RPGUnit User Space Format

Status of This Document

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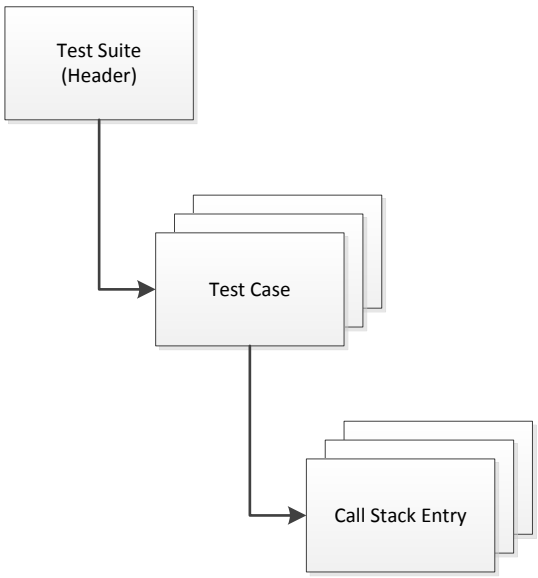
Overview



Header

The following table lists the fields of the RPGUnit “Header” format. The header format contains information about the test case, aka the service program containing the test procedures.

The header format references one or more test cases.

Offset	Type	Field
0	Int(4)	Length - Total length of user space data
4	Int(4)	Version – Version number, currently set to 1.
8	Char(20)	Test suite – Qualified name of the RPGUnit test suite service program. The first 10 characters contain the name of the service program and the next 10 characters contain the name of the library.
28	Int(4)	Number of runs – Number of executed test cases.
32	Int(4)	Number of assertions – Total number of checked assertions.
36	Int(4)	Number of failures – Total number of failed assertions.
40	Int(4)	Number of errors – Total number of test cases that end with an exception message.
44	Int(4)	Offset of test cases – Offset from the start of the user space to the first test case.

48	Int(4)	Number of test cases – Total number of test cases available in the test suite.
52	Char(10)	Spooled file system name – Name of the System i the spooled file has been created on. Empty, if report is disabled.
62	Char(10)	Spooled file name – Name of the spooled file. Empty, if report is disabled.
72	Int(4)	Spooled file number – Number of the spooled file. Zero, if report is disabled.
76	Char(10)	Job name – Name of the job that created the report spooled file. Empty, if report is disabled.
86	Char(10)	Job user – Name of the user of the job that created the report spooled file. Empty, if report is disabled.
96	Char(6)	Job number – Number of the job that created the report spooled file. Zero, if report is disabled.
102	Char(30)	Source member – Full qualified source member. The first 10 characters contain the name of the source file. The next 10 characters contain the name of the library and the last 10 characters contain the name of the source member.
132	Char(124)	Reserved.

Test Case

The test case format describes the status of an executed test case. It references one or more call stack entries to describe the statement in error.

0	Int(4)	Length – total length of the test case entry.
4	Char(1)	Result – Result of the test case. ‘S’ = Success, ‘F’ = Failure, ‘E’ = Error.
5	Char(1)	Reserved.
6	Char(10)	Statement number – Statement number of the assertion that has failed.
16	Int(4)	Number of assertions – Number of checked assertions
20	Int(4)	Number of call stack entries.
24	Int(4)	Offset of call stack entries - Offset from the start of the user space to the first call stack entry.
28	Int(4)	Offset of next test case entry - Offset from the start of the user space to the next test case entry.
32	Int(2)	Length of test case name.
34	Int(2)	Length of exception message.
36	Char(100)	Test case name.
136	Char(200)	Exception message – Message text of a failed assertion or runtime error.
336	Int(8)	Execution time – Execution time of the test case in microseconds.
344	Char(40)	Reserved.

Call Stack Entry

0	Char(20)	Program – Qualified program name. The first 10 characters contain the program name and the next 10 characters contain the name of the library.
20	Char(20)	Module - Qualified program name. The first 10 characters contain the module name and the next 10 characters contain the name of the library.
40	Char(10)	Statement number.
50	Int(4)	Length – total length of the call stack entry.
54	Int(4)	Offset of next call stack entry – Offset from the start of the user space to the next call stack entry.
58	Char(8)	Reserved.
66	Int(2)	Length of procedure name.
68	Char(256)	Procedure name.
324	Char(30)	Source member – Full qualified source member. The first 10 characters contain the name of the source file. The next 10 characters contain the name of the library and the last 10 characters contain the name of the source member.