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// Hello, World in CppUnit

#include "stdafx.h"

#include <cppunit\TestCaller.h>
#include <cppunit\TestSuite.h>
#include <cppunit\TestCase.h>
#include <cppunit\TextTestResult.h>

#include <iostream>
#include <string>

using namespace std;
using namespace CppUnit;

class Employee
{
private:
    string      _name;

public:
    Employee( const char *name )
    {
        _name = name;
    }
    ~Employee() {}

    string GetName() const { return _name; }
};

class EmployeeTestCase : public TestCase
{
private:
    Employee*      _employee;

public:
    EmployeeTestCase( string name ) : TestCase( name ), _employee( 0 ) {}
    ~EmployeeTestCase() {}

    void setUp()
    {
        _employee = new Employee( "John" );
    }

    void tearDown()
    {
        if( _employee )
            delete _employee;
    }

    virtual void registerTests( TestSuite *suite )
    {
        suite->addTest( new TestCaller< EmployeeTestCase >( "testName", testName, *this ) );
        suite->addTest( new TestCaller< EmployeeTestCase >( "testNameFail", testNameFail, *
this ) );
    }

    void testName()
    {
        CPPUNIT_ASSERT_EQUAL( _employee->GetName(), string( "John" ) );
    }

    void testNameFail()
    {
        CPPUNIT_ASSERT_EQUAL( _employee->GetName(), string( "Bill" ) );
    }
};
```

```
int _tmain(int argc, _TCHAR* argv[])
{
    TestSuite suite;

    EmployeeTestCase employeeTestCase( "Employee1" );
    employeeTestCase.registerTests( &suite );

    TextTestResult res;
    suite.run( &res );
    cout << res << endl;

    return 0;
}
```