

---

Subject: Re: unit testing in U++  
Posted by [mirek](#) on Sun, 29 Oct 2006 17:00:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

fallingdutch wrote on Sun, 29 October 2006 01:23 Sounds very good, Mirek, but i don't know wether it is possible, because you need to write Testfunctions for all of your methods and new classes you add, so maybe with a subdirectory ... and the functions/packages that will be checked with unit test should be selecteable .... I have eg done test with 10000 loop with random data ... would take a lot of time to check every function of U++ with testcases like that

Bas

Actually, we are not exactly speaking about unit testing of U++, but unit test framework within U++...

BTW, I still have my doubts about usefulness of unit testing for GUI classes... (how are you about to detect rare visual glitches?

Mirek

---