

UnitTest++

```
#include <UnitTest++/UnitTest++.h>

SUITE>HelloTEST)
{
    class CC {
    public:
        CC(){...setup...}
        ~CC(){...teardown...}

    };

    TEST(test1)
    {
        CHECK_EQUAL(1, 1);
    }

    TEST_FIXTURE(CC, test2)
    {
        CHECK_EQUAL(1, 1);
    }
}

int main(int, const char *[])
{
    return UnitTest::RunAllTests();
}
```

```
CHECK_EQUAL
CHECK_CLOSE
CHECK_ARRAY_EQUAL
CHECK_ARRAY_CLOSE
CHECK_THROW
CHECK_ASSERT
```

UnitTest TEST SUITE TEST_FIXTURE RunAllTests;

turfs[TEST UnitTest RunAllTests TEST_FIXTURE SUITE] 草皮

CHECK-caveat[CLOSE ARRAY ? EQUAL ASSERT THROW] (调试的时候)查看警告