Unit Testing

GHUnit

1. Runs on device
2. UI Test Runner
3. Can something be setup to automatically run test on build?

OCUnit

1. Does not run on device
2. In Xcode output, like build errors
3. Need to add test to scheme to enable tests to run with cmd-U when production target selected.
4. Tests run automatically by going to OC target and Build Settings and set Test After Build
5. Can run from command line
6. Tests run automatically on build only if you target the simulator and silently do not run automatically when targeting the device.