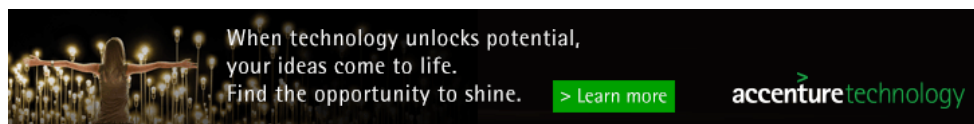




Using Travis CI for testing on UNIX shell scripts



Background:

I have been using Travis CI for my PHP projects and I really like how they give you a link to a picture that shows the status of the current build of your project.

I am currently making a lot of tools using UNIX shell scripting and would like to use Travis CI to test my UNIX scripts.

I have searched the internet trying to find out how to achieve this. I went to the main website, searched Stackoverflow as well as did a bit of Google searching.

It seems like this isn't possible.

I currently use **shunit2** to test my shell scripts and functions.

My question(s) is/are:

1. Is it possible to use Travis CI to test shell scripts?
2. If not are there any alternatives that I could use that plug into GitHub?
3. What is the best way to perform integration testing on shell scripts?

shell unix travis-ci

asked Dec 8 '13 at 3:54

 **Dodzi Dzakuma**
524 8 23

2 Answers

Absolutely.

I made a simple test here: <https://travis-ci.org/soulseekah/test-shunit2-travis>

My `.travis.yml` file is:

```
language: bash

before_script:
  - curl -L "http://downloads.sourceforge.net/shunit2/shunit2-2.0.3.tgz" | tar zx

script:
  - bash equality_test.sh
```

Repository: <https://github.com/soulseekah/test-shunit2-travis>

answered Dec 8 '13 at 6:35



soulseekah
4,775 1 28 44

Thank you very much. This is just what I was looking for. The Travis CI website is really hard to navigate. I had an extra question. I mainly make include files and I want the files to run the tests when the include is run as a script, but to avoid running tests when they are sourced. What is your method for doing this? I current use something like `scriptName=$(basename $_); if [["$scriptName" = "$0"]] .I apologize for not having the actual code on me at the moment. Will update a little later. — Dodzi Dzakuma Dec 8 '13 at 7:52`

If I understood your question correctly, I believe you can simply check for one of the constants that are defined when shunit is running: shunit2.googlecode.com/svn/trunk/source/2.1/doc/... — [soulseekah](#) Dec 8 '13 at 7:56

I guess I was looking for an answer more like this stackoverflow.com/questions/2683279/..., but just as the comments said `_` and `$0` are very brittle. I wanted to know if you had a special way of dealing with this. The reason being is, I want to test and validate all my scripts, but since they are includes, I don't want the tests to be run when the scripts are sourced. — [Dodzi Dzakuma](#) Dec 8 '13 at 16:00

But, does this script always exit 0 ? If so, Travis-CI will always think your tests have passed even when some fail. Having looked through the shunit2 docs, I can't see a way to detect how many (or if any) of the tests failed. — [Lqueryvg](#) May 5 '16 at 19:58

FYI the way I get a global exit status is to add `"[[$? == 1]] && exitStatus=1"` in every function after every assert, where `exitStatus` is a global variable I set to 0 at the top of the script, and then I exit the script with `"exit $exitStatus"` at the end. — [Lqueryvg](#) May 5 '16 at 20:43

```
36 if (dev.isBored() || job.sucks()) {  
37   searchJobs({flexibleHours: true, companyCulture: 100});  
38 }  
39 A career site that's by developers, for developers.
```

[Get started](#)

I rolled everything into a Makefile and then call `make test` ...

```
language: bash  
script: make test
```

I'm using [assert.sh](#), so there was no need for the `before_script` . You can check it out at <https://github.com/wmluke/dokku-domains-plugin>.

answered Jan 27 '14 at 8:17



[wmluke](#)

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