

Rossum Plugin User Manual

Table of Contents

1. Rossum folder structure	1
2. Rossum plugins module	1
3. How to write Rossum plugin	1

This document explains Rossum folder structure and how to write and use Rossum TFW plugins.

1. Rossum folder structure

Rossum folder structure is designed such that user can update rossum core code without disturbing the customer specific code.

```
rossum_core -----> Top level folder (Git repo clone)
|----- core -----> Rossum code (non customer code)
|   |----- plugins -----> Logging, reporting & other plugins
|   |----- rpc -----> Whatever can't be added as plugin for ex. 'c' code.
|   |----- testcase_module -> Core TFW code like base class, plugin support etc..
|   |----- docs -----> Rossum Documentation
|----- rossum_customer -----> Customer specific code (Git repo clone)
|   |----- plugins -----> Custom reporting plugin, etc..
|   |----- rpc -----> Customer specific 'c' code.
|   |----- testcase_module -> Code to extend TFW Core code like base class, etc..
|   |----- user_testcases --> Customer test cases
|   |----- user_testcases -----> Rossum core sample test cases
|----- run-rossum.py -----> Rossum TFW launcher
|----- set_vars.sh -----> Rossum Installer
|----- README.md -----> README file
```

2. Rossum plugins module

We use **pluggy** python module to add plugin support to Rossum, pluggy is a minimalist production ready plugin system which is used by pytest, tox and several other projects.

User can use **Rossum Plugin Template** to write Rossum plugin file and save it at rossum_core/core/plugins folder. Rossum will use all plugins in that folder automatically.

3. How to write Rossum plugin

Read comments in code to understand how plugin works.

```
# #####
# # Rossum Plugin Template
# #####

from plugin_module import hookimpl

class feature_plugin(object):
    '''
```

Class name and class function names are all part of template and must not be changed.

```
'''
```

```
@hookimpl
```

```
def service_start_hook(self, evargs):
```

```
'''
```

User code in this function is executed in run_rossum.py before any testcases are even imported.

Provides access to evargs variable and expects user to return Bool

```
'''
```

```
# ## User code Start
```

```
print("feature_cmd_prefix - Print from service_start_hook")
```

```
return True
```

```
# ## User code End
```

```
@hookimpl
```

```
def service_end_hook(self, evargs, report):
```

```
'''
```

User code in this function is executed in run_rossum.py after all testcases execution ends.

Provides access to evargs & report variable and expects user to return Bool

```
'''
```

```
# ## User code Start
```

```
print("feature_cmd_prefix - Print from service_end_hook")
```

```
return True
```

```
# ## User code End
```

```
@hookimpl
```

```
def argparse_hook(self, parser):
```

```
'''
```

User code in this function is executed in test_case.py baseclass. Plugin specific user arguments can be added here.

Provides user parser object and expects user to return it after adding arguments.

```
'''
```

```
# ## User code Start
```

```
parser.add_argument(
```

```
    '--cmd-prefix', dest='cmd_prefix',
```

```
    choices=['echo', 'gdb', 'valgrind'],
```

```
    help='Cmd prefix for running DUT binary')
```

```
# ## User code End
```

```
return parser
```

```
@hookimpl
```

```
def pre_setup_hook(self, selfo):
```

```
'''
```

```

User code in this function is executed in each test case's pre_setup function

Provides access to testcase object ie. selfo and expects user to return Bool
'''
# ## User code Start
print("feature_cmd_prefix - Print from pre_setup hook")
if selfo.evars.interact or selfo.evars.cmd_prefix:
    ret_val = selfo.debug_test_binary()
else:
    ret_val = True

return ret_val
# ## User code End

@hookimpl
def post_teardown_hook(self, selfo):
    '''
    User code in this function is executed in each test case's port_teardown
function

Provides access to testcase object ie. selfo and expects user to return Bool
'''
# ## User code Start
print("feature_cmd_prefix - Print from post_teardown hook")
return True
# ## User code End

```