Posted by exolon on Fri, 27 Oct 2006 02:05:12 GMT
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luzr wrote on Fri, 27 October 2006 02:41It is similar to ASSERT, but expression gets evaluated even in release mode (therefore you do not lose desired side effects - e.g. you can use CHECK to test the return code of some routine. If you would do it with ASSERT, routine would not get called in release mode).
So it's a sort of design-by-contract "defensive programming" thing?

luzr wrote on Fri, 27 October 2006 02:41I guess the simple thing to do is #undef CHECK before including your unit testing stuff.
Well, doing this caused a lot of errors since CHECK was redefined and some code in Core is trying to use it. It's not a big deal, I made a terrible sed script to do some of the replacements. And if, as you say, unit testing is a future consideration for U++ (a very good thing!!), I'll participate as much as my limited experience allows on that topic.