TEST(TestSuiteName, TestName) {

... test body ...

}

The first argument is the name of the test suite, and the second argument is the test’s name within the test suite.

First, define a fixture class. By convention, you should give it the name FooTest where Foo is the class being tested.

**class** **QueueTest** **:** **public** **::**testing**::**Test {

**protected:**

**void** SetUp() **override** {

q1\_.Enqueue(1);

q2\_.Enqueue(2);

q2\_.Enqueue(3);

}

*// void TearDown() override {}*

Queue**<int>** q0\_;

Queue**<int>** q1\_;

Queue**<int>** q2\_;

};

The rule of thumb is to use EXPECT\_\* when you want the test to continue to reveal more errors after the assertion failure, and use ASSERT\_\* when continuing after failure doesn’t make sense.