

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 explicitly not ended by FSMT.			

History

#1 - 2015-09-22 10:31 - Florian Lier

- Target version changed from 0.18 to 0.19