Subject: Testing framework in U++.
Posted by tojocky on Wed, 25 May 2011 09:09:07 GMT
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Hello All,

In a little practice of developing in U++ I miss a automating test framework when creating a release.
A good framework example is:
http://code.google.com/p/googletest/

Ok, it can be done customized, but want to have some common solution.

Maybe already exists in U++.

Any hints are welcome!

Subject: Re: Testing framework in U++.
Posted by chickenk on Wed, 25 May 2011 09:44:27 GMT
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I'm not against GoogleTest at all, but for reference, UnitTest++ has been integrated in bazaar already:

 http://www.ultimatepp.org/srcdoc$UnitTest++$UnitTestpp$en-us .html

Lionel

Subject: Re: Testing framework in U++.
Posted by tojocky on Thu, 26 May 2011 08:03:52 GMT
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chickenk wrote on Wed, 25 May 2011 12:44I'm not against GoogleTest at all, but for reference, UnitTest++ has been integrated in bazaar already:

  http://www.ultimatepp.org/srcdoc$UnitTest++$UnitTestpp$en-us .html

Lionel

I tried the package "UnitTestTest" from bazaar and get the error:
Quote:
Exception: C0000005 at 00000000
EXCEPTION_ACCESS_VIOLATION
reading at 00000000

At UnitTest++/Test.cpp line 39 in the method: void Test::Run(TestResults& testResults) const

OS: windows xp sp3, builded with MSC9

Subject: Re: Testing framework in U++.
Posted by mr_ped on Thu, 26 May 2011 09:59:33 GMT
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That's too deep level for meaningful problem report, you have to go level up to see what test exactly did crash the program.

Although I think I know which one was crashing it.

See UnitTestTest/TestTest.cpp:64 "TEST (CrashingTestsAreReportedAsFailures)"

Comment the whole test out, and try again, it should finish correctly with something like:
Success: 165 tests passed.
Test time: 0.24 seconds.

I'm not sure how to fix the compiler settings/upp hooks to catch crashes as exceptions, it's a known problem I documented in UnitTest++/README (see at end of file known issues "*B*").

As my apps don't crash very often, I don't care this feature does not work for me, but if anyone can contribute fix (how to turn crashing exceptions into c++ exceptions which will be catch by UnitTest++), I will be very glad for such fix.

In the meantime, comment out the crash test, and don't crash in your app too.

Subject: Re: Testing framework in U++.
Posted by mr_ped on Tue, 07 Jun 2011 09:32:58 GMT
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tojocky: did it work for you?
I'm sort of curious, because so far as I know I'm the only one using the UnitTest++...