

FlashLED3_Investigation.cpp

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6 #include <uTTCOS2013/uTTCOS.h>
7 #include "FlashLEDCodeCPP.h"
8
9 #define EMBEDDEDUNIT_LITE
10 #include <EmbeddedUnit/EmbeddedUnit.h>
11 // #include "FlashLED3_Investigation_cpp.h"
12
13
14 TEST_CONTROL(FlashLED3_Investigation_cpp);
15
16 #if 0
17 TEST(FlashLED3_Investigation_cpp_GUIUpdate) {
18     UpdateEunitGui(); // Conditionally compile this line (use #if 1) to cause an GUI update
19     based on last completed test
19 }
20 #endif
21
22 TEST(FlashLED3_Investigation1)
23 {
24     uTTCOS_WriteLED(0); // Initialize to LEDS 0
25     ResetStates_CPP();
26     unsigned char initialLED = uTTCOS_ReadLED();
27     unsigned char expectedInitialLED = 0;
28     CHECK_EQUAL_HEX(expectedInitialLED, initialLED);
29
30     FlashLED3_CPP();
31
32     unsigned char offExpected = 0;
33     unsigned char offLED3_V1 = uTTCOS_ReadLED();
34     CHECK_EQUAL_HEX(offLED3_V1, offExpected);
35
36     FlashLED3_CPP();
37
38     unsigned char newLED3_V1 = uTTCOS_ReadLED();
39     CHECK_EQUAL_HEX(newLED3_V1, 0x04);
40
41 }
42
43 TEST_FILE_RUN_NOTIFICATION(FlashLED3_Investigation_cpp);
44
```