#define **CTEST\_IMPL\_CTEST(sname, tname, tskip)** \

A static function, named xxxrun(), just declare

**static void CTEST\_IMPL\_FNAME(sname, tname)(void); \**

    //Create a static structure, and assign it. The structure name is **sname\_tname**

**CTEST\_IMPL\_STRUCT(sname, tname, tskip, NULL, NULL, NULL);** \

//This is a header of a function, and the next of current macro is

//{ // and the developer must write codes here. }

**static void CTEST\_IMPL\_FNAME(sname, tname)(void)**

#define CTEST\_IMPL\_STRUCT(sname, tname, tskip, tdata, tsetup, tteardown) \

// static struct ctest aName \_\_attribute\_\_ ((used, section (".ctest"), aligned(1))) ={}

// and then, assign the structure

    static struct ctest CTEST\_IMPL\_TNAME(sname, tname) CTEST\_IMPL\_SECTION = { \

        #sname, \

        #tname, \

        { (ctest\_nullary\_run\_func) CTEST\_IMPL\_FNAME(sname, tname) }, \

        tdata, \

        (ctest\_setup\_func\*) tsetup, \

        (ctest\_teardown\_func\*) tteardown, \

        tskip, \

        CTEST\_IMPL\_MAGIC, \

    }

struct ctest {

    const char\* ssname;  // suite name

    const char\* ttname;  // test name

    union ctest\_run\_func\_union run;

    void\* data;

    ctest\_setup\_func\* setup;

    ctest\_teardown\_func\* teardown;

    int skip;

    unsigned int magic;

};