

Unity Assertions Cheat Sheet Suitable for Printing and Possibly Framing

<p>Basic Fail and Ignore</p> <p>Boolean</p> <p>Signed and Unsigned Integers (of all sizes)</p> <p>Unsigned Integers (of all sizes) in Hexadecimal</p> <p>Masked and Bit-level Comparisons</p> <p>Integer Ranges (of all sizes)</p>	<p>Structs and Strings</p> <p>Arrays</p> <p>Each Equal (Comparing Arrays to a Single Val)</p> <p>Floating Point (If Enabled)</p> <p>Double (If Enabled)</p>
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Key

Condition The condition to be tested, e.g. `(42 == Array.Length)`.

Pointer A pointer to the condition, e.g. `NULL`.

Exp Expected value.

Act Actual value.

Delta A value representing the difference between the expected and actual values. A factor of 10 is used to scale the difference (e.g. `1e-6`).

Elem Name of the element to be tested.

Len The length of the array to be tested.

Notes

Assertions with Message Parameter

Add_MESSAGE Adds a message to the assertion log. The message is added to the log of the current assertion. The message is added to the log of the current assertion.

Example:

Listed below

Unlisted message variant

Floating Point Assertions

FloatAlmostEqual Checks if two floating point values are almost equal. The values are compared using a relative tolerance. The values are compared using a relative tolerance.

FloatAlmostEquals Checks if a floating point value is almost equal to a specified value. The value is compared using a relative tolerance. The value is compared using a relative tolerance.