# L3: Building, Testing and Debugging Scientific Software

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## Objectives

- Build systems: Advanced Makefiles, introduction to CMake for managing multi-file and multi-platform projects.
- Debugging: GDB, Valgrind for detecting memory errors and leaks.
- · Software testing:
  - Principles: Unit testing, integration testing.
  - Test frameworks in C (e.g., Unity).
  - Importance of testing for regression prevention and validation.
- Code documentation: Doxygen.

#### Makefiles

#### Dependency Management

• How to determine which files have changed?

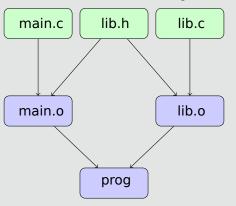


Figure 1: makefile-dependencies

• dependencies: main.o depends on changes in lib.h

#### Makefile

• A Makefile uses a declarative language to describe targets

#### Why CMake?

- Advantages of Makefiles:
  - Simplicity and transparency.
  - No additional tools required.
  - Direct control over the build process.
- Advantages of CMake:
  - Cross-platform support (Linux, Windows, macOS).
  - Generates build files for multiple build systems (Make, Ninja, etc.).
  - Modular and target-based design.
  - Built-in support for testing, installation, and packaging.

#### General Design of CMake

- CMake as a Meta-Build System:
  - Generates build files for different generators (e.g., Make, Ninja).
  - Abstracts platform-specific details.
- · Workflow:
  - 1. Write CMakeLists.txt to define the project.
  - 2. Configure the project:

cmake -B build

3. Build the project:

# **Debugging Tools**

GDB: GNU Debugger

Valgrind: memory debugging and leak detection

Other tools: ASAN, UBSAN

# Software Testing

## Importance of Software Testing

- 1996: Ariane-5 self-destructed due to an unhandled floating-point exception, resulting in a \$500M loss.
- 1998: Mars Climate Orbiter lost due to navigation data expressed in imperial units, resulting in a \$327.6M loss.
- 1988-1994: FAA Advanced Automation System project abandoned due to management issues and overly ambitious specifications, resulting in a \$2.6B loss.
- 1985-1987: Therac-25 medical accelerator malfunctioned due to a thread concurrency issue, causing five deaths and numerous injuries.



# Unity Test Framework

### Introduction to Unity



Figure 6: Unity Logo

# Unity Test Framework

- Lightweight and simple unit testing framework for C.
- Designed for embedded systems but can be used in any C project.
- Provides a set of macros and functions to define and run tests.

## Setting Up Unity

• Separate Unity tests into a separate directory, e.g., tests/.

# Credits and Bibliography

- · Course "Automated Software Testing," Sébastien Bardin.
- CMake Tutorial: https://cmake.org/cmake/help/latest/guide/tutorial/index.html
- CMake Best Practices: https://cliutils.gitlab.io/modern-cmake/
- Unity Test Framework: http://www.throwtheswitch.org/unity
- Valgrind: http://valgrind.org/
- GDB: https://www.gnu.org/software/gdb/
- ASAN/UBSAN: https://clang.llvm.org/docs/AddressSanitizer.html
- Doxygen: https://www.doxygen.nl/index.html