

ugtest

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Outline

Introduction to testing

- Goals

- Defects

- Efficency

Boost.Test

- Basic usage

- Fixtures

- Templates

Testing

- Test executable

- Jenkins

Additional

Refereneces

Introduction to testing

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⇒ Testing software is a **necessity**

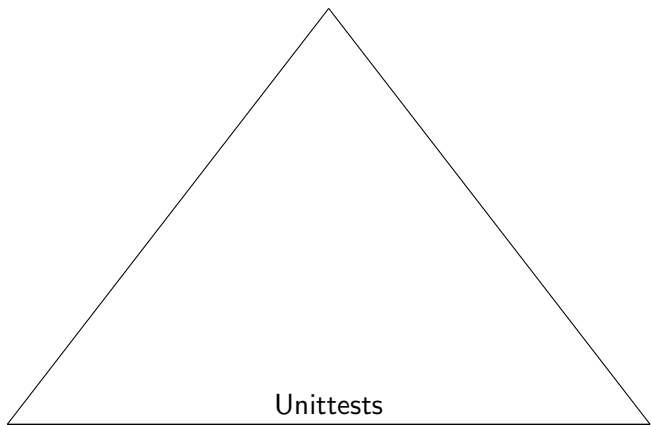
Defects

Where do defects come from?

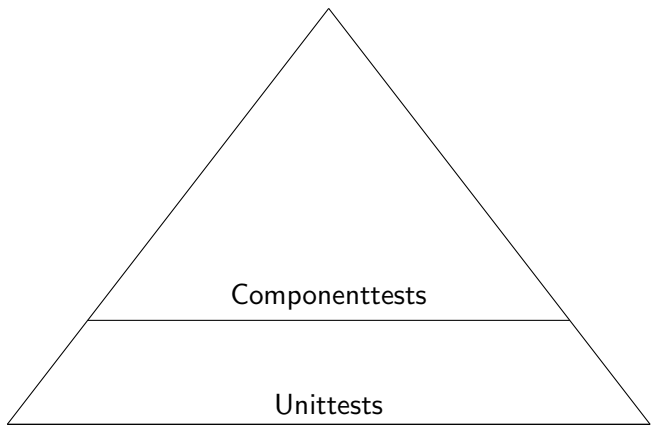
- ▶ error in design
- ▶ bug in code
- ▶ script error (lua)
- ▶ integration

⇒ Makes clear what to test with which priority

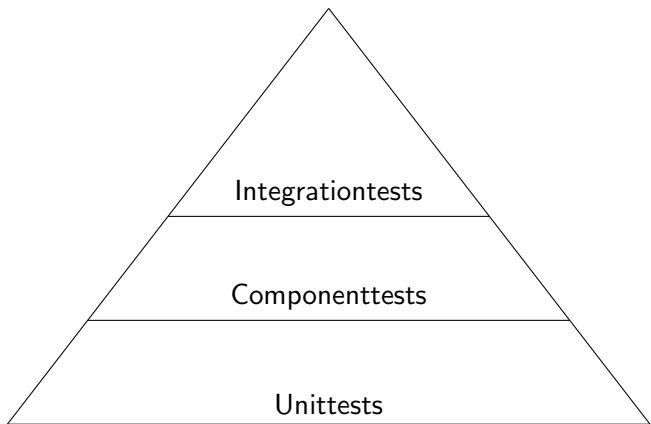
Efficiency



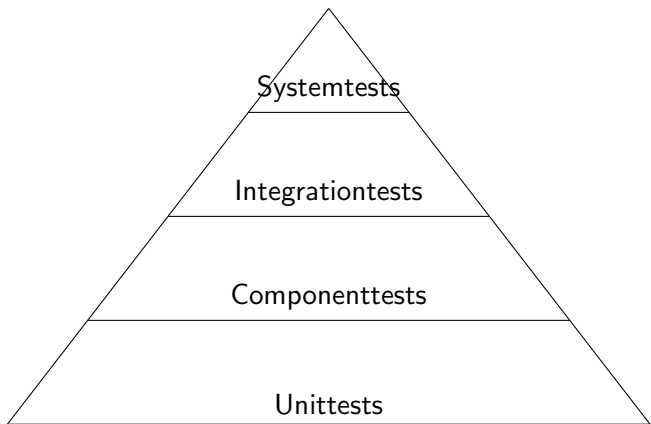
Efficiency



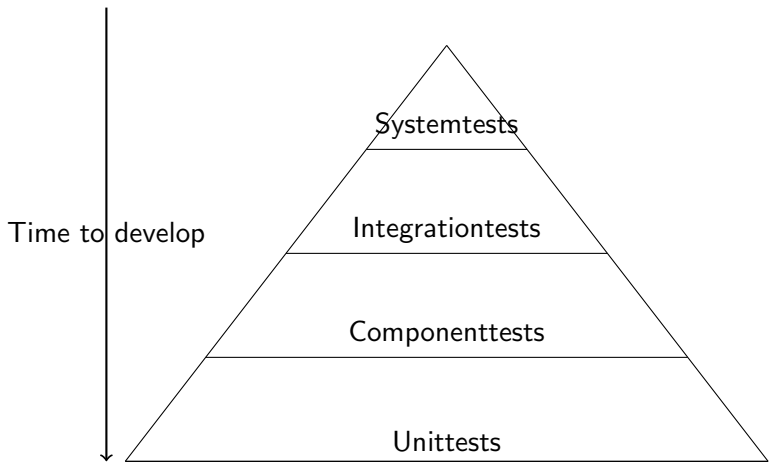
Efficiency



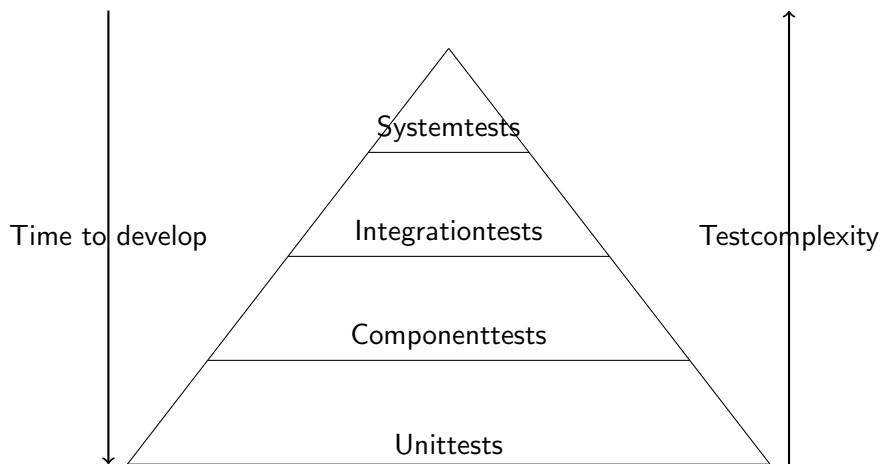
Efficiency



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Boost.Test

Structure

```
#include "UGTest.h"
```

```
//stuff
```

```
BOOST_AUTO_TEST_SUITE(<filename>)
```

```
    BOOST_AUTO_TEST_CASE(<filename_function>)
```

```
    {
```

```
        //Testcase here
```

```
    }
```

```
    BOOST_AUTO_TEST_CASE(<filename_function_additional_info>)
```

```
    {
```

```
        //Testcase here too
```

```
    }
```

```
BOOST_AUTO_TEST_SUITE_END()
```

Assertion Levels

assertion level	error counter	test case continuation
warn		yes
check	++	yes
require	++	no

Basics

- ▶ `BOOST_<level>(predicate)`
- ▶ `BOOST_<level>_<GE,LE,GT,LT,NE>(left, right)`
- ▶ `BOOST_<level>_EQUAL(left, right)`
- ▶ `BOOST_IS_DEFINED(SYMBOL)`
- ▶ `BOOST_<level>_MESSAGE(msg)`

Nice to know

```
// left term of == is expanded in the logs  
// check a % b == c has failed [13 % 2 != 12]  
BOOST_CHECK(a % b == c);  
// right term of == is not expanded in the logs  
// check a == c % b has failed [13 != 0]  
BOOST_CHECK(a == c % b);
```

Float point comparison

Exception handling

```
void some_function(int n){
    if(n == -1){
        throw Exception;
    }
}

BOOST_AUTO_TEST_SUITE(exceptionshowsuite)
    BOOST_AUTO_TEST_CASE(tst_some_function_exceptions){
        BOOST_CHECK_NO_THROW( some_function(0) );
        BOOST_CHECK_THROW( some_function(-1),
                           Exception );
    }

BOOST_AUTO_TEST_SUITE_END()
```


Fixtures

```
BOOST_AUTO_TEST_SUITE(fixtureshowsuite)
    BOOST_AUTO_TEST_CASE(fixtureshowcase , somestruct){
        //Fixture constructor called
        //Your test stuff
        //Fixture destructor called
    }
BOOST_AUTO_TEST_SUITE_END()
```

```
BOOST_FIXTURE_TEST_SUITE(fixturesuite , somestruct)
    BOOST_AUTO_TEST_CASE(descriptivename){
        //Fixture constructor & destructor called
    }

    BOOST_AUTO_TEST_CASE(descriptivename2){
        //Fixture constructor & destructor called
    }
BOOST_FIXTURE_TEST_SUITE_END()
```

Templates

```
typedef boost::mpl::list<int, long, unsigned char>
    test_types;

BOOST_AUTO_TEST_SUITE(templateshowsuite)
    BOOST_AUTO_TEST_CASE_TEMPLATE(templateshowcase, T,
        test_types)
    {
        //your super fancy template test
    }
BOOST_AUTO_TEST_SUITE_END()
```

Testing

Test execution

- ▶ add buildflags "`-fprofile-arcs -ftest-coverage -fPIC`" as well as no optimization for code coverage analysis
- ▶ build ug with UGTest and your plugin activated
- ▶ your plugin contains tests in a top level folder named "tests"
- ▶ Your tests include UGTest.h
- ▶ executable named "ugtest_unit" and "ugtest_system" lands in ug4/bin
- ▶ list of params
- ▶ example:
ug4/bin \$ `./ugtest_unit --log-level=ALL --log-format=HRF`
- ▶ Show result

Jenkins

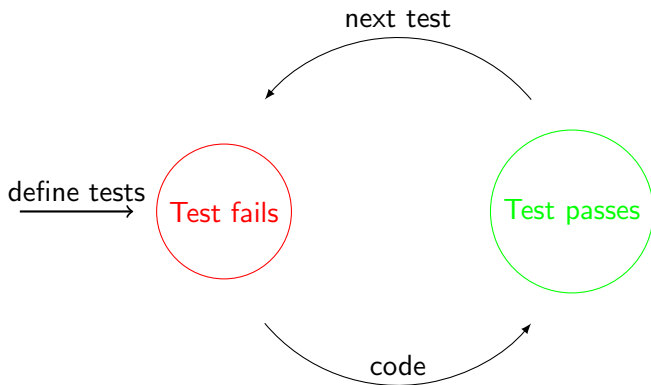
Additional

Git branching & releases

Continuous Integration / Continuous Delivery



Test driven development



Tooling

- ▶ bugtracking
- ▶ code coverage
- ▶ documentation user / developer
- ▶ Jenkins
- ▶ github / gitlab
- ▶ Docker?
- ▶ update boost?

Standardization

- ▶ definition of done
- ▶ design for testability
- ▶ test structure

Automatization 2

- ▶ automated teststructure creation
- ▶ Docker Dockerfile

Advanced

- ▶ exclude testcases from code coverage
- ▶ error handling
- ▶ test data
- ▶ mocking

Additional resources

- ▶ [Boost.Test 1.58 documentation](#)
- ▶ [ugtests github](#)
- ▶ [Antipatterns](#)
- ▶ [Docker Documentation](#)
- ▶ [newest Boost.Test](#)
- ▶ [BOOST.Test overview](#)
- ▶ [Microsoft branching](#)

References

- ▶ wiki
- ▶ Boost.Test 1.58 documentation
- ▶ Basiswissen Softwaretest