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Subject: Re: unit testing in U++

Posted by [exolon](#) on Mon, 30 Oct 2006 01:20:00 GMT

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luzr wrote on Sun, 29 October 2006 17:00

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

Yeah, that's a difficult case. In general, it's much easier to apply it to more logical stuff, although it's handy for test-driven design if you can mock certain calls.

About the packaging and stuff, I'm not sure. So far, I've been creating a separate project (ie: Palindrome and PalindromeTest) because I wasn't sure how to nicely separate test and tested code.. it's easier with java's package naming system and multiple source directories.

Also, running the tests means compiling all the tests into a separate executable and running that. I'm not sure how to manage that stuff properly yet...

Something like the junit test runners in Eclipse, for example, would be amazing (you select a test (or many) and hit alt-shift-X, t, and it runs the test methods, showing you a progress bar that turns red for errors or green for passes... quick and nice!).

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