Subject: Re: Crazy(?) idea about debugging
Posted by mr_ped on Wed, 18 Mar 2009 19:51:28 GMT
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supported on language level. At worst, such things should be supported by IDEs. May be we could think of some innovations on that level.

Well, I'm quite happy with cooperation of U++ with Bazaar/UnitTest++, although I can imagine some improvements to make it "production quality" and integral part of TheIDE.
But for my particular needs it works quite ok. Especially I like it in conjunction with U++ nest/packages philosophy, because it allows very easily to have test suites separated from actual code. Whenever I start new TDD package, I simply create two new packages, one is the real new package containing the code itself, the other one uses this real package, and adds all the Unit tests. When I do TDD, I work inside the test package (with the real package easily available for edit, like if it would be selected as main package) (so far so good), after it's finished I simply switch to "real" package and there we go, no tests at all without any UnitTest++ include (this is where the power of packages really shines). There are some minor details to solve like main in both packages, etc, but those are easy to solve.

Still as I said, I can imagine some improvements to it and better IDE integration. Also maybe I should finally bump the UT++ version to current SVN, but recently I work on many different things and this is of low priority to me. The key word is your "stimulate", you absolutely hit the nail at the head with this.

Anyone: if you are using this Bazaar package and you would like to get current SVN, send me note so I know somebody else does care, if I'm the only one using it, I don't care right now too much.