Subject: Re: Question about debugging dll
Posted by mr_ped on Thu, 24 Jan 2008 14:38:40 GMT
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I can perfectly understand that rope, nice description of C++.

Yes, it's more ideological, after all the U++ source is available, so from technical point of view you may add DLL debug support there probably in hours if you know what you are doing.
IMHO the weak debugger is more of a problem here.

Also unless you absolutely must work with DLL, it's better to learn to work with U++ packages ..
and whenever you feel your package is mature enough, you can somehow produce DLL from it with U++ anyway. (but I don't know what setup steps it would take)
But if your all application can be done in U++, you may forget about DLL at all.

Why UnitTest++. Because of it's simplicity, performance and portability. I often work on embedded platforms (some of them don't even have C++ compiler, only C one, don't even ask), and it was one of UnitTest++ goals to be as selfcontained and portable as possible.
Also I like the syntax of test writing, there's very little clutter and most of the lines in test file are part of test itself, so I don't lose too much time with syntax things when adding new tests. Usually all I need to type for new test is:
TEST(classname_testname) {
   //here goes test itself
}
Sometimes I add things like SUITE(test_suite_name) { .. } or some #include in case of new file, and the most cumbersome thing I encountered was to force all tests to run also in release mode.

I mean.. it can not be any simpler? Can it?