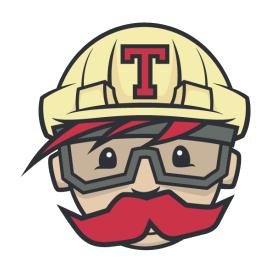
# Travis C++ tutorial

### Richèl Bilderbeek

March 13, 2016



### Contents

1	Introduction	1
	1.1 License	1
	1.2 Feedback	2
2	The basic build	2
3	Adding code coverage using gcov	3

## 1 Introduction

This is a Travis C++ tutorial, version 0.1

### 1.1 License

This tutorial is licensed under Creative Commons license 4.0. All C++ code is licensed under GPL 3.0.



Figure 1: Creative Commons license 4.0

### 1.2 Feedback

This tutorial is not intended to be perfect yet. For that, I need help and feedback from the community. All referenced feedback is welcome, as well as any constructive feedback.

### 2 The basic build

The basic build has the following specs:

- Build system: qmake
- C++ compiler: gcc
- C++ version: C++98
- Libraries: STL only
- Code coverage: none
- Source: one single file, main.cpp

First I will show the single file this build is about:

### ${\bf Algorithm} \ {\bf 1} \ {\rm main.cpp}$

```
#include <iostream>
int main(int argc, char* argv[])
{
   if (argc == 1)
   {
      std::cout << argv[1] << '\n';
   }
   else
   {
      std::cout << "Too_much_commands" << '\n';
   }
}</pre>
```

This single file is compiled with qmake from the Qt Creator project file 'travis qmake gcc cpp98.pro', as shown here:

```
Algorithm 2 travis_qmake_gcc_cpp98.pro

TEMPLATE = app

CONFIG += console

CONFIG -= app_bundle

CONFIG -= qt

SOURCES += main.cpp

QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror
```

The bash build script to build this is:

```
Algorithm 3 build.sh
```

```
\label{eq:constraints} \begin{array}{l} qmake \\ make \\ ./\operatorname{travis\_qmake\_gcc\_cpp98} \end{array}
```

Setting up Travis:

```
Algorithm 4 .travis.yml
```

```
sudo: false
language: cpp

compiler:
    - gcc

script:
    - ./build.sh
```

# 3 Adding code coverage using gcov

The basic build has the following specs:

```
• Build system: qmake
```

• C++ compiler: gcc

• C++ version: C++98

• Libraries: STL only

• Code coverage: none

• Source: one single file, main.cpp

First I will show the single file this build is about:

### Algorithm 5 main.cpp

```
#include <iostream>
int main(int argc, char* argv[])
{
   if (argc == 1)
    {
      std::cout << argv[1] << '\n';
   }
   else
   {
      std::cout << "Too_much_commands" << '\n';
   }
}</pre>
```

This single file is compiled with qmake from the Qt Creator project file 'travis\_qmake\_gcc\_cpp98.pro', as shown here:

### Algorithm 6 travis qmake gcc\_cpp98.pro

```
TEMPLATE = app

CONFIG += console

CONFIG -= app_bundle

CONFIG -= qt

SOURCES += main.cpp

QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

# gcov

QMAKE_CXXFLAGS += -fprofile-arcs -ftest-coverage

LIBS += -lgcov
```

The bash build script to build this is:

```
Algorithm 7 build.sh
qmake
_{\mathrm{make}}
./travis_qmake_gcc_cpp98_gcov
gcov main.cpp
cat main.cpp.gcov
  Setting up Travis:
Algorithm 8 .travis.yml
sudo: true
language: cpp
compiler:
  - gcc
before_install:
  - if [ "$CXX" == "g++" ]; then sudo add-apt-repository -y ppa:ubuntu-toolchain-r/test; fi
 - sudo pip install codecov # From https://github.com/travis-ci/travis-ci/issues/1705
  - sudo apt-get update -qq
#install:
 - if [ "$CXX" = "g++" ]; then sudo apt-get install -qq g++-4.8; fi
 - if [ "CXX" = "g++" ]; then export CXX="g++-4.8"; fi
script:
#- $CXX --version
 #- g++ --version
 #- qmake
 #- cat Makefile
 #- make
 - ./build.sh
after_success:
  - codecov
```