

Test environment install and software requirements

To test LumberJack Jack Beta 1.0 you need to properly install and set up the testing environment.

The code can be found at private github repositories:

<https://github.com/JBarberU/CatchAndroid>

and

<https://github.com/JBarberU/CatchLib>.

Installation instructions and basic software requirements can be found in the README file found in CatchAndroid (<https://github.com/JBarberU/CatchAndroid/#readme>).

For testing, you'll additionally need a gcc compiler with g++.

The following information may be found in CatchLib's README file:

To test the native code, you run the following commands from a linux environment:

```
$ cd PathToCatchLib/  
$ make compile  
$ make
```

or

```
$ cd PathToCatchLib/  
$ make compile  
$ ./Tests.so
```

By running Tests.so this way one can use different flags to affect the output of the tests. More info can be found here: <https://github.com/philsquared/Catch/wiki/Command-line>.