAX/2
NPS UTC 1000_115	Refill Paper Process	Invalid current_paper_value = MAX/2 wait_refill_paper_value = -5 process->trigger()	db- >current_paper_value == MAX/2
NPS UTC 1000_116	Refill Paper Process	Valid current_paper_value = MAX/2 wait_refill_paper_value = 10 process->trigger()	db- >current_paper_value == MAX/2 + 10
NPS UTC 1000_117	Refill Paper Process	Valid current_paper_value = MAX/2 wait_refill_paper_value = 1000 process->trigger()	db- >current_paper_value == MAX / 2 + 10
NPS UTC 1000_118	Refill Paper Process	Valid current_paper_value = MAX/2 wait_refill_paper_value = 5 process->trigger()	db- >current_paper_value == MAX / 2 + 5

NPS UT C 1000_119	Refill Paper Process	Valid current_paper_value = MAX wait_refill_paper_value = 0 process->trigger()	db- >current_paper_value == MAX
NPS UTC 1000_120	Refill Paper Process	Invalid current_paper_value = MAX wait_refill_paper_value = -5 process->trigger()	db- >current_paper_value == MAX
NPS UTC 1000_121	Refill Paper Process	Valid current_paper_value = MAX wait_refill_paper_value = 10 process->trigger()	db- >current_paper_value == MAX
NPS UTC 1000_122	Refill Paper Process	Valid current_paper_value = MAX wait_refill_paper_value = 1000 process->trigger()	db- >current_paper_value == MAX
NPS UTC 1000_123	Refill Paper Process	Valid current_paper_value = MAX wait_refill_paper_value = 5 process->trigger()	db- >current_paper_value == MAX
NPS UTC 1000_124	Virtual Refill Interface	/*정상 작동 테스트*/ Valid struct RequestRefillInfo info; int client; test_buf[] = {0,0,0,0,10};  struct sockaddr_in server; bzero(&server, sizeof(server)); server.sin_addr.s_addr = inet_addr("127.0.0.1"); server.sin_family = AF_INET; server.sin_port =	info.type == 0 && info.value == 10

		<pre>htons(6500);  client = create_test_client();      sendto(client, test_buf, 8, 0, (struct sockaddr *)&amp;server, sizeof(server));  info = interface- &gt;get_request_info();</pre>	
NPS UTC 1000_125	Virtual Refill Controller	<pre>//IDLE =&gt; Wait_Refill_Ink Valid current_ink_value = 0 wait_ink_value = 0 char test_buf[] = {0,0,0,10,10}; sendto(client, test_buf, 8, 0, (struct sockaddr *)&amp;server, sizeof(server)); controller-&gt;tick();</pre>	<pre>*(db- &gt;wait_refill_ink_val ue) == 2570</pre>
NPS UTC 1000_126	Virtual Refill Controller	<pre>//Wait_Refill_Ink =&gt; Reill_Ink =&gt; Wait_refill_Ink Valid  for(i = 0; i &lt; 21; i++) {     controller-&gt;tick(); }</pre>	<pre>*(db- &gt;wait_refill_ink_val ue) == 2370 &amp;&amp; *(db- &gt;current_ink_value ) == 200</pre>
NPS UTC 1000_127	Virtual Refill Controller	<pre>//Wait_Refill_Ink =&gt; ... =&gt; IDLE Valid  while(*(db- &gt;wait_refill_ink_value)){</pre>	<pre>*(db- &gt;wait_refill_ink_val ue) == 0 &amp;&amp; *(db- &gt;current_ink_value</pre>

		<pre> controller-&gt;tick(); } </pre>	<pre> ) == 2570 </pre>
NPS UTC 1000_128	Virtual Refill Controller	<pre> //IDLE =&gt; Wait_Refill_Paper Valid  current_paper_value = 0 wait_paper_value = 0  char test_buf[] = {1,0,0,0,60}; sendto(client, test_buf, 8, 0, (struct sockaddr *)&amp;server, sizeof(server)); controller-&gt;tick(); </pre>	<pre> *(db- &gt;wait_refill_paper_ value) == 60) </pre>
NPS UTC 1000_129	Virtual Refill Controller	<pre> //Wait_Refill_Ink =&gt; Reill_Ink =&gt; Wait_refill_Ink Valid  for(int i = 0; i &lt; 21; i++) {     controller-&gt;tick(); } </pre>	<pre> *(db- &gt;wait_refill_paper_ value) == 40 &amp;&amp; *(db- &gt;current_paper_val ue) == 20 </pre>
NPS UTC 1000_130	Virtual Refill Controller	<pre> //Wait_Refill_Paper =&gt; ... =&gt; IDLE Valid  while(*(db- &gt;wait_refill_paper_value)) {     controller-&gt;tick(); } </pre>	<pre> *(db- &gt;wait_refill_paper_ value) == 0 &amp;&amp; *(db- &gt;current_paper_val ue) == 60 </pre>
NPS UTC 2000_000	H/W Stop Process	<pre> *JobQueue 가 비어있는 경우 */ Valid / </pre>	<pre> // 프로세스가 작동하지 않아야 한다. </pre>

		<pre> JobQueue-&gt;jobs_info[0].job_id = -1 // job_id = -1 일 경우 Job_info 가 비어있음 JobQueue-&gt;jobs_info[0].state = 0  process-&gt;trigger() </pre>	<pre> test_jobs_info.state == 0 </pre>
NPS UTC 2000_001	H/W Stop Process	<pre> /*인쇄중이거나 대기중인경우*/ Valid JobQueue-&gt;jobs_info[0].job_id = 1; JobQueue-&gt;jobs_info[0].state = 0; process-&gt;trigger() </pre>	<pre> //정상 작동 test_jobs_info.state == 1 </pre>
NPS UTC 2000_002	H/W Stop Process	<pre> /*현재 삭제중인 경우*/ Valid JobQueue-&gt;jobs_info[0].job_id = 1 JobQueue-&gt;jobs_info[0].state = 1 process-&gt;trigger() </pre>	<pre> test_jobs_info.state == 1 </pre>
NPS UTC 2000_003	H/W Stop Interface	<pre> //hw_stop 함수 테스트 Valid test_buf[0] = 1  sendto(csock, test_buf, 1, 0, (struct sockaddr *)&amp;sa, sizeof(sa)) output = interface-&gt;hw_stop() </pre>	<pre> output == 1 </pre>
NPS UTC 2000_004	H/W stop Controller	<pre> Valid test_buf[1] = {1} </pre>	<pre> test_jobs_info.state == 1 </pre>

		<pre>sendto(csock, test_buf, 1, 0, (struct sockaddr *)&amp;server, sizeof(server)); process-&gt;tick()</pre>	
NPS UTC 3000_000	auth_and_dispatch_controller	<pre>// 현재 상태가 대기이며 인쇄 요청 패킷이름 (권한 실패) // 패킷 데이터는 프로토콜 참고 current_state = ready packet-&gt;length = ~; packet-&gt;data = /* 0, 0, test, test, content:test 로 테스트 */  current_state == fail_auth ?</pre>	
NPS UTC 3000_001	auth_and_dispatch_controller	<pre>// 관리자 명령이 온 경우 // 그러나 일반사용자가 보냄 test_packet_data[0] = 2; user_id = "user0" user_pw = "pass0"</pre>	execute FailAuthDispatcher trigger
NPS UTC 3001_002	auth_and_dispatch_controller	<pre>test_packet_data[0] = 0; user_id = "admin" user_pw= "admin" // 이하 패킷 요청 유저는 동일</pre>	execute PrintValidation Process
NPS UTC 3000_003	auth_and_dispatch_controller	<pre>test_packet_data[0] = 1;</pre>	execute RequestToCancelP rintingProcess trigger
NPS UTC 3000_004	auth_and_dispatch_controller	<pre>test_packet_data[0] = 2;</pre>	execute UserCreationProce ss trigger
NPS UTC 3000_005	auth_and_dispatch_controller	<pre>test_packet_data[0] = 3;</pre>	execute UserRemovalProce

			ss trigger
NPS UTC 3000_006	auth_and_dispatch_controller	test_packet_data[0] = 4;	execute UserListingProcess trigger
NPS UTC 3000_007	fail_auth_dispatcher	// send_packet 을 제대로 호출하는가? execute trigger	trigger sends packet
NPS UTC 3000_008	print_validation_process	test_jobs_info[JOB_MAX_SIZE- 2].job_id = -1 _get_empty_job_index() == JOB_MAX_SIZE - 2	
NPS UTC 3000_009	print_validation_process	// test for get_require_ink char *buf = "Cowabunga Cowabunga Cowabunga Wn";	_get_require_ink(b uf, 27) == 27
NPS UTC 3000_010	print_validation_process	// test for get_require_paper char *buf = "aWnaWnaWnaWnaWnaWnaWnaW naWnaWnaWnaWnaWnaWnaWna WnaWnaWnaWnaWn";	_get_require_paper (buf, 40) == 2
NPS UTC 3000_011	print_validation_process	// Test for get_job_queue_require_ink res = get_job_queue_require_ink	res == 0
NPS UTC 3000_012	print_validation_process	// Test for get_job_queue_require_paper res = get_job_queue_require_paper	res == 0
NPS UTC 3000_013	print_validation_process	// Test for trigger trigger();	res_type == 0
NPS UTC	print_validation_process	// Test for trigger	res_type == 2



3000_014		// 잉크 부족 current_ink_value = 0; trigger();	
NPS UTC 3000_015	print_validation_process	// Test for trigger // 용지 부족 current_paper_value = 0; trigger();	res_type == 3
NPS UTC 3000_016	rquest_to_cancel_printing_process	// 첫번째 작업취소 test_packet.data = "W0W0W0W0W0user0W0W0W0W0 W0W0W0W0pass0W0W0W0W0W0 W0W0W0W0W1", process->trigger(&test_packet, 0);	test_jobs_info[0].state == REMOVING
NPS UTC 3000_017	rquest_to_cancel_printing_process	// 두번째 작업 취소 test_packet.data = "W0W0W0W0W0user1W0W0W0W0 W0W0W0W0pass0W0W0W0W0W0 W0W0W0W0W2", process->trigger(&test_packet, 0);	test_jobs_info[0].job_id == 1 &&  test_jobs_info[1].job_id == 3 &&  test_jobs_info[2].job_id == 4 &&  test_jobs_info[3].job_id == 5 &&  test_jobs_info[4].job_id == -1
NPS UTC 3000_018	rquest_to_cancel_printing_process	// 세번째 작업 취소 test_packet.data = "W0W0W0W0W0user2W0W0W0W0	test_jobs_info[0].job_id == 1 &&

		<pre> W0W0W0pass2W0W0W0W0W0W0 W0W0W0W0W3", process-&gt;trigger(&amp;test_packet, 0); </pre>	<pre> test_jobs_info[1].jo b_id == 2 &amp;&amp;  test_jobs_info[2].jo b_id == 4 &amp;&amp;  test_jobs_info[3].jo b_id == 5 &amp;&amp;  test_jobs_info[4].jo b_id == -1 </pre>
NPS UTC 3000_019	rquest_to_cancel_printin g_process	<pre> // 네번째 작업 취소 test_packet.data = "W0W0W0W0W0user3W0W0W0W0 W0W0W0pass3W0W0W0W0W0W0 W0W0W0W0W4", process-&gt;trigger(&amp;test_packet, 0); </pre>	<pre> test_jobs_info[0].jo b_id == 1 &amp;&amp;  test_jobs_info[1].jo b_id == 2 &amp;&amp;  test_jobs_info[2].jo b_id == 3 &amp;&amp;  test_jobs_info[3].jo b_id == 5 &amp;&amp;  test_jobs_info[4].jo b_id == -1 </pre>
NPS UTC 3000_020	rquest_to_cancel_printin g_process	<pre> // 다섯번째 작업 취소 test_packet.data = "W0W0W0W0W0user4W0W0W0W0 W0W0W0pass4W0W0W0W0W0W0 W0W0W0W0W5", </pre>	<pre> test_jobs_info[0].jo b_id == 1 &amp;&amp;  test_jobs_info[1].jo </pre>





		<pre>         .sock = 0     };      process- &gt;trigger(&amp;test_user_packet);  output = process- &gt;_exist_user("testWOWOWOWOWOWO WOWOWO") </pre>	
NPS UTC 3000_023	user_creation_process	<pre> //DB 에 유저 정보가 있을경우 잘 찾는지(1) Valid  test_user.user_id = "test" test_user2.user_id = "a" test_user3.user_id = "b"  v_header.nextInfo = &amp;test_user; test_user.prevInfo = &amp;v_header; test_user.nextInfo = &amp;test_user2; test_user2.prevInfo = &amp;test_user; test_user2.nextInfo = &amp;test_user3 test_user3.prevInfo = &amp;test_user2 test_user3.nextInfo = &amp;v_tailer; v_tailer.prevInfo = &amp;test_user3;  test_user_packet = {     .data = "WOWOWOWOWOWOWOWOWOWOWOW OWOWOWOWOWOWOWOWOWOWOW </pre>	output == 1

		<pre> OWOWOWOWOWOWOWOWOtestWOWO WOWOWOWOWOWOWOWOscottWOWOWO WOWOWOWOWO",         .length = TYPE_LENGTH + REQ_ID_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH,         .sock = 0 }; process- &gt;trigger(&amp;test_user_packet);  output = process- &gt;_exist_user("testWOWOWOWOWOWO WOWOWOWO") </pre>	
<p>NPS UTC 3000_024</p>	<p>user_creation_process</p>	<p>//DB 에 유저 정보가 있을경우 잘 찾는지(2) Valid</p> <p>test_user.user_id = "test" test_user2.user_id = "a" test_user3.user_id = "b"</p> <p>v_header.nextInfo = &amp;test_user; test_user2.prevInfo = &amp;v_header; test_user2.nextInfo = &amp;test_user; test_user.prevInfo = &amp;test_user2; test_user.nextInfo = &amp;test_user3;</p>	<p>output == 1</p>

		<pre> test_user3.prevInfo = &amp;test_user; test_user3.nextInfo = &amp;v_tailer; v_tailer.prevInfo = &amp;test_user3;  test_user_packet = {     .data = "WOWOWOWOWOWOWOWOWOWOWOW OWOWOWOWOWOWOWOWOWOWOWOW OWOWOWOWOWOWOWOWOWOWOWOW WOWOWOWOWOWOWOWOWOWOWOWOW WOWOWOWOWOWOWOWOWOWOWOWOW WOWOWOWOWOWOWOWOWOWOWOWOW",     .length = TYPE_LENGTH + REQ_ID_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH,     .sock = 0 }; process- &gt;trigger(&amp;test_user_packet);  output = process- &gt;_exist_user("testWOWOWOWOWOW WOWOWOWOW")         </pre>	
<p>NPS UTC 3000_025</p>	<p>user_creation_process</p>	<p>//DB 에 유저 정보가 있을경우 잘 찾는지(3) Valid</p> <p>test_user.user_id = "test" test_user2.user_id = "a" test_user3.user_id = "b"</p>	<p>output == 1</p>

		<pre> v_header.nextInfo = &amp;test_user2; test_user2.prevInfo = &amp;v_header; test_user2.nextInfo = &amp;test_user3; test_user3.prevInfo = &amp;test_user2; test_user3.nextInfo = &amp;test_user; test_user.prevInfo = &amp;test_user3; test_user.nextInfo = &amp;v_tailer; v_tailer.prevInfo = &amp;test_user3;  test_user_packet = {     .data = "WOWOWOWOWOWOWOWOWOWOWOW OWOWOWOWOWOWOWOWOWOWOWOW OWOWOWOWOWOWOWOW0testWOWO WOWOWOWOWOWOW0scottWOWOWO WOWOWOWO",     .length = TYPE_LENGTH + REQ_ID_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH,     .sock = 0 }; process- &gt;trigger(&amp;test_user_packet);  output=_exist_user("testWOWOW OWOWOWOWOWO") == 1 </pre>	
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<p>NPS UTC 3000_026</p>	<p>user_creation_process</p>	<pre>// DB 에 요청받은 유저 id 가 없는경우 Valid  v_header.prevInfo = NULL; v_header.nextInfo = &amp;v_tailer; v_tailer.prevInfo = &amp;v_header; v_tailer.nextInfo = NULL;  test_user_packet = {     .data = "WOWOWOWOWOWOWOWOWOWOWOW OWOWOWOWOWOWOWOWOWOWOWOW OWOWOWOWOWOWOWOWtestWOWO WOWOWOWOWOWOWscottWOWOWO WOWOWOWO",     .length = TYPE_LENGTH + REQ_ID_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH,     .sock = 0 };  output = _exist_user("testWOWOWOWOWOWO OWOWO")</pre>	<p>output == 1</p>
<p>NPS UTC 3000_027</p>	<p>user_creation_process</p>	<pre>// DB 에 요청받은 유저 id 가 이미 있는경우 test_user = {     .user_id = "testWOWOWOWOWOWOWOWOWO" };</pre>	<p>call NetworkTxInterfac e-&gt;send_packet ?</p>

		<pre> v_header.prevInfo = NULL; v_header.nextInfo = &amp;test_user; test_user.prevInfo = &amp;v_header; test_user.nextInfo = &amp;v_tailer; v_tailer.prevInfo = &amp;test_user; v_tailer.nextInfo = NULL; test_user_packet = {     .data = "WOWOWOWOWOWOWOWOWOWOWOW OWOWOWOWOWOWOWOWOWOWOWOW OWOWOWOWOWOWOWOWtestWOWO WOWOWOWOWOWOWOscottWOWOWO WOWOWOWO",     .length = TYPE_LENGTH + REQ_ID_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH,     .sock = 0 };  process- &gt;trigger(&amp;test_user_packet);         </pre>	
<p>NPS UTC 3000_028</p>	<p>user_listing_process</p>	<pre> /* 정상 작동 테스트 */ Valid v_header.nextInfo = &amp;v_tailer; v_tailer.prevInfo = &amp;v_header; // 테스트 유저 추가 for ( i = 0 ; i &lt; 10 ; i++ ) {     // 구조체 초기화 (공간 할당)     tmp_usr[i] = (struct         </pre>	<p>call NetworkTxInterfac e-&gt;send_packet ?</p>

		<pre> UserInfo *)malloc(sizeof(struct UserInfo));     memset(tmp_usr[i], 0, sizeof(struct UserInfo));     // ID     memset(buf, 0, 12);     sprintf(buf, "user%d", i);     strcpy(tmp_usr[i]- &gt;user_id, buf);     // PW     memset(buf, 0, 12);     sprintf(buf, "pass%d", i);     strcpy(tmp_usr[i]- &gt;user_pw, buf);      // 연결     tmp_lnk = test_user_database.tailer- &gt;prevInfo;      tmp_lnk-&gt;nextInfo = tmp_usr[i];     tmp_usr[i]-&gt;prevInfo = tmp_lnk;     tmp_usr[i]-&gt;nextInfo = test_user_database.tailer;     test_user_database.tailer- &gt;prevInfo = tmp_usr[i]; } test_user_packet = {     .data = "WOWOWOWOWO",     .length = TYPE_LENGTH + REQ_ID_LENGTH,     .sock = 0 }; </pre>	
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		process- >trigger(&test_user_packet);	
NPS UTC 3000_029	user_removal_process	<pre>// 존재하지 않는 유저의 삭제 Valid  // 리스트 초기화 (연결 생성) v_header.prevInfo = NULL v_header.nextInfo = &amp;v_tailer v_tailer.prevInfo = &amp;v_header v_tailer.nextInfo = NULL  // 테스트 유저 생성 test_user = (struct UserInfo *)malloc(sizeof(struct UserInfo)) strcpy(test_user-&gt;user_id, "bill_gates_") strcpy(test_user-&gt;user_pw, "bill_gates_") v_header.nextInfo = test_user test_user-&gt;prevInfo = &amp;v_header test_user-&gt;nextInfo = &amp;v_tailer v_tailer.prevInfo = test_user;  res = 1; res &amp;= !process- &gt;_remove_exist_user("steve_jobs _"); // 유저 이름이 존재하지 않는다. res &amp;= process- &gt;_remove_user_id_cmp("steve_j obs_", test_user-&gt;user_id); // 테스트 유저와 비교해봐서 없는가?</pre>	res == 1

NPS UTC 3000_030	user_removal_process	// 존재하는 유저를 삭제 Valid start = TYPE_LENGTH + REQ_ID_LENGTH + USER_ID_MAX_LENGTH + USER_PW_MAX_LENGTH;  p.data = (char*)malloc(start + 12); strcpy((char*)(p.data + start), "bill_gates_"); p.length = start+12; process->trigger(&p);	((v_header.nextInfo == &v_tailer) && (v_tailer.prevInfo == &v_header)) == 1
NPS UTC 4000_000	send_status_process	Valid job_info[0].state = 0 state = 0 (no wait_refill) char *msg = process- >_transform();	*msg = "current_state: printing"
NPS UTC 4000_001	send_status_process	Valid job_info[0].state = 0 state = 1 (wait_refill) char *msg = process- >_transform();	*msg = "current_state: waiting"
NPS UTC 4000_002	send_status_process	Valid job_info[0].state = 1 char *msg = process- >_transform();	*msg = "currnt_state: removing"
NPS UTC 4000_003	send_status_process	Valid test_ink_value = 140 char *msg = process- >_transform();	*msg = "ink: 140"

NPS UTC 4000_004	send_status_process	Valid test_paper_value = 5 char *msg = process->_transform();	*msg = "paper: 5"
NPS UTC 5000_000	decrease_amount_of_ink_paper	Valid db->current_ink_value = 150; db->current_paper_value = 2; trigger(100);	db->current_ink_value == 50 && db->current_paper_value == 1;
NPS UTC 5000_001	decrease_amount_of_ink_paper	Invalid db->current_ink_value = 150 db->current_paper_value = 0  trigger(151)	db->current_ink_value == 0 db->current_paper_value == 0
NPS UTC 5000_002	decrease_amount_of_ink_paper	Invalid db->current_ink_value = 0 trigger(-1)	db->current_ink_value == 0
NPS UTC 5000_003	job_queue_pop	//JobQueue 에 데이터가 0 개 Valid  for(i = 0; i < JOB_MAX_SIZE; i++){ test_jobs_info[i].job_id = -1; test_jobs_info[i].fd = -1; }  process->trigger();  boolean = 1; for(i = 0; i < JOB_MAX_SIZE;	boolean == 1

		<pre> i++){     boolean = boolean &amp;&amp; (test_jobs_info[i].job_id == -1); } </pre>	
NPS UTC 5000_004	job_queue_pop	<pre> //JobQueue 에 데이터가 1 개 Valid for(i = 0; i &lt; 1; i++){     test_jobs_info[i].job_id = i;     test_jobs_info[i].fd = -1; } for(i = 1; i &lt; JOB_MAX_SIZE; i++){     test_jobs_info[i].job_id = - 1;     test_jobs_info[i].fd = -1; }  process-&gt;trigger();  boolean = 1; for(i = 0; i &lt; JOB_MAX_SIZE; i++){     boolean &amp;= (test_jobs_info[i].job_id == -1); } </pre>	boolean == 1
NPS UTC 5000_005	job_queue_pop	<pre> //JobQueue 에 데이터가 2 개 Valid for(i = 0; i &lt; 2; i++){     test_jobs_info[i].job_id = i;     test_jobs_info[i].fd = -1; } for(i = 2; i &lt; JOB_MAX_SIZE; i++){ </pre>	boolean == 1

		<pre> test_jobs_info[i].job_id = - 1; test_jobs_info[i].fd = -1; }  process-&gt;trigger();  boolean = 1; for(i = 0; i &lt; 1; i++){     boolean &amp;= (test_jobs_info[i].job_id == i+1); } for(i = 1; i &lt; JOB_MAX_SIZE; i++){     boolean &amp;= (test_jobs_info[i].job_id == -1); } </pre>	
NPS UTC 5000_006	job_queue_pop	<pre> //JobQueue 에 데이터가 3 개 Valid for(i = 0; i &lt; 3; i++){     test_jobs_info[i].job_id = i;     test_jobs_info[i].fd = -1; } for(i = 3; i &lt; JOB_MAX_SIZE; i++){     test_jobs_info[i].job_id = - 1;     test_jobs_info[i].fd = -1; }  process-&gt;trigger(); </pre>	boolean == 1



		<pre> boolean = 1; for(i = 0; i &lt; 2; i++){     boolean &amp;= (test_jobs_info[i].job_id == i+1); } for(i = 2; i &lt; JOB_MAX_SIZE; i++){     boolean &amp;= (test_jobs_info[i].job_id == -1); } </pre>	
NPS UTC 5000_007	job_queue_pop	<pre> //JobQueue 에 데이터가 4 개 for(i = 0; i &lt; 4; i++){     test_jobs_info[i].job_id = i;     test_jobs_info[i].fd = -1; } for(i = 4; i &lt; JOB_MAX_SIZE; i++){     test_jobs_info[i].job_id = - 1;     test_jobs_info[i].fd = -1; }  process-&gt;trigger();  boolean = 1; for(i = 0; i &lt; 3; i++){     boolean &amp;= (test_jobs_info[i].job_id == i+1); } for(i = 3; i &lt; JOB_MAX_SIZE; i++){     boolean &amp;= (test_jobs_info[i].job_id == -1); } </pre>	boolean == 1

NPS UTC 5000_008	job_queue_pop	<pre>//JobQueue 에 데이터가 5 개 for(i = 0; i &lt; 5; i++){     test_jobs_info[i].job_id = i;     test_jobs_info[i].fd = -1; }  process-&gt;trigger();  boolean = 1; for(i = 0; i &lt; 4; i++){     boolean &amp;= (test_jobs_info[i].job_id == i+1); } for(i = 4; i &lt; JOB_MAX_SIZE; i++){     boolean &amp;= (test_jobs_info[i].job_id == -1); }</pre>	boolean == 1
NPS UTC 5000_009	save_print_result	print_test("test, "test", 0);	buf == output
NPS UTC 5000_010	save_print_result	str = "testtest...." // 32 자 print_test(str, str[30 자], 0);	buf == output
NPS UTC 5000_011	save_print_result	str = "aWnaWna..." // 12 줄 print_test(str, str[10 줄], 0);	buf == output
NPS UTC 5000_012	next_page	Valid  test_jobs_info[0].current_page = 0 trigger()	test_jobs_info[0].cu rrent_page == 1
NPS UTC 5000_013	printing_controller	//IDLE there is no job //don't call any function ?? Valid	!(call any function) ??

		<pre>test_jobs_info[0].job_id = -1;  controller-&gt;tick(); for(i = 0; i &lt; 20; i++)     controller-&gt;tick(); controller-&gt;tick();</pre>	
NPS UTC 5000_014	printing_controller	<pre>//IDLE -&gt; job_ready -&gt; Printing -&gt; job_ready //call Decrease amount, Save Print result, Next Page ?? Valid test_jobs_info[0].job_id = 0;     controller-&gt;tick();     for(i = 0; i &lt; 20; i++)         controller-&gt;tick();     controller-&gt;tick();</pre>	<pre>call decrease_amount_i nk_paper, save_print_result, next_page ??</pre>
NPS UTC 5000_015	printing_controller	<pre>//job_ready -&gt; System_Wait -&gt; job_ready //!(call Decrease amount, Save Print result, Next Page) ??  Valid  test_wait_ink_value = 1 controller-&gt;tick();</pre>	<pre>!(call any function) ??</pre>
NPS UTC 5000_016	printing_controller	<pre>//job_ready -&gt; end_job -&gt; IDLE //call job_queue_pop ??  Valid</pre>	<pre>call job_queue_pop</pre>

		<pre>test_wait_ink_value = 0 test_jobs_info[0].current_page = test_jobs_info[0].total_page  controller-&gt;tick(); controller-&gt;tick();</pre>	
NPS UTC 5000_017	printing_controller	<pre>//IDLE -&gt; job_ready -&gt; end_job -&gt; IDLE Valid test_wait_ink_value = 0 cont</pre>	

## 2.2 Test items

### 2.3 Input specifications

### 2.4 Output specifications

## 3 Environmental needs

NPS 는 POSIX API 를 이용하므로 POSIX 호환 환경에서 실행되어야 한다 (ex. Cygwin, Linux).

## 4 Unit test summary report

### 4.1 Test summary report identifier

### 4.2 Evaluation

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[TEST] NPS UTC 3000_000 AUTH_AND_DISPATCH_CONTROLLER - unit_test_1 [SUCCESS]
[TEST] NPS UTC 3000_001 AUTH_AND_DISPATCH_CONTROLLER - unit_test_2 [SUCCESS]
[TEST] NPS UTC 3000_002 AUTH_AND_DISPATCH_CONTROLLER - unit_test_3 [SUCCESS]
[TEST] NPS UTC 3000_003 AUTH_AND_DISPATCH_CONTROLLER - unit_test_4 [SUCCESS]
[TEST] NPS UTC 3000_004 AUTH_AND_DISPATCH_CONTROLLER - unit_test_5 [SUCCESS]
[TEST] NPS UTC 3000_005 AUTH_AND_DISPATCH_CONTROLLER - unit_test_6 [SUCCESS]
[TEST] NPS UTC 3000_006 AUTH_AND_DISPATCH_CONTROLLER - unit_test_7 [SUCCESS]
[TEST] NPS UTC 3000_011 REQUEST_TO_CANCEL_PRINTING_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 3000_012 REQUEST_TO_CANCEL_PRINTING_PROCESS - unit_test_2 [SUCCESS]
[TEST] NPS UTC 3000_013 REQUEST_TO_CANCEL_PRINTING_PROCESS - unit_test_3 [SUCCESS]
[TEST] NPS UTC 3000_014 REQUEST_TO_CANCEL_PRINTING_PROCESS - unit_test_4 [SUCCESS]
[TEST] NPS UTC 3000_015 REQUEST_TO_CANCEL_PRINTING_PROCESS - unit_test_5 [SUCCESS]
[TEST] NPS UTC 3000_003 FAIL_AUTH_DISPATCHER - unit_test_1 [SUCCESS]
[TEST] NPS UTC 3000_004 PRINT_VALIDATION_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 3000_005 PRINT_VALIDATION_PROCESS - unit_test_2 [SUCCESS]
[TEST] NPS UTC 3000_006 PRINT_VALIDATION_PROCESS - unit_test_3 [SUCCESS]
[TEST] NPS UTC 3000_007 PRINT_VALIDATION_PROCESS - unit_test_4 [SUCCESS]
[TEST] NPS UTC 3000_008 PRINT_VALIDATION_PROCESS - unit_test_5 [SUCCESS]
Print Length Error 1 - 290
[TEST] NPS UTC 3000_009 PRINT_VALIDATION_PROCESS - unit_test_6 [SUCCESS]
file_size:1
0 1 ink paper1 1 asdfasdf[TEST] NPS UTC 3000_010 PRINT_VALIDATION_PROCESS - unit_test_7 [SUCCESS]
file_size:1
1 0 ink paper1 0 asdfasdf[TEST] NPS UTC 3000_011 PRINT_VALIDATION_PROCESS - unit_test_8 [SUCCESS]
[TEST] NPS UTC 3000_016 USER_CREATION_PROCESS - unit_test__exist_user_1 [SUCCESS]
[TEST] NPS UTC 3000_017 USER_CREATION_PROCESS - unit_test__exist_user_2 [SUCCESS]
[TEST] NPS UTC 3000_018 USER_CREATION_PROCESS - unit_test__exist_user_3 [SUCCESS]
[TEST] NPS UTC 3000_019 USER_CREATION_PROCESS - unit_test__exist_user_4 [SUCCESS]
[TEST] NPS UTC 3000_021 USER_CREATION_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 3000_022 USER_CREATION_PROCESS - unit_test_2 [SUCCESS]
[TEST] NPS UTC 3000_023 USER_LISTING_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 3000_024 USER_REMOVAL_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 3000_025 USER_REMOVAL_PROCESS - unit_test_2 [SUCCESS]
[TEST] NPS UTC 2000_003 HW_STOP_INTERFACE - unit_test_1 [SUCCESS]
[TEST] NPS UTC 2000_004 HW_STOP_CONTROLLER - unit_test_1 [SUCCESS]
[TEST] NPS UTC 2000_000 HW_STOP_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 2000_001 HW_STOP_PROCESS - unit_test_2 [SUCCESS]
[TEST] NPS UTC 2000_002 HW_STOP_PROCESS - unit_test_3 [SUCCESS]
[TEST] NPS UTC 1000_090 RESET_WAIT_REFILL_INK_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 1000_091 RESET_WAIT_REFILL_INK_PROCESS - unit_test_2 [SUCCESS]
[TEST] NPS UTC 1000_092 RESET_WAIT_REFILL_PAPER_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 1000_093 RESET_WAIT_REFILL_PAPER_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 1000_000 WAIT_REFILL_INK_ADDITION_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 1000_001 WAIT_REFILL_INK_ADDITION_PROCESS - unit_test_2 [SUCCESS]
[TEST] NPS UTC 1000_002 WAIT_REFILL_INK_ADDITION_PROCESS - unit_test_3 [SUCCESS]

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[TEST] NPS UTC 1000_111 REFILL_PAPER_PROCESS - unit_test_3 [SUCCESS]
[TEST] NPS UTC 1000_112 REFILL_PAPER_PROCESS - unit_test_4 [SUCCESS]
[TEST] NPS UTC 1000_113 REFILL_PAPER_PROCESS - unit_test_5 [SUCCESS]
[TEST] NPS UTC 1000_114 REFILL_PAPER_PROCESS - unit_test_6 [SUCCESS]
[TEST] NPS UTC 1000_115 REFILL_PAPER_PROCESS - unit_test_7 [SUCCESS]
[TEST] NPS UTC 1000_116 REFILL_PAPER_PROCESS - unit_test_8 [SUCCESS]
[TEST] NPS UTC 1000_117 REFILL_PAPER_PROCESS - unit_test_9 [SUCCESS]
[TEST] NPS UTC 1000_118 REFILL_PAPER_PROCESS - unit_test_10 [SUCCESS]
[TEST] NPS UTC 1000_119 REFILL_PAPER_PROCESS - unit_test_11 [SUCCESS]
[TEST] NPS UTC 1000_120 REFILL_PAPER_PROCESS - unit_test_12 [SUCCESS]
[TEST] NPS UTC 1000_121 REFILL_PAPER_PROCESS - unit_test_13 [SUCCESS]
[TEST] NPS UTC 1000_122 REFILL_PAPER_PROCESS - unit_test_14 [SUCCESS]
[TEST] NPS UTC 1000_123 REFILL_PAPER_PROCESS - unit_test_15 [SUCCESS]
[TEST] NPS UTC 1000_124 VIRTUAL_REFILL_INTERFACE - unit_test_1 [SUCCESS]
[TEST] NPS UTC 1000_125 VIRTUAL_REFILL_CONTROLLER - unit_test_1 [SUCCESS]
[TEST] NPS UTC 1000_126 VIRTUAL_REFILL_CONTROLLER - unit_test_2 [SUCCESS]
[TEST] NPS UTC 1000_127 VIRTUAL_REFILL_CONTROLLER - unit_test_3 [SUCCESS]
[TEST] NPS UTC 1000_128 VIRTUAL_REFILL_CONTROLLER - unit_test_4 [SUCCESS]
[TEST] NPS UTC 1000_129 VIRTUAL_REFILL_CONTROLLER - unit_test_5 [SUCCESS]
[TEST] NPS UTC 1000_130 VIRTUAL_REFILL_CONTROLLER - unit_test_6 [SUCCESS]
[TEST] NPS UTC 5000_014 PRINTING_CONTROLLER - unit_test_1 [SUCCESS]
[TEST] NPS UTC 5000_015 PRINTING_CONTROLLER - unit_test_2 [SUCCESS]
[TEST] NPS UTC 5000_016 PRINTING_CONTROLLER - unit_test_3 [SUCCESS]
[TEST] NPS UTC 5000_017 PRINTING_CONTROLLER - unit_test_4 [SUCCESS]
[TEST] NPS UTC 5000_017 PRINTING_CONTROLLER - unit_test_5 [SUCCESS]
[TEST] NPS UTC 5000_003 JOB_QUEUE_POP - unit_test_1 [SUCCESS]
[TEST] NPS UTC 5000_004 JOB_QUEUE_POP - unit_test_2 [SUCCESS]
[TEST] NPS UTC 5000_005 JOB_QUEUE_POP - unit_test_3 [SUCCESS]
[TEST] NPS UTC 5000_006 JOB_QUEUE_POP - unit_test_4 [SUCCESS]
[TEST] NPS UTC 5000_007 JOB_QUEUE_POP - unit_test_5 [SUCCESS]
[TEST] NPS UTC 5000_008 JOB_QUEUE_POP - unit_test_6 [SUCCESS]
[TEST] NPS UTC 5000_012 NEXT_PAGE - unit_test_1 [SUCCESS]
[TEST] NPS UTC 5000_000 DECREASE_AMOUNT_OF_INK_PAPER - unit_test_1 [SUCCESS]
[TEST] NPS UTC 5000_001 DECREASE_AMOUNT_OF_INK_PAPER - unit_test_2 [SUCCESS]
[TEST] NPS UTC 5000_002 DECREASE_AMOUNT_OF_INK_PAPER - unit_test_3 [SUCCESS]
[TEST] NPS UTC 5000_009 SAVE_PRINT_RESULT - unit_test_1 [SUCCESS]
[TEST] NPS UTC 5000_010 SAVE_PRINT_RESULT - unit_test_2 [SUCCESS]
[TEST] NPS UTC 5000_011 SAVE_PRINT_RESULT - unit_test_3 [SUCCESS]
[TEST] NPS UTC 4000_000 SEND_STATUS_PROCESS - unit_test_1 [SUCCESS]
[TEST] NPS UTC 4000_001 SEND_STATUS_PROCESS - unit_test_2 [SUCCESS]
[TEST] NPS UTC 4000_002 SEND_STATUS_PROCESS - unit_test_3 [SUCCESS]
[TEST] NPS UTC 4000_003 SEND_STATUS_PROCESS - unit_test_4 [SUCCESS]
[TEST] NPS UTC 4000_004 SEND_STATUS_PROCESS - unit_test_5 [SUCCESS]
New connection from 127.0.0.1 on socket 14
[TEST] NETWORK_RX_INTERFACE - unit_test_1 [SUCCESS]
[TEST] NETWORK_TX_INTERFACE - unit_test_1 [SUCCESS]

ALL:191 SUCCESS:191 FAIL:0

```