**UnitTest++**

CHECK\_EQUAL

CHECK\_CLOSE

CHECK\_ARRAY\_EQUAL

CHECK\_ARRAY\_CLOSE

CHECK\_THROW

CHECK\_ASSERT

#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();

}

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*