Subject: Re: unit testing in U++
Posted by exolon on Tue, 31 Oct 2006 05:47:14 GMT

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luzr wrote on Mon, 30 October 2006 06:11Well, I was even thinking about something like overnight tests (test server downloads sources from versioning system, runs tests, sends report by email).
Well, sure. You might configure CVS to cause a build and test for every check in. Working over the summer, we had CruiseControl run continuous builds of all projects on the build server, automatically... when you checked in changes that broke anything, it'd email us, or for some of us (until we turned off notifications) send SMS to our phones

luzr wrote on Mon, 30 October 2006 06:11BTW, it is my impression that in fact, errors must be quite rare while testing...
Depends on how you code and test. With test-driven design, the way I like to code, you write a little bit of test code BEFORE that functionality exists, then run that test, confirm that it fails... then write the smallest piece of code to pass that test. Then you watch it pass, and repeat the process until you've implemented what you wanted. Usually works well for me, but some things are harder to test, of course.

About some of the GUI stuff (and more), there is some discussion of it starting here.