Subject: Unit Testing Framework
Posted by zsolt on Tue, 29 May 2007 08:02:09 GMT

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

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

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

ebojd wrote on Thu, 31 May 2007 09:21I 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

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 --