

Finite State Machine Based Testing - Bug #409

Implement non-children killing process end strategy

2015-03-26 15:50 - Norman Köster

Status:	New	Start date:	2015-03-26
Priority:	Urgent	Due date:	
Assignee:	Florian Lier	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	0.19	Spent time:	0.00 hour
Description			
This strategy assumes that developers care for their child processes themselves, thus only the top process is killed with usual timeouts strategies. Children are <b>explicitly not</b> ended by FSMT.			

History

- #1 - 2015-09-22 10:31 - Florian Lier
- Target version changed from 0.18 to 0.19