
Subject: Unit Testing Framework
Posted by [zsolt](#) on Tue, 29 May 2007 08:02:09 GMT
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Very, very easy to use, compared to other frameworks.
Maybe a closer Ultimate++ integration would be valuable.

<http://unittest-cpp.sourceforge.net/>

Currently, it needs some minimal hacking to be useful in upp.

Subject: Re: Unit Testing Framework
Posted by [Novo](#) on Tue, 29 May 2007 15:13:36 GMT
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Bost.Test <http://www.boost.org/>
I think it is the best in the C++ world.

Subject: Re: Unit Testing Framework
Posted by [ebojd](#) on Thu, 31 May 2007 13:21:10 GMT
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I would love to see better and/or more thorough adaptation of Boost projects into Upp.

EBo --

Subject: Re: Unit Testing Framework
Posted by [Novo](#) on Thu, 31 May 2007 15:02:51 GMT
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ebojd wrote on Thu, 31 May 2007 09:21 I would love to see better and/or more thorough adaptation of Boost projects into Upp.

EBo --

Me either. Unfortunately, as I understood from previous discussions, Mirek is thinking that:

- 1) STL is evil because containers in STL are four times slower than containers in NTL/UPP Core, and there are problems with removing data from STL containers;
- 2) BOOST is an extension of STL;

http://www.ultimatepp.org/forum/index.php?t=msg&&th=2223&goto=9296#msg_9296

Subject: Re: Unit Testing Framework

Posted by [ebojd](#) on Fri, 01 Jun 2007 14:13:36 GMT

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I had not known (or forgotten) that thread. I wonder if it just a matter of not using the STL efficiently, or a deeper issue. I remember playing with some containers years ago and sped up the execution time a factor of 3 by making sure I was not doing a deep-copy of my arguments...

Anyway, thanks for the followup.

EBo --
