

Will Your Program Still Be Correct Next Year?

Björn Fahlner

2025

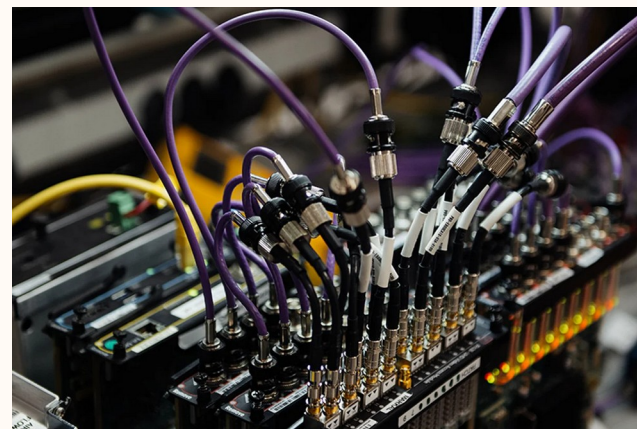
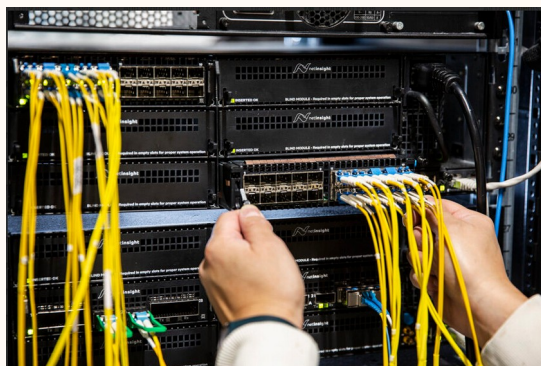
Will your program still be correct next year?

or

How to prevent evolution from taking wrong turns

Björn Fahlner





An example

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s);

    size_t operator[](std::string_view s) const;

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        auto [iterator, inserted] = words_.try_emplace(s, 1);
        if (!inserted) {
            ++iterator->second;
        }
    }
    void remove(std::string_view s);

    size_t operator[](std::string_view s) const;

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

An example

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```


An example

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s);

    size_t operator[](std::string_view s) const {
        auto iter = words_.find(s);
        return iter == words_.end() ? 0 : iter->second;
    }

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```


An example

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s);

    size_t operator[](std::string_view s) const;

    auto begin() const { return words_.begin();}
    auto end() const { return words_.end();}
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

An example

```
class histogram {  
public:  
    void insert(const std::string& s);  
  
    void remove(std::string_view s);  
  
    size_t operator[](std::string_view s) const;  
  
    auto begin() const;  
    auto end() const;  
private:  
    std::map<std::string, size_t, std::less<>> words_;  
};
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        words_.insert(s);
    }

    void remove(std::string_view s) {
        words_.erase(s);
    }

    size_t operator[](std::string_view s) const {
        return words_.count(s);
    }

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
    std::println("{} ", h);
    h.remove("baz");
    h.remove("foo");
    std::println("{} ", h);
    std::println("{} ", h["foo"]);
    std::println("{} ", h["baz"]);
}
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        m[s]++;
    }

    void remove(std::string_view s) {
        m[s]--;
    }

    size_t operator[](std::string_view s) const {
        return m[s];
    }

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t> m;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
    std::println("{} ", h);
    h.remove("baz");
    h.remove("foo");
    std::println("{} ", h);
    std::println("{} ", h["foo"]);
    std::println("{} ", h["baz"]);
}
```

```
[("bar", 1), ("baz", 1), ("foo", 2)]
[("bar", 1), ("foo", 1)]
1
0
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        ++h[s];
    }

    void remove(std::string_view s) {
        --h[s];
    }

    size_t operator[](std::string_view s) const {
        return h[s];
    }

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t> h;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
    std::println("{} ", h);
    h.remove("baz");
    h.remove("foo");
    std::println("{} ", h);
    std::println("{} ", h["foo"]);
    std::println("{} ", h["baz"]);
}
```

```
[("bar", 1), ("baz", 1), ("foo", 2)]
[("bar", 1), ("foo", 1)]
1
0
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        m[s]++;
    }

    void remove(std::string_view s) {
        m[s]--;
    }

    size_t operator[](std::string_view s) const {
        return m[s];
    }

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t> m;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
    std::println("{} ", h);
    h.remove("baz");
    h.remove("foo");
    std::println("{} ", h);
    std::println("{} ", h["foo"]);
    std::println("{} ", h["baz"]);
}
```

```
[("bar", 1), ("baz", 1), ("foo", 2)]
[("bar", 1), ("foo", 1)]
1
0
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        m[s]++;
    }

    void remove(std::string_view s) {
        m[s]--;
    }

    size_t operator[](std::string_view s) const {
        return m[s];
    }

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t> m;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
    std::println("{} ", h);
    h.remove("baz");
    h.remove("foo");
    std::println("{} ", h);
    std::println("{} ", h["foo"]);
    std::println("{} ", h["baz"]);
}
```

```
[("bar", 1), ("baz", 1), ("foo", 2)]
[("bar", 1), ("foo", 1)]
1
0
```


An example

```
class histogram {
public:
    void insert(const std::string& s) {
        m[s]++;
    }

    void remove(std::string_view s) {
        m[s]--;
    }

    size_t operator[](std::string_view s) const {
        return m[s];
    }

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t> m;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
    std::println("{} ", h);
    h.remove("baz");
    h.remove("foo");
    std::println("{} ", h);
    std::println("{} ", h["foo"]);
    std::println("{} ", h["baz"]);
}
```

```
[("bar", 1), ("baz", 1), ("foo", 2)]
```

```
[("bar", 1), ("foo", 1)]
```

```
1
0
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        m[s]++;
    }

    void remove(std::string_view s) {
        m[s]--;
    }

    size_t operator[](std::string_view s) const {
        return m[s];
    }

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t> m;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
    std::println("{} ", h);
    h.remove("baz");
    h.remove("foo");
    std::println("{} ", h);
    std::println("{} ", h["foo"]);
    std::println("{} ", h["baz"]);
}
```

```
[("bar", 1), ("baz", 1), ("foo", 2)]
[("bar", 1), ("foo", 1)]
1
0
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        m[s]++;
    }

    void remove(std::string_view s) {
        m[s]--;
    }

    size_t operator[](std::string_view s) const {
        return m[s];
    }

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t> m;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
    std::println("{} ", h);
    h.remove("baz");
    h.remove("foo");
    std::println("{} ", h);
    std::println("{} ", h["foo"]);
    std::println("{} ", h["baz"]);
}
```

```
[("bar", 1), ("baz", 1), ("foo", 2)]
[("bar", 1), ("foo", 1)]
```

```
1
0
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        m[s]++;
    }

    void remove(std::string_view s) {
        m[s]--;
    }

    size_t operator[](std::string_view s) const {
        return m[s];
    }

    auto begin() const;
    auto end() const;

private:
    std::map<std::string, size_t> m;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
    std::println("{} ", h);
    h.remove("baz");
    h.remove("foo");
    std::println("{} ", h);
    std::println("{} ", h["foo"]);
    std::println("{} ", h["baz"]);
}
```

```
[("bar", 1), ("baz", 1), ("foo", 2)]
[("bar", 1), ("foo", 1)]
1
0
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        h[s]++;
    }

    void remove(const std::string& s) {
        h[s]--;
    }

    size_t operator[](const std::string& s) const {
        return h[s];
    }

    auto begin() const { return h.begin(); }
    auto end() const { return h.end(); }

private:
    std::map<std::string, size_t> h;
};
```



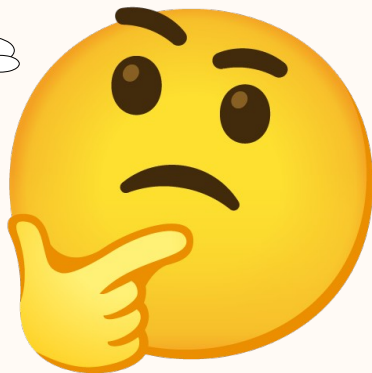
SUCCESS

```
{
    am h;
    t("foo");
    t("bar");
    t("foo");
    t("baz");
    intln("{} ", h);
    e("baz");
    e("foo");
    intln("{} ", h);
    intln("{} ", h["foo"]);
    intln("{} ", h["baz"]);

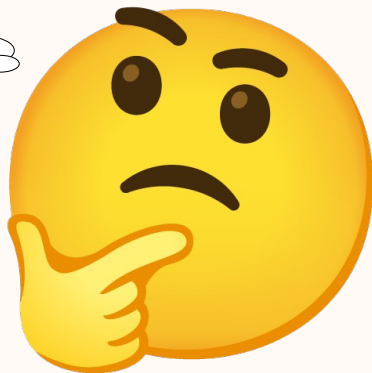
    ("baz", 1), ("foo", 2)]
    ("foo", 1)]
```

Is there a
problem?

Or...?



Is there a
problem?



Or...?



No one will know
if a future change
introduces a bug

An example

```
class histogram {  
public:  
    void insert(const std::string& s);  
  
    void remove(std::string_view s);  
  
    size_t operator[](std::string_view s) const;  
  
    auto begin() const;  
    auto end() const;  
private:  
    std::map<std::string, size_t, std::less<>> words_;  
};
```

An example

```
class histogram {  
public:  
    void insert(const std::string& s)  
  
    void remove(const std::string& s)  
  
    size_t operator[](const std::string& s) const  
  
    auto begin() const  
    auto end() const  
private:  
    std::map<std::string, size_t> m;  
};
```

```
int main() {  
    histogram h;  
    h.insert("foo");  
    h.insert("bar");  
    h.insert("foo");  
    h.insert("baz");  
    std::pair<std::string_view, size_t> expected1[] {  
        {"bar", 1}, {"baz", 1}, {"foo", 2}  
    };  
    assert(std::ranges::equal(h, expected1));  
    h.remove("baz");  
    h.remove("foo");  
    std::pair<std::string_view, size_t> expected2[] {  
        {"bar", 1}, {"foo", 1}  
    };  
    assert(std::ranges::equal(h, expected2));  
    assert(h["foo"] == 1);  
    assert(h["baz"] == 0);  
}
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        h[s]++;
    }

    void remove(const std::string& s) {
        h[s]--;
    }

    size_t operator[](const std::string& s) const {
        return h[s];
    }

    auto begin() const { return h.begin(); }
    auto end() const { return h.end(); }

private:
    std::map<std::string, size_t> h;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");

    std::pair<std::string_view, size_t> expected1[] {
        {"bar", 1}, {"baz", 1}, {"foo", 2}
    };
    assert(std::ranges::equal(h, expected1));

    h.remove("baz");
    h.remove("foo");

    std::pair<std::string_view, size_t> expected2[] {
        {"bar", 1}, {"foo", 1}
    };
    assert(std::ranges::equal(h, expected2));
    assert(h["foo"] == 1);
    assert(h["baz"] == 0);
}
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        h[s]++;
    }

    void remove(const std::string& s) {
        h[s]--;
    }

    size_t operator[](const std::string& s) const {
        return h[s];
    }

    auto begin() const { return h.begin(); }
    auto end() const { return h.end(); }

private:
    std::map<std::string, size_t> h;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");

    std::pair<std::string_view, size_t> expected1[] {
        {"bar", 1}, {"baz", 1}, {"foo", 2}
    };
    assert(std::ranges::equal(h, expected1));

    h.remove("baz");
    h.remove("foo");

    std::pair<std::string_view, size_t> expected2[] {
        {"bar", 1}, {"foo", 1}
    };
    assert(std::ranges::equal(h, expected2));

    assert(h["foo"] == 1);
    assert(h["baz"] == 0);
}
```

An example

```
class histogram {
public:
    void insert(const std::string& s) {
        h.insert(s);
    }

    void remove(const std::string& s) {
        h.erase(s);
    }

    size_t operator[](const std::string& s) const {
        return h[s];
    }

    auto begin() const { return h.begin(); }
    auto end() const { return h.end(); }

private:
    std::map<std::string, size_t> h;
};
```

```
int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");

    std::pair<std::string_view, size_t> expected1[] {
        {"bar", 1}, {"baz", 1}, {"foo", 2}
    };
    assert(std::ranges::equal(h, expected1));
    h.remove("baz");
    h.remove("foo");

    std::pair<std::string_view, size_t> expected2[] {
        {"bar", 1}, {"foo", 1}
    };
    assert(std::ranges::equal(h, expected2));
    assert(h["bar"] == 1);
    assert(h["foo"] == 1);
}
```

```
> ./test_histogram && print "PASS"
PASS
>
```

An example

```
class histogram {
```



SUCCESS

```
std::map<std::string, size_t> h;
};
```

```
int main() {
```

```
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
```

```
    std::pair<std::string_view, size_t> expected1[] {
        {"bar", 1}, {"baz", 1}, {"foo", 2}
    };
    assert(std::ranges::equal(h, expected1));
```

```
    h.remove("baz");
    h.remove("foo");
```

```
    std::pair<std::string_view, size_t> expected2[] {
        {"bar", 1}, {"foo", 1}
    };
    assert(std::ranges::equal(h, expected2));
```

```
    assert(h["bar"] == 1);
    assert(h["foo"] == 1);
```

```
> ./test_histogram && print "PASS"
```

```
PASS
```

```
>
```

Some types of tests

feature tests
unit tests ad-hoc tests
acceptance tests smoke tests
 network tests
performance tests
integration tests stability tests stress tests
fuzz tests production tests

Some types of tests

Type	Purpose
Fuzz tests	Find bugs
Ad-hoc tests	Find bugs
Acceptance test	Verify compliance with requirements
Production tests	Find HW problems
Unit tests	Show that the code does what's intended
Performance tests	Ensure performance meets requirements (or doesn't degrade)
Stability tests	Find state degradation
Integration tests	Find misunderstandings in interfaces
Stress tests	Verify that priorities are right
Smoke tests	Stop wasted time

Some types of tests

Type	Receiver of result
Fuzz tests	Developer
Ad-hoc tests	Team(s)
Acceptance test	Team(s) / product lead / client
Production tests	Factory
Unit tests	Developer
Performance tests	Team / product lead
Stability tests	Team
Integration tests	Team(s)
Stress tests	Team(s)
Smoke tests	Team(s)

Some types of tests

Type	Desired outcome of failures
Fuzz tests	Discovered missed cases
Ad-hoc tests	Discovered missed functionality or mis-modeled couplings
Acceptance test	Identify misunderstood or missed requirements
Production tests	Prevent shipping of defective products
Unit tests	Understand what is broken
Performance tests	Identify bottle necks
Stability tests	Find memory leaks, cumulative errors
Integration tests	Identify misunderstanding between teams/developers
Stress tests	Find modeling errors regarding priorities
Smoke tests	Avoid wasting time with expensive tests on a broken build

Some types of tests

Type	Desired outcome of failures
Fuzz tests	Discovered missed cases
Ad-hoc tests	Discovered missed functionality or mis-modeled couplings
Acceptance test	Identify misunderstood or missed requirements
Production tests	Prevent shipping of defective products
Unit tests	Understand what is broken
Performance tests	Identify bottle necks
Stability tests	Find memory leaks, cumulative errors
Integration tests	Identify misunderstanding between teams/developers
Stress tests	Find modeling errors regarding priorities
Smoke tests	Avoid wasting time with expensive tests on a broken build

Some types of tests

Type	Desired outcome of failures
Fuzz tests	Discovered missed cases
Ad-hoc tests	Discovered missed functionality or mis-modeled couplings
Acceptance test	Identify misunderstood or missed requirements
Production tests	Prevent shipping of defective products
Unit tests	Understand what is broken
Performance tests	Identify bottle necks
Stability tests	Find memory leaks, cumulative errors
Integration tests	Identify misunderstanding between teams/developers
Stress tests	Find modeling errors regarding priorities
Smoke tests	Avoid wasting time with expensive tests on a broken build

Some types of tests

Type	Desired outcome of failures
Fuzz tests	Discovered missed cases
Ad-hoc tests	Discovered missed functionality or mis-modeled couplings
Acceptance test	Identify misunderstood or missed requirements
Production tests	Prevent shipping of defective products
Unit tests	Understand what is broken
Performance tests	Identify bottle necks
Stability tests	Find memory leaks, cumulative errors
Integration tests	Identify misunderstanding between teams/developers
Smoke tests	Find modeling errors regarding priorities
Sanity tests	Avoid wasting time with expensive tests on a broken build



Some types of tests

Type	Desired outcome of failures
Fuzz tests	Discovered missed cases
Ad-hoc tests	Discovered missed functionality or mis-modeled couplings
Acceptance test	Discovered missed requirements
Production tests	Discovered defective products
Unit tests	Discovered errors in code
Performance tests	Discovered performance issues
Stability tests	Discovered errors, cumulative errors
Integration tests	Identify misunderstanding between teams/developers
Smoke tests	Find modeling errors regarding priorities
Sanity tests	Avoid wasting time with expensive tests on a broken build

These tests say
what is not
working as
expected



Some types of tests

Type	Desired outcome of failures
Fuzz tests	Discovered missed cases
Ad-hoc tests	Discovered missed functionality, related couplings
Acceptance test	Identify misunderstandings between teams/development
Production tests	Find modeling errors regarding priorities
Unit tests	Avoid wasting time with expensive tests on a big system
Performance tests	Identify misunderstandings between teams/development
Stability tests	Identify misunderstandings between teams/development
Integration tests	Identify misunderstandings between teams/development
System tests	Find modeling errors regarding priorities
Acceptance tests	Avoid wasting time with expensive tests on a big system

These tests say
what is not
working as
expected

So they better
say what the
expectations are



Some problems

```
class histogram {
public:
    void insert(const std::string& s) {
        h[s]++;
    }

    void remove(const std::string& s) {
        h[s]--;
    }

    size_t operator[](const std::string& s) const {
        return h[s];
    }

    auto begin() const { return h.begin(); }
    auto end() const { return h.end(); }

private:
    std::map<std::string, size_t> h;
};

int main() {
    histogram h;
    h.insert("foo");
    h.insert("bar");
    h.insert("foo");
    h.insert("baz");
    std::pair<std::string_view, size_t> expected1[] {
        {"bar", 1}, {"baz", 1}, {"foo", 2}
    };
    assert(std::ranges::equal(h, expected1));
    h.remove("baz");
    h.remove("foo");
    std::pair<std::string_view, size_t> expected2[] {
        {"bar", 1}, {"foo", 1}
    };
    assert(std::ranges::equal(h, expected2));
    assert(h["foo"] == 1);
    assert(h["baz"] == 0);
}
```

Some problems

```
class histogram {  
public:  
    void insert(cor
```

Failed asserts leads to detective work to understand what the problem is.

```
    size_t operator  
  
    auto begin() co  
    auto end() cons  
private:  
    std::map<std::s  
};
```

```
int main() {  
    histogram h;  
    h.insert("foo");  
    h.insert("bar");  
    h.insert("foo");  
    h.insert("baz");  
    std::pair<std::string_view, size_t> expected1[] {  
        {"bar", 1}, {"baz", 1}, {"foo", 2}  
    };  
    assert(std::ranges::equal(h, expected1));  
    h.remove("baz");  
    h.remove("foo");  
    std::pair<std::string_view, size_t> expected2[] {  
        {"bar", 1}, {"foo", 1}  
    };  
    assert(std::ranges::equal(h, expected2));  
    assert(h["foo"] == 1);  
    assert(h["baz"] == 0);  
}
```

Some problems

```
class histogram {  
public:  
    void insert(cor
```

Failed asserts leads to detective work to understand what the problem is.

```
size_t operator
```

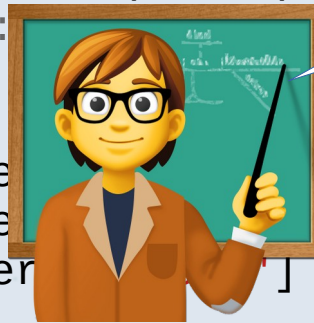
```
auto begin() co  
auto end() cons
```

```
private:  
    std::map<std::s  
};
```

```
int main() {  
    histogram h;  
    h.insert("foo");  
    h.insert("bar");  
    h.insert("foo");  
    h.insert("baz");  
    std::pair<std::string,  
        {"bar", 1}, {"ba  
    };  
    assert(std::ranges::equal(h, expected2));  
    h.remove("baz");  
    h.remove("foo");  
    std::pair<std::string_view, size_t> expected2[] {  
        {"foo", 1}  
    };  
    assert(std::ranges::equal(h, expected2));  
    assert(h.size() == 1);  
    assert(h["bar"] == 0);  
}
```

Write your tests as a set of requirements, each stating a functionality. A failed test will always tell you **what** doesn't work.

Let the failure message explain how the problem was found.



An example

```
int main() {  
    {  
        fputs("A default constructed histogram has no words",  
              stderr);  
        histogram h;  
        assert(h.begin() == h.end());  
        fputs(" PASS!\n", stderr);  
    }  
    {  
        fputs("When a word is inserted,"  
              " it has a ref count of one with operator[]",  
              stderr);  
        histogram h;  
        h.insert("foo");  
        assert(h["foo"] == 1);  
        fputs(" PASS!\n", stderr);  
    }  
}
```

An example

```
int main() {  
    {
```

A default constructed histogram has no words PASS!
When a word is inserted, it has a ref count of one with operator[]
histogram_test: histogram_test.cpp:16: int main():
Assertion `h["foo"] == 1' failed.
Program terminated with signal: SIGABRT

```
    }  
    {  
        fputs("When a word is inserted,"  
              " it has a ref count of one with operator[]",  
              stderr);  
        histogram h;  
        h.insert("foo");  
        assert(h["foo"] == 1);  
        fputs(" PASS!\n", stderr);  
    }  
}
```

An example

```
int main() {  
    {
```

```
A default constructed histogram has no words PASS!  
When a word is inserted, it has a ref count of one with operator[]  
histogram_test: histogram_test.cpp:16: int main():  
Assertion `h["foo"] == 1' failed.  
Program terminated with signal: SIGABRT
```

```
    }  
    {  
        fputs("When a word is inserted,"  
              " it has a ref count of one with operator[]"  
              stderr);  
        histogram h;  
        h.insert("foo");  
        assert(h["foo"] == 1);  
        fputs(" PASS!\n", stderr);  
    }  
}
```



What is wrong?

An example

```
int main() {  
    {
```

A default constructed histogram has no words PASS!

When a word is inserted, it has a ref count of one with operator[]

histogram_test: histogram_test.cpp:16: int main():

Assertion `h["foo"] == 1' failed.

Program terminated with signal: SIGABRT

```
    }  
    {  
        fputs("When a word is inserted,"  
              " it has a ref count of one with operator[]"  
              stderr);  
        histogram h;  
        h.insert("foo");  
        assert(h["foo"] == 1);  
        fputs(" PASS!\n", stderr);  
    }  
}
```



What is wrong?

An example

```
int main() {  
    {
```

```
A default constructed histogram has no words PASS!  
When a word is inserted, it has a ref count of one with operator[]  
histogram_test: histogram_test.cpp:16: int main():  
Assertion `h["foo"] == 1' failed.  
Program terminated with signal: SIGABRT
```

```
    }  
    {  
        fputs("When a word is inserted,"  
              " it has a ref count of one with operator[]"  
              stderr);  
        histogram h;  
        h.insert("foo");  
        assert(h["foo"] == 1);  
        fputs(" PASS!\n", stderr);  
    }  
}
```



How was
the problem
found?

An example

```
int main() {  
    {
```

A default constructed histogram has no words PASS!
When a word is inserted, it has a ref count of one with operator[]
histogram_test: histogram_test.cpp:16: int main():
Assertion `h["foo"] == 1' failed.
Program terminated with signal: SIGABRT

```
    }  
    {
```

```
        fputs("When a word is inserted,"  
              " it has a ref count of one with oper  
              stderr);
```

```
        histogram h;  
        h.insert("foo");  
        assert(h["foo"] == 1);  
        fputs(" PASS!\n", stderr);
```

```
    }  
}
```



How was
the problem
found?

Use a test framework

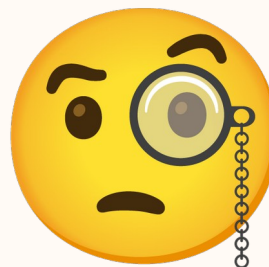
Some FOSS frameworks

Name	Where	License
doctest	https://github.com/doctest/doctest	MIT
catch2	https://github.com/catchorg/catch2	BSL-1.0
gtest	https://github.com/google/googletest	BSD 3-clause
boost test	https://github.com/boostorg/test	BSL-1.0
criterion	https://github.com/Snaipe/Criterion	MIT

Use a test framework

Some FOSS frameworks

Name	Where	License
doctest	https://github.com/doctest/doctest	MIT
catch2	https://github.com/catchorg/catch2	BSL-1.0
gtest	https://github.com/google/googletest	BSD 3-clause
boost test	https://github.com/boostorg/test	BSL-1.0
criterion	https://github.com/Snaipe/Criterion	MIT



There are also commercial tools

Example using doctest

```
#include <histogram.h>

#define DOCTEST_CONFIG_IMPLEMENT_WITH_MAIN
#include <doctest.h>

TEST_CASE("A default constructed histogram has no words")
{
    histogram h;
    REQUIRE(h.begin() == h.end());
}

TEST_CASE("When a word is inserted it has a ref count of 1 with []")
{
    histogram h;
    h.insert("foo");
    REQUIRE(h["foo"] == 1);
}
```

Example using doctest

```
#include <histogram.h>
```

```
#define DOCTEST_CONFIG_IMPLEMENT_WITH_MAIN  
#include <doctest.h>
```

```
TEST_CASE("A default constructed histogram has no words")  
{  
    histogram h;  
    REQUIRE(h.begin() == h.end());  
}
```

#include the header of
the code to test first.

```
TEST_CASE("When a word is inserted it has a ref count of 1 with []")  
{  
    histogram h;  
    h.insert("foo");  
    REQUIRE(h["foo"] == 1);  
}
```

Example using doctest

```
=====
htest.cpp:13:
TEST CASE:  When a word is inserted, it has a ref count of 1 with []
htest.cpp:17: FATAL ERROR: REQUIRE( h["foo"] == 1 ) is NOT correct!
Values:
    REQUIRE( 0 == 1 )
=====
[doctest] test cases: 2 | 1 passed | 1 failed | 0 skipped
[doctest] assertions: 2 | 1 passed | 1 failed |
[doctest] Status: FAILURE!
```

```
TEST_CASE("When a word is inserted it has a ref count of 1 with []")
{
    histogram h;
    h.insert("foo");
    REQUIRE(h["foo"] == 1);
}
```

Example using doctest

```
=====
htest.cpp:13:
TEST CASE:  When a word is inserted, it has a ref count of 1 with []
htest.cpp:17: FATAL ERROR: REQUIRE( h["foo"] == 1 ) is NOT correct!
Values:
    REQUIRE( 0 == 1 )
=====
[doctest] test cases: 2 | 1 passed | 1 failed | 0 skipped
[doctest] assertions: 2 | 1 passed | 1 failed |
[doctest] Status: FAILURE!
```

```
TEST_CASE("When a word is inserted it has a ref count of 1")
{
    histogram h;
    h.insert("foo");
    REQUIRE(h["foo"] == 1);
}
```



What is wrong?

Example using doctest

```
=====
htest.cpp:13:
TEST CASE:  When a word is inserted, it has a ref count of 1 with []
htest.cpp:17: FATAL ERROR: REQUIRE( h["foo"] == 1 ) is NOT correct!
Values:
    REQUIRE( 0 == 1 )
=====
[doctest] test cases: 2 | 1 passed | 1 failed | 0 skipped
[doctest] assertions: 2 | 1 passed | 1 failed |
[doctest] Status: FAILURE!
```

```
TEST_CASE("When a word is inserted it has a ref count of 1")
{
    histogram h;
    h.insert("foo");
    REQUIRE(h["foo"] == 1);
}
```



What is wrong?

Example using doctest

```
=====
htest.cpp:13:
TEST CASE:  When a word is inserted, it has a ref count of 1 with []
htest.cpp:17: FATAL ERROR: REQUIRE( h["foo"] == 1 ) is NOT correct!
Values:
    REQUIRE( 0 == 1 )
=====
[doctest] test cases: 2 | 1 passed | 1 failed | 0 skipped
[doctest] assertions: 2 | 1 passed | 1 failed |
[doctest] Status: FAILURE!
```

```
TEST_CASE("When a word is inserted it has a ref count of 1")
{
    histogram h;
    h.insert("foo");
    REQUIRE(h["foo"] == 1);
}
```



How was
the problem
found?

Example using doctest

```
=====
hctest.cpp:13:
TEST CASE:  When a word is inserted, it has a ref count of 1 with []
hctest.cpp:17: FATAL ERROR: REQUIRE( h["foo"] == 1 ) is NOT correct!
Values:
    REQUIRE( 0 == 1 )
=====
```

```
[doctest] test cases: 2 | 1 passed | 1 failed | 0 skipped
[doctest] assertions: 2 | 1 passed | 1 failed |
[doctest] Status: FAILURE!
```

```
TEST_CASE("When a word is inserted it has a ref count of 1")
{
    histogram h;
    h.insert("foo");
    REQUIRE(h["foo"] == 1);
}
```



How was
the problem
found?

More functions

```
class histogram {  
public:  
    void insert(const std::string& s);  
  
    void remove(std::string_view s);  
  
    size_t operator[](std::string_view s) const;
```

More functions

```
class histogram {  
public:  
    void insert(const std::string& s);  
  
    void remove(std::string_view s);  
  
    size_t operator[](std::string_view s) const;
```



We need a way to query the number of words in the histogram

More functions

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s);

    size_t operator[](std::string_view s) const;

    [[nodiscard]] bool empty() const { return words_.empty(); }
    [[nodiscard]] size_t size() const { return words_.size(); }
    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

More tests

```
#include <histogram.h>

#define DOCTEST_CONFIG_IMPLEMENT_WITH_MAIN
#include <doctest.h>

TEST_CASE("A default constructed histogram has no words")
{
    histogram h;
    REQUIRE(h.begin() == h.end());
    REQUIRE(h.empty());
    REQUIRE(h.size() == 0);
}
```

More tests

```
#include <histogram.h>

#define DOCTEST_CONFIG_IMPLEMENT_WITH_MAIN
#include <doctest.h>

TEST_CASE("A default constructed histogram has no words")
{
    histogram h;
    REQUIRE(h.begin() == h.end());
    REQUIRE(h.empty());
    REQUIRE(h.size() == 0);
}
```

This just made a lot of people cringe!

More tests

```
#include <histogram.h>

#define DOCTEST_CONFIG_IMPLEMENT_WITH_MAIN
#include <doctest.h>

TEST_CASE("A default constructed histogram has r
{
    histogram h;
    REQUIRE(h.begin() == h.end());
    REQUIRE(h.empty());
    REQUIRE(h.size() == 0);
}
```

A test case should
test only one thing



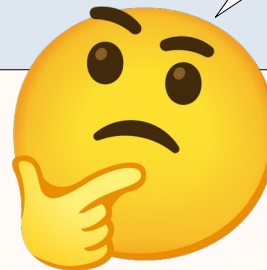
More tests

```
#include <histogram.h>

#define DOCTEST_CONFIG_IMPLEMENT_WITH_MAIN
#include <doctest.h>

TEST_CASE("A default constructed histogram has no words")
{
    histogram h;
    REQUIRE(h.begin() == h.end());
    REQUIRE(h.empty());
    REQUIRE(h.size() == 0);
}
```

Is this one
thing?



More tests

```
TEST_CASE("adding words affects size")
{
    GIVEN("a histogram with two unique words") {
        histogram h;
        h.insert("foo");
        h.insert("bar");
        THEN("the size is two") {
            REQUIRE(h.size() == 2);
        }
        AND_WHEN("adding a word that already exists") {
            h.insert("foo");
            THEN("the size is still two") {
                REQUIRE(h.size() == 2);
            }
        }
    }
    AND_WHEN("adding a new word") { ...
```

More tests

```
TEST_CASE("adding words affects size")
{
    GIVEN("a histogram with two unique words")
        histogram h;
        h.insert("foo");
        h.insert("bar");
        THEN("the size is two") {
            REQUIRE(h.size() == 2);
        }
    AND_WHEN("adding a word that already exists") {
        h.insert("foo");
        THEN("the size is still two") {
            REQUIRE(h.size() == 2);
        }
    }
    AND_WHEN("adding a new word") { ...
}
```

BDD style

GIVEN...

WHEN...

THEN...

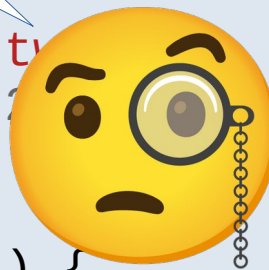
Can be a powerful way of
expressing tests with a
common theme and a
common start state



More tests

Beware the temptation to add
AND_WHEN...
GI THEN...
AND_THEN...
AND_WHEN...
THEN...
AND_THEN...
AND_THEN...

```
TEST_CASE("adding a word that already exists") {  
    GI THEN...  
    AND_THEN...  
    AND_WHEN...  
    THEN...  
    AND_THEN...  
    AND_THEN...  
    AND_WHEN("adding a word that already exists") {  
        h.insert("foo");  
        THEN("the size is still the same") {  
            REQUIRE(h.size() == 2);  
        }  
    }  
    AND_WHEN("adding a new word") { ...  
}
```



More tests

```
htest.cpp:48:
TEST CASE:  adding words affects size
    Given:  a histogram with two unique words
    And when: adding a new word
    Then: the size becomes three
htest.cpp:66: FATAL ERROR: REQUIRE( h.size() == 3 ) is NOT correct!
    values: REQUIRE( 2 == 3 )
=====
[doctest] test cases: 4 | 3 passed | 1 failed | 0 skipped
[doctest] assertions: 9 | 8 passed | 1 failed |
[doctest] Status: FAILURE!
```

```
        THEN("the size is still two") {
            REQUIRE(h.size() == 2);
        }
    }
    AND_WHEN("adding a new word") { ...
```

More tests

```
htest.cpp:48:
```

```
TEST CASE: adding words affects size
```

```
    Given: a histogram with two unique words
```

```
    And when: adding a new word
```

```
    Then: the size becomes three
```

```
htest.cpp:66: FATAL ERROR: REQUIRE( h.size() == 3 ) is NOT correct!
```

```
values: REQUIRE( 2 == 3 )
```

```
=====
```

```
[doctest] test cases: 4 | 3 passed | 1 failed | 0 skipped
```

```
[doctest] assertions: 9 | 8 passed | 1 failed |
```

```
[doctest] Status: FAILURE!
```

```
    THEN("the size is 2", TWO, [ ] {  
        REQUIRE(h.size() == 2);  
    })  
}  
AND_WHEN("adding a new word", [ ] { ...
```



What is wrong?

More tests

```
htest.cpp:48:
```

```
TEST CASE: adding words affects size
```

```
    Given: a histogram with two unique words
```

```
    And when: adding a new word
```

```
    Then: the size becomes three
```

```
htest.cpp:66: FATAL ERROR: REQUIRE( h.size() == 3 ) is NOT correct!  
values: REQUIRE( 2 == 3 )
```

```
=====
```

```
[doctest] test cases: 4 | 3 passed | 1 failed | 0 skipped
```

```
[doctest] assertions: 9 | 8 passed | 1 failed |
```

```
[doctest] Status: FAILURE!
```

```
    THEN("the size is two",  
         REQUIRE(h.size() == 2));  
}  
}  
AND_WHEN("adding a new word", { ...
```



What is wrong?

More tests

```
htest.cpp:48:
TEST CASE: adding words affects size
    Given: a histogram with two unique words
    And when: adding a new word
    Then: the size becomes three
htest.cpp:66: FATAL ERROR: REQUIRE( h.size() == 3 ) is NOT correct!
values: REQUIRE( 2 == 3 )
```

```
=====
[doctest] test cases: 4 | 3 passed | 1 failed | 0 skipped
[doctest] assertions: 9 | 8 passed | 1 failed
[doctest] Status: FAILURE!
```

```
    THEN("the size is 2, not 3") {
        REQUIRE(h.size() == 2);
    }
}
AND_WHEN("adding a new word") { ...
```

How
was it
found?



More tests

```
htest.cpp:48:
```

```
TEST CASE: adding words affects size
```

```
    Given: a histogram with two unique words
```

```
    And when: adding a new word
```

```
    Then: the size becomes three
```

```
htest.cpp:66: FATAL ERROR: REQUIRE( h.size() == 3 ) is NOT correct!  
values: REQUIRE( 2 == 3 )
```

```
[doctest] test cases: 4 | 3 passed | 1 failed | 0 skipped
```

```
[doctest] assertions: 9 | 8 passed | 1 failed
```

```
[doctest] Status: FAILURE!
```

```
    THEN("the size is 2, not 3") {  
        REQUIRE(h.size() == 2);  
    }  
}  
AND_WHEN("adding a new word") { ...
```



How
was it
found?

More tests

```
TEST_CASE("A histogram is a range with all words and their ref count")
{
    histogram h;
    for (auto word : {"foo", "bar", "foo", "baz", "banana", "baz"})
    {
        h.insert(word);
    }
    std::pair<std::string_view, size_t> expected[]{
        {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
    };
    REQUIRE(std::ranges::equal(h, expected));
}
```

More tests

```
htest.cpp:67:
TEST CASE:  A histogram is a range with all words and their ref count
htest.cpp:77: FATAL ERROR:
  REQUIRE( std::ranges::equal(h, expected) ) is NOT correct!
  values:
  REQUIRE( false )
=====
[doctest] test cases: 4 | 3 passed | 1 failed | 0 skipped
[doctest] assertions: 7 | 6 passed | 1 failed |
[doctest] Status: FAILURE!

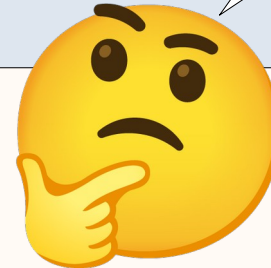
  REQUIRE(std::ranges::equal(h, expected));
}
```

More tests

```
htest.cpp:67:
TEST CASE:  A histogram is a range with all words and their ref count
htest.cpp:77: FATAL ERROR:
  REQUIRE( std::ranges::equal(h, expected) ) is NOT correct!
  values:
  REQUIRE( false )
=====
[doctest] test cases: 4 | 3 passed | 1 failed | 0 s
[doctest] assertions: 7 | 6 passed | 1 failed |
[doctest] Status: FAILURE!

  REQUIRE(std::ranges::equal(h, expected));
}
```

Not a lot of info



More tests

```
#include <catch2/catch_test_macros.hpp>
#include <catch2/matchers/catch_matchers_all.hpp>

TEST_CASE("A histogram is a range with all words and their ref count")
{
    histogram h;
    for (auto word : {"foo", "bar", "foo", "baz", "banana", "baz"})
    {
        h.insert(word);
    }
    std::pair<std::string_view, size_t> expected[]{
        {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
    };
    REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected));
}
```

More tests

```
#include <catch2/catch_test_macros.hpp>
#include <catch2/matchers/catch_matchers_all.hpp>
```

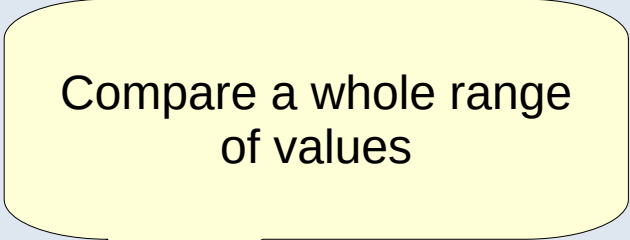
```
TEST_CASE("A histogram is a range with all words and their ref count")
{
    histogram h;
    for (auto word : {"foo", "bar", "baz"})
    {
        h.insert(word);
    }
    std::pair<std::string_view, size_t> expected[]{
        {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
    };
    REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected));
}
```

Another unit-test
framework, Catch2

More tests

```
#include <catch2/catch_test_macros.hpp>
#include <catch2/matchers/catch_matchers_all.hpp>

TEST_CASE("A histogram is a range with all words and their ref count")
{
    histogram h;
    for (auto word : {"foo", "bar", "foo",
                     {
                         h.insert(word);
                     }
    })
    std::pair<std::string_view, size_t> expected[]{
        {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
    };
    REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected));
}
```



Compare a whole range of values

More tests

```
-----  
A histogram is a range with all words and their ref count  
-----
```

```
htest.cpp:75
```

```
.....  
htest.cpp:85: FAILED:
```

```
    REQUIRE_THAT( h, Catch::Matchers::RangeEquals(expected) )  
with expansion:  { {?}, {?}, {?}, {?} }  
elements are { {?}, {?}, {?}, {?} }
```

```
=====
```

test cases:	4		3	passed		1	failed
assertions:	7		6	passed		1	failed

```
};  
    REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected));  
}
```

More tests

```
-----  
A histogram is a range with all words and their ref count  
-----
```

```
htest.cpp:75  
.....
```

```
htest.cpp:85: FAILED.
```

```
    REQUIRE_THAT( h, Catch::Matchers::RangeEquals(expected) )  
with expansion:  { {?}, {?}, {?}, {?} }  
elements are { {?}, {?}, {?}, {?} }  
-----
```

```
test cases: 4 | 3 passed | 1 failed  
assertions: 7 | 6 passed | 1 failed
```

```
};  
    REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected));  
}
```

More tests

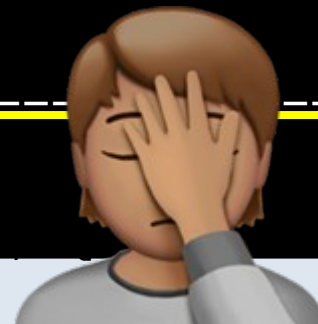
```
-----  
A histogram is a range with all words and their ref count  
-----
```

```
htest.cpp:75
```

```
.....  
htest.cpp:85: FAILED.
```

```
    REQUIRE_THAT( h, Catch::Matchers::RangeEquals(expected) )  
with expansion:  { {?}, {?}, {?}, {?} }  
elements are { {?}, {?}, {?}, {?} }
```

```
-----  
test cases: 4 | 3 passed | 1 failed  
assertions: 7 | 6 passed | 1 failed
```



```
};  
    REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected));  
}
```

More tests

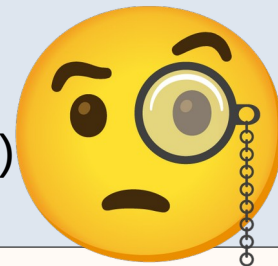
```
#include <catch2/catch_test_macros.hpp>
#include <catch2/matchers/catch_matchers_all.hpp>

TEST_CASE("A histogram is a range with all words and their ref count")
{
    histogram h;
    for (auto word : {"foo", "bar", "foo", "baz", "banana", "baz"})
    {
        h.insert(word);
    }
    std::pair<std::string_view, size_t> expected[]{
        {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
    };
    REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected));
}
```

More tests

```
#include <catch2/catch_test_macros.hpp>
#include <catch2/matchers/catch_matchers_all.hpp>

TEST_CASE("A histogram is a range with all words and their ref count")
{
    Do not fall for the temptation of writing
    std::ostream&
    operator<<(std::ostream&, std::pair...)
    {
        std::pair<std::string_view, size_t> expected[]{
            {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
        };
        REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected))
    }
}
```



More tests

```
#include <catch2/catch_test_macros.hpp>
#include <catch2/matchers/catch_matchers_all.hpp>

TEST_CASE("A histogram is a range with all words and their ref count")
{
    histogram h;
    for (auto word : {"foo", "bar", "foo", "baz", "banana", "baz"})
    {
        h.insert(word);
    }
    std::pair<std::string_view, size_t> expected[]{
        {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
    };
    REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected));
}
```

More tests

```
#include <string>
#include <stringstream>
using namespace Catch;

template<typename T, typename U>
struct StringMaker<std::pair<T,U>> {
    static std::string convert( std::pair<T,U> const& v ) {
        std::ostringstream os;
        os << "{ " << v.first << ", " << v.second << " }";
        return os.str();
    }
};

// ...

TEST_CASE("RangeEquals", "[range_equality]") {
    REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected));
}
```

More tests

```
#include <catch2/catch.hpp>
using namespace Catch;

template<typename T, typename U>
struct StringMaker<std::pair<T,U>> {
    static std::string convert( std::pair<T,U> const& v ) {
        std::ostringstream os;
        os << "{ " << v.first << ", " << v.second << " }";
        return os.str();
    }
};

// REQUIRE_THAT(n, Catch::MakeStringMaker<std::pair<T,U>>())
// REQUIRE_THAT(n, Catch::MakeStringMaker<std::pair<T,U>>())
```

Tell Catch2 how you want it to represent `std::pair<>` in test outputs.



More tests

```
-----  
A histogram is a range with all words and their ref count  
-----
```

```
htest.cpp:75
```

```
.....  
htest.cpp:85: FAILED:
```

```
    REQUIRE_THAT( h, Catch::Matchers::RangeEquals(expected) )
```

```
with expansion:
```

```
    { { banana, 1 }, { bar, 1 }, { baz, 1 }, { foo, 2 } }
```

```
elements are
```

```
    { { banana, 1 }, { bar, 1 }, { baz, 2 }, { foo, 2 } }
```

```
=====
```

test cases:	4		3 passed		1 failed
-------------	---	--	----------	--	----------

assertions:	7		6 passed		1 failed
-------------	---	--	----------	--	----------

```
}
```

Leaking implementation details

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s);

    size_t operator[](std::string_view s) const;

    [[nodiscard]] bool empty() const;
    [[nodiscard]] size_t size() const;
    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Leaking implementation details

```
class histogram {  
public:  
    void insert(const std::string& s);  
  
    void remove(std::string_view s);  
  
    size_t operator[](std::string_view s) const;  
  
    [[nodiscard]] bool empty() const;  
    [[nodiscard]] size_t size() const;  
    auto begin() const;  
    auto end() const;  
private:  
    std::map<std::string, size_t, std::less<>> words_;  
};
```



You need to
improve
performance!

Leaking implementation details

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s);

    size_t operator[](std::string_view s) const;

    [[nodiscard]] bool empty() const;
    [[nodiscard]] size_t size() const;
    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Leaking implementation details

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s);

    size_t operator[](std::string_view s) const;

    [[nodiscard]] bool empty() const;
    [[nodiscard]] size_t size() const;
    auto begin() const;

    struct string_hash : std::hash<std::string_view> {
        using is_transparent = void;
    };
    std::unordered_map<std::string, size_t,
                      string_hash, std::equal_to<>> words_;
```

Leaking implementation details

```
-----  
A histogram is a range with all words and their ref count  
-----  
htest.cpp:79  
.....  
htest.cpp:89: FAILED:  
  REQUIRE_THAT( h, Catch::Matchers::RangeEquals(expected) )  
with expansion:  
  { { banana, 1 }, { baz, 2 }, { bar, 1 }, { foo, 2 } }  
elements are  
  { { banana, 1 }, { bar, 1 }, { baz, 2 }, { foo, 2 } }  
=====
```

```
test cases: 4 | 3 passed | 1 failed  
assertions: 7 | 6 passed | 1 failed
```

```
}  
std::unordered_map<std::string, size_t,  
string_hash, std::equal_to<>> words_;
```

Leaking implementation details

```
-----  
A histogram is a range with all words and their ref count  
-----  
htest.cpp:79  
.....  
htest.cpp:89: FAILED:  
  REQUIRE_THAT( h, Catch::Matchers::RangeEquals(expected) )  
with expansion:  
  { { banana, 1 }, { baz, 2 }, { bar, 1 }, { foo, 2 } }  
elements are  
  { { banana, 1 }, { bar, 1 }, { baz, 2 }, { foo, 2 } }  
=====
```

```
test cases: 4 | 3 passed | 1 failed  
assertions: 7 | 6 passed | 1 failed
```

```
}  
std::unordered_map<std::string, size_t,  
                  string_hash, std::equal_to<>> words_;
```

Leaking implementation details

```
-----  
A histogram is a range with all words and their ref count  
-----
```

```
htest.cpp:79
```

```
.....  
htest.cpp:89: FAILED:
```

```
    REQUIRE_THAT( h, Catch::Matchers::Range( ... ) )
```

```
with expansion:
```

```
    { { banana, 1 }, { baz, 2 }, { bar, 1 } }
```

```
elements are  
    { { banana, 1 }, { bar, 1 }, { baz, 2 }, { ... } }
```

```
=====
```

test cases:	4		3 passed		1 failed
-------------	---	--	----------	--	----------

assertions:	7		6 passed		1 failed
-------------	---	--	----------	--	----------

The test is
over-
constrained

```
}  
std::unordered_map<std::string, size_t,  
string_hash, std::equal_to
```



More tests

```
#include <catch2/catch_test_macros.hpp>
#include <catch2/matchers/catch_matchers_all.hpp>

TEST_CASE("A histogram is a range with all words and their ref count")
{
    histogram h;
    for (auto word : {"foo", "bar", "foo", "baz", "banana", "baz"})
    {
        h.insert(word);
    }
    std::pair<std::string_view, size_t> expected[]{
        {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
    };
    REQUIRE_THAT(h, Catch::Matchers::RangeEquals(expected));
}
```

More tests

```
#include <catch2/catch_test_macros.hpp>
#include <catch2/matchers/catch_matchers_all.hpp>

TEST_CASE("A histogram is a range with all words and their ref count")
{
    histogram h;
    for (auto word : {"foo", "bar", "foo", "baz", "banana", "baz"})
    {
        h.insert(word);
    }
    std::pair<std::string_view, size_t> expected[]{
        {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
    };
    REQUIRE_THAT(h, Catch::Matchers::UnorderedRangeEquals(expected));
}
```

More tests

```
#include <catch2/catch_test_macros.hpp>
#include <catch2/matchers/catch_matchers_all.hpp>

TEST_CASE("A histogram is a range with all words and their ref count")
{
    histogram h;
    for (auto word : {"foo", "bar", "foo", "baz", "banana", "baz"})
    {
        h.insert(word);
    }
    std::pair<std::string_view, size_t> expected[]{
        {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
    };
    REQUIRE_THAT(h, Catch::Matchers::UnorderedRangeEquals(expected));
}
```

More tests

```
#include <catch2/catch_test_macros.hpp>
#include <catch2/matchers/catch_matchers_all.hpp>
```

```
=====
All tests passed (7 assertions in 4 test cases)
```

```
{
    histogram h;
    for (auto word : {"foo", "bar", "foo", "baz", "banana", "baz"})
    {
        h.insert(word);
    }
    std::pair<std::string_view, size_t> expected[]{
        {"banana", 1}, {"bar", 1}, {"baz", 2}, {"foo", 2}
    };
    REQUIRE_THAT(h, Catch::Matchers::UnorderedRangeEquals(expected));
}
```

Private functions

```
class histogram {  
public:  
    void insert(const std::string& s);  
};
```

Private functions

```
class histogram {  
public:  
    void insert(const std::string& s);
```



New
requirement:
Insert and
remove words
separated by a
substring.

Private functions

```
class histogram {
public:
    void insert(const std::string& s);
    void insert(std::string_view s, std::string_view sep);
    void remove(std::string_view s);
    void remove(std::string_view s, std::string_view sep);

    size_t operator[](std::string_view s) const;
    [[nodiscard]] bool empty() const { return words_.empty(); }
    [[nodiscard]] size_t size() const { return words_.empty(); }
    auto begin() const;
    auto end() const;
private:
```

Private functions

```
class histogram {
public:
    void insert(const std::string& s);
    void insert(std::string_view s, std::string_view sep);
    void remove(std::string_view s);
    void remove(std::string_view s, std::string_view sep);

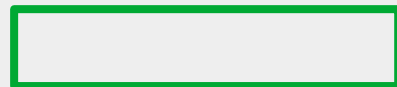
    size_t operator[](std::string_view s) const;
    [[nodiscard]] bool empty() const { return words_.empty(); }
    [[nodiscard]] size_t size() const { return words_.empty(); }
    auto begin() const;
    auto end() const;
private:
    void per_word(std::string_view words, std::string_view sep,
                  auto action);
    ...
};
```


Private functions

```
public:  
    void insert(std::string_view s, std::string_view sep) {
```

Private functions

```
public:  
    void insert(std::string_view s, std::string_view sep) {
```



Call action for every
substring

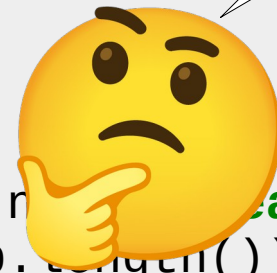
Private functions

```
public:
    void insert(std::string_view s, std::string_view sep) {
        per_word(s, sep, [this](std::string_view word) {
            insert(std::string(word));
        });
    }
private:
    void per_word(std::string_view words, std::string_view sep,
                  auto action)
    {
        while (!words.empty()) {
            auto sep_pos = words.find(sep);
            action(words.substr(0, sep_pos));
            if (sep_pos == std::string_view::npos) break;
            words.remove_prefix(sep_pos + sep.length());
        }
    }
}
```

Private functions

```
public:
    void insert(std::string_view s, std::string_view sep) {
        per_word(s, sep, [this](std::string_view word) {
            insert(std::string(word));
        });
    }
private:
    void per_word(std::string_view words, std::string_view sep,
                  auto action)
    {
        while (!words.empty()) {
            auto sep_pos = words.find(sep);
            action(words.substr(0, sep_pos));
            if (sep_pos == std::string_view::npos) break;
            words.remove_prefix(sep_pos + sep.length());
        }
    }
}
```

How to test
something
private?



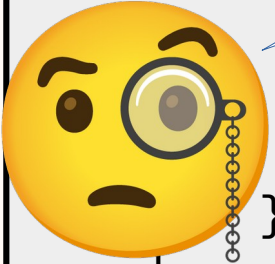
Private functions

```
public:
    void insert(std::string_view sep) {
        per_word(std::string_view word) {
            // ...
        });
    }
private:
    void per_word(std::string_view word, std::string_view sep,
                  int pos) {
        while (pos < word.length()) {
            auto sep_pos = word.find(sep, pos);
            action(word.substr(0, sep_pos));
            if (sep_pos == std::string_view::npos) break;
            word.remove_prefix(sep_pos + sep.length());
            pos = sep_pos + sep.length();
        }
    }
}
```

Break out the logic into something free standing.

Test it separately.

Make your use of the logic a private matter.



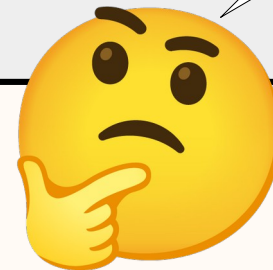
Private functions

```
void per_word(std::string_view words, std::string_view sep,
              auto action)
{
    if (sep.empty() || words.empty()) return;
    for (;;) {
        auto sep_pos = words.find(sep);
        action(words.substr(0, sep_pos));
        if (sep_pos == std::string_view::npos) break;
        words.remove_prefix(sep_pos + sep.length());
    }
}
```

Private functions

```
void per_word(std::string_view words, std::string_view sep,
              auto action)
{
    if (sep.empty() || words.empty()) return;
    for (;;) {
        auto sep_pos = words.find(sep);
        action(words.substr(0, sep_pos));
        if (sep_pos == std::string_view::npos) break;
        words.remove_prefix(sep_pos + sep.length());
    }
}
```

Naming can
be improved



Private functions

```
void for_each_word(std::string_view words,
                  std::string_view separator,
                  auto action)
{
    if (separator.empty() || words.empty()) return;
    for (;;) {
        auto sep_pos = words.find(separator);
        action(words.substr(0, sep_pos));
        if (sep_pos == std::string_view::npos) break;
        words.remove_prefix(sep_pos + separator.length());
    }
}
```


Private functions

```
using Catch::Matchers::RangeEquals;

TEST_CASE("action is called on each substring between separators")
{
    std::vector<std::string_view> substrings;
    for_each_word("a,cd,efg", ",", [&](auto w){ substrings.push_back(w); });
    REQUIRE_THAT(substrings, RangeEquals(std::array{"a", "cd", "efg"}));
}
```

Private functions

```
using Catch::Matchers::RangeEquals;

TEST_CASE("action is called on each substring between separators")
{
    std::vector<std::string_view> substrings;
    for_each_word("a,cd,efg", ",", [&](auto w){ substrings.push_back(w); });
    REQUIRE_THAT(substrings, RangeEquals(std::array{"a", "cd", "efg"}));
}

TEST_CASE("action is called on the whole string if separator is not found")
TEST_CASE("if the string ends on separator, an empty string will be the last")
TEST_CASE("if the string begins on separator, an empty string will be first")
TEST_CASE("adjoining separators yields empty strings")
TEST_CASE("action is never called if separator is an empty string")
TEST_CASE("action is never called if the string of words is empty")
```

Private functions

```
using Catch::Matchers::RangeEquals;
```

```
TEST_CASE("action is called on each substring between separators")
```

```
{
```

```
    std::vector<std::string_view> substrings;
```

```
    for_each_word("a,cd,efg", ",", [&](auto w){ s
```

```
    REQUIRE_THAT(substrings, RangeEquals(std::arr
```

```
}
```

```
TEST_CASE("action is called on the whole string i
```

```
TEST_CASE("if the string ends on separator, an en
```

```
TEST_CASE("if the string begins on separator, an
```

```
TEST_CASE("adjoining separators yields empty strings
```

```
TEST_CASE("action is never called if separator is an empty string")
```

```
TEST_CASE("action is never called if the string of words is empty")
```

The intended functionality of `for_each_word` is now easy for anyone to see, and its correctness is automatically verified on every run of the test



Private functions

```
#include "for_each_word.h"
```

```
class histogram {  
public:
```

```
    void insert(const std::string& s);
```

```
    void insert(std::string_view words, std::string_view separator) {  
        for_each_word(words, separator,  
                        [this](auto w){insert(std::string(w));});  
    }
```

```
    void remove(std::string_view s);
```

```
    void remove(std::string_view words, std::string_view separator) {  
        for_each_word(words, separator, [this](auto w){remove(w);});  
    }
```

```
    ...
```

```
private:  
};
```

Private functions

```
#include "for_each_word.h"
```

```
class histogram {  
public:
```

```
    void insert(const std::string& s);
```

```
    void insert(std::string_view words  
               for_each_word(words, separator  
                             [this](auto w){in
```

```
}
```

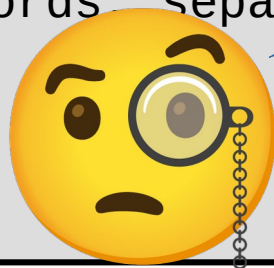
```
    void remove(std::string_view s);
```

```
    void remove(std::string_view words, std::string_view separator) {  
        for_each_word(words, separator, [this](auto w){remove(w);});  
    }
```

```
    ...
```

```
private:  
};
```

Now you don't have to test every corner case of `for_each_word`, you test the situations that are interesting for the user of `histogram`.



Refactoring

```
void for_each_word(std::string_view words,
                  std::string_view separator,
                  auto action)
{
    if (separator.empty() || words.empty()) return;
    for (;;) {
        auto sep_pos = words.find(separator);
        action(words.substr(0, sep_pos));
        if (sep_pos == std::string_view::npos) break;
        words.remove_prefix(sep_pos + separator.length());
    }
}
```

Refactoring

```
VO. template< ranges::viewable_range R, class Pattern >  
    requires /* see below */ (since C++20)  
constexpr ranges::view auto split( R&& r, Pattern&& pattern );  
  
{ template< class Pattern >  
    constexpr /* range adaptor closure */ split( Pattern&& pattern ); (since C++20)
```

1) split_view takes a **view** and a delimiter, and splits the **view** into subranges on the delimiter.

```
auto sep_pos = words.find(separator);  
action(words.substr(0, sep_pos));  
if (sep_pos == std::string_view::npos) break;  
words.remove_prefix(sep_pos + separator.length());
```

```
}
```

```
}
```

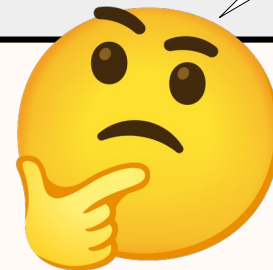
Refactoring

```
VO. template< ranges::viewable_range R, class Pattern >  
    requires /* see below */ (since C++20)  
constexpr ranges::view auto split( R&& r, Pattern&& pattern );  
  
{ template< class Pattern > (since C++20)  
    constexpr /* range adaptor closure */ split( Pattern&& pattern );  
}
```

1) `split_view` takes a `view` and a delimiter, and splits the `view` into subranges on the delimiter.

```
auto sep_pos = words.find(separator);  
action(words.substr(0, sep_pos));  
if (sep_pos == std::string_view::npos) break;  
words.remove_prefix(sep_pos + separator.length());  
}
```

Maybe this
simplifies
things?



Refactoring

```
void for_each_word(std::string_view words,  
                  std::string_view separator,  
                  auto action)  
{  
    for (auto char_range : std::views::split(words, separator))  
    {  
        action(std::string_view(char_range));  
    }  
}
```

Refactoring

```
void for_each_word(std::string_view words,  
                  std::string_view separator,  
                  ...)
```

```
-----  
for_each_word does nothing if separator is an empty string  
-----
```

```
for_each_word_test.cpp:41
```

```
.....  
for_each_word_test.cpp:45: FAILED:
```

```
    REQUIRE_THAT( substrings,  
                  RangeEquals(std::array<std::string_view, 0>{}) )
```

```
with expansion:
```

```
    { "a", "b", "c", "d", "e", "f" }  
elements are {  }
```

```
=====
```

test cases:	7		6	passed		1	failed
-------------	---	--	---	--------	--	---	--------

assertions:	7		6	passed		1	failed
-------------	---	--	---	--------	--	---	--------

Refactoring

```
void for_each_word(std::string_view words,  
                  std::string_view separator,  
                  ...)
```

for_each_word does nothing if separator is an empty string

for_each_word_test.cpp:41

.....
for_each_word_test.cpp:45: FAILED:

REQUIRE_THAT(substrings,

RangeEquals(std::array<std::string_view, 0>{{}}))

with expansion:

{ "a", "b", "c", "d", "e"
elements are { }

=====

test cases:	7		6	passed		
assertions:	7		6	passed		1



What is
wrong?

Refactoring

```
void for_each_word(std::string_view words,  
                  std::string_view separator,  
                  ...)
```

```
-----  
for_each_word does nothing if separator is an empty string  
-----
```

```
for_each_word_test.cpp:41
```

```
.....  
for_each_word_test.cpp:45: FAILED:
```

```
    REQUIRE_THAT( substrings,
```

```
                  RangeEquals(std::array<std::string_view, 0>{}) )
```

```
with expansion:
```

```
    { "a", "b", "c", "d", "e"  
elements are {  }
```

```
=====
```

test cases:	7		6	passed		
assertions:	7		6	passed		1

```
=====
```



What is
wrong?

Refactoring

```
void for_each_word(std::string_view words,  
                  std::string_view separator,  
                  ...)
```

for_each_word does nothing if separator is an empty string

for_each_word_test.cpp:41

.....
for_each_word_test.cpp:45: FAILED:

```
    REQUIRE_THAT( substrings,  
                  RangeEquals(std::array<std::string_view, 0>{{}}) )
```

with expansion:

```
    { "a", "b", "c", "d", "e"  
elements are {  }
```

=====

test cases:	7		6	passed		1
assertions:	7		6	passed		1



How
was it
found?

Refactoring

```
void for_each_word(std::string_view words,  
                  std::string_view separator,  
                  ...)
```

for_each_word does nothing if separator is an empty string

for_each_word_test.cpp:41

.....
for_each_word_test.cpp:45: FAILED:

```
    REQUIRE_THAT( substrings,  
                  RangeEquals(std::array<std::string_view, 0>{{}}) )  
with expansion:  
    { "a", "b", "c", "d", "e"  
elements are { }
```

How
was it
found?

=====

test cases:	7		6	passed		
assertions:	7		6	passed		1

=====



Refactoring

```
void for_each_word(std::string_view words,
                  std::string_view separator,
                  auto action)
{
    if (separator.empty()) return;
    for (auto char_range : std::views::split(words, separator))
    {
        action(std::string_view(char_range));
    }
}
```

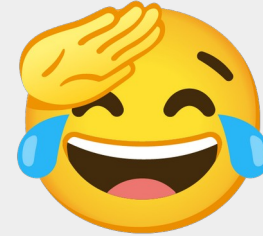
Refactoring

```
void for_each_word(std::string_view words,
                  std::string_view separator,
                  auto action)
{
    if (separator.empty()) return;
    for (auto char_range : std::views::split(words, separator))
    {
        action(std::string_view(char_range));
    }
}
```

```
=====
All tests passed (7 assertions in 7 test cases)
```


Refactoring

```
void for_each_word(std::string_view words,
                  std::string_view separator,
                  auto action)
{
    if (separator.empty()) return;
    for (auto char_range : std::views::split(words, separator))
    {
        action(std::string_view(char_range));
    }
}
```



```
=====
All tests passed (7 assertions in 7 test cases)
```

Contracts

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }

    size_t operator[](std::string_view s) const;

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

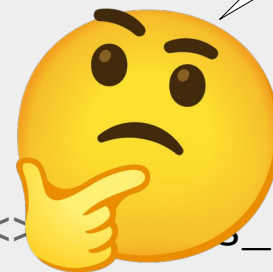
Contracts

```
class histogram {
public:
    void insert(const std::string& s);

    void remove(std::string_view s) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;

    auto begin() const;
    auto end() const;
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

How to test
this?



Contracts

```
class histogram {  
#include <gtest/gtest.h>  
  
TEST(remove, removing_non_existing_word_is_illegal)  
{  
    histogram h;  
    h.insert("foo");  
    h.insert("bar");  
    h.insert("foo");  
    h.insert("baz");  
    ASSERT_EXIT(h.remove("banana"),  
                testing::KilledBySignal(SIGABRT), "");  
}  
  
    auto begin() const;  
    auto end() const;  
private:  
    std::map<std::string, size_t, std::less<>> words_;  
};
```

Contracts

```
class histogram {  
#include <gtest/gtest.h>
```

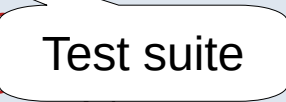
```
TEST(remove, removing_non_existing_word_is_illegal)  
{  
    histogram h;  
    h.insert("foo");  
    h.insert("bar");  
    h.insert("foo");  
    h.insert("baz");  
    ASSERT_EXIT(h.remove("banana"),  
                testing::KilledBySignal(SIGABRT), "");  
}
```

Another test
framework -
googletest

```
    auto begin() const;  
    auto end() const;  
private:  
    std::map<std::string, size_t, std::less<>> words_;  
};
```

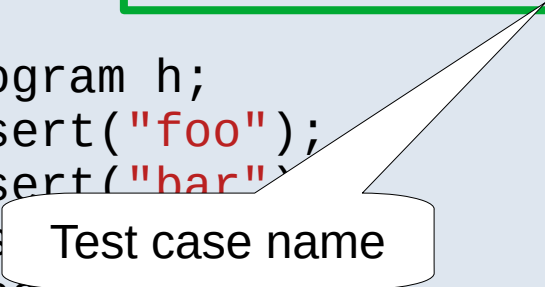
Contracts

```
class histogram {  
#include <gtest/gtest.h>  
  
TEST(remove, removing_non_existing_word_is_illegal)  
{  
    histogram h;  
    h.insert("foo");  
    h.insert("bar");  
    h.insert("foo");  
    h.insert("baz");  
    ASSERT_EXIT(h.remove("banana"),  
                testing::KilledBySignal(SIGABRT), "");  
}  
  
    auto begin() const;  
    auto end() const;  
private:  
    std::map<std::string, size_t, std::less<>> words_;  
};
```



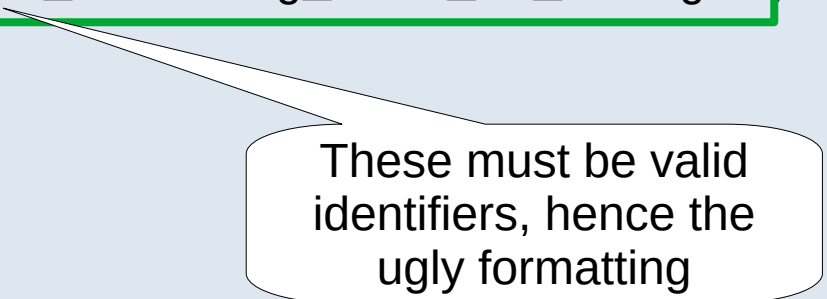
Contracts

```
class histogram {  
#include <gtest/gtest.h>  
  
TEST(remove, removing_non_existing_word_is_illegal)  
{  
    histogram h;  
    h.insert("foo");  
    h.insert("bar");  
    h.insert("baz");  
    ASSERT_EXIT(h.remove("banana"),  
                testing::KilledBySignal(SIGABRT), "");  
}  
  
    auto begin() const;  
    auto end() const;  
private:  
    std::map<std::string, size_t, std::less<>> words_;  
};
```



Contracts

```
class histogram {  
#include <gtest/gtest.h>  
  
TEST(remove, removing_non_existing_word_is_illegal)  
{  
    histogram h;  
    h.insert("foo");  
    h.insert("bar");  
    h.insert("foo");  
    h.insert("baz");  
    ASSERT_EXIT(h.remove("banana"),  
                testing::KilledBySignal(SIGABRT), "");  
}  
  
    auto begin() const;  
    auto end() const;  
private:  
    std::map<std::string, size_t, std::less<>> words_;  
};
```



These must be valid identifiers, hence the ugly formatting

Contracts

```
class histogram {  
#include <gtest/gtest.h>  
  
TEST(remove, removing_non_existing_word_is_illegal)  
{  
    histogram h;  
    h.insert("foo");  
    h.insert("bar");  
    h.insert("foo");  
    h.insert("baz");  
    ASSERT_EXIT(h.remove("banana"),  
                testing::KilledBySignal(SIGABRT), "");  
}
```

```
    auto begin() const;  
    auto end() const;  
private:  
    std::map<std::string,  
};
```

Google test has “death tests”, which ensures that a call kills the process. It does this by spawning a child process.

Contracts

```
class histogram {  
#include <gtest/gtest.h>  
  
TEST(remove, removing_non_existing_word_is_illegal)  
{  
    histogram h;  
    h.insert("foo");  
    h.insert("bar");  
    h.insert("foo");  
    h.insert("baz");  
    ASSERT_EXIT(h.remove("banana"), testing::KilledBySignal(SIGABRT), "");  
}  
  
    size_t operator[](std::string_view s) const;  
  
    auto begin() const;  
    auto end() const;  
private:  
    std::map<std::string, size_t, std::less<>> words_;  
};
```

Contracts

```
class histogram {
#inc [=====] Running 1 test from 1 test suite.
TEST [-----] Global test environment set-up.
{ [-----] 1 test from remove
  [ RUN      ] remove.removing_non_existing_word_is_illegal
  htest.cpp:15: Failure
  Death test: h.remove("banana")
    Result: died but not with expected exit code:
    Terminated by signal 11 (core dumped)
  Actual msg:
  [  DEATH   ]
  [  FAILED  ] remove.removing_non_existing_word_is_illegal (125 ms)
} [-----] 1 test from remove (125 ms total)
[-----] Global test environment tear-down
[=====] 1 test from 1 test suite ran. (125 ms total)
[  PASSED   ] 0 tests.
pr [  FAILED  ] 1 test, listed below:
[  FAILED   ] remove.removing_non_existing_word_is_illegal
}; 1 FAILED TEST
);
```

Contracts

```
class histogram {
#inc [=====] Running 1 test from 1 test suite.
TEST [-----] Global test environment set-up.
{ [-----] 1 test from remove
  [ RUN      ] remove.removing_non_existing_word_is_illegal
  htest.cpp:15: Failure
  Death test: h.remove("banana")
    Result: died but not with expected exit code:
    Terminated by signal 11 (core dumped)
  Actual msg:
  [  DEATH   ]
  [  FAILED  ] remove.removing_non_existing_word_is_illegal (125 ms)
} [-----] 1 test from remove (125 ms)
[-----] Global test environment te
[=====] 1 test from e r ms total)
[  PASSED   ] 0 tests.
[  FAILED   ] 1 test, list
pr [  FAILED   ] remove.removing_non_existing_word_is_illegal
}; 1 FAILED TEST
);
```



What is
wrong?

Contracts

```
class histogram {  
#inc [=====] Running 1 test from 1 test suite.  
TEST [-----] Global test environment set-up.  
{ [-----] 1 test from remove  
  [ RUN ] remove.removing_non_existing_word_is_illegal  
htest.cpp:15: Failure  
Death test: h.remove("banana")  
    Result: died but not with expected exit code:  
            Terminated by signal 11 (core dumped)  
Actual msg:  
[  DEATH  ]  
[  FAILED ] remove.removing_non_existing_word_is_illegal (125 ms)  
[-----] 1 test from remove (125 ms)  
[-----] Global test environment te  
[=====] 1 test from e r ms total)  
[  PASSED ] 0 tests.  
[  FAILED ] 1 test, list  
pr [  FAILED ] remove.removing_non_existing_word_is_illegal  
}; 1 FAILED TEST
```



What is
wrong?

Contracts

```
class histogram {
#inc [=====] Running 1 test from 1 test suite.
TEST [-----] Global test environment set-up.
{ [-----] 1 test from remove
  [ RUN ] remove.removing_non_existing_word_is_illegal
  htest.cpp:15: Failure
  Death test: h.remove("banana")
    Result: died but not with expected exit code:
    Terminated by signal 11 (core dumped)
  Actual msg:
  [ DEATH ]
  [ FAILED ] remove.removing_non_existing_word_is_illegal (125 ms)
  [-----] 1 test from remove (125 ms)
  [-----] Global test environment teardown (0 ms total)
  [=====] 1 test from remove (125 ms total)
  [ PASSED ] 0 tests.
  [ FAILED ] 1 test, listed below:
  [ FAILED ] remove.removing_non_existing_word_is_illegal
pr
}; 1 FAILED TEST
```



How
was it
found?

Contracts

```
class histogram {
#inc [=====] Running 1 test from 1 test suite.
TEST [-----] Global test environment set-up.
{ [-----] 1 test from remove
  [ RUN      ] remove.removing_non_existing_word_is_illegal
  htest.cpp:15: Failure
  Death test: h.remove("banana")
    Result: died but not with expected exit code:
    Terminated by signal 11 (core dumped)
  Actual msg:
  [ DEATH    ]
  [ FAILED   ] remove.removing_non_existing_word_is_illegal (125 ms)
} [-----] 1 test from remove (125 ms total)
[-----] Global test environment tear-down
[=====] 1 test from 1 test suite ran. (125 ms total)
[ PASSED    ] 0 tests.
pr [ FAILED   ] 1 test, listed below:
[ FAILED    ] remove.removing_non_existing_word_is_illegal
}; 1 FAILED TEST
);
```


Contracts

```
class histogram {
public:

    void insert(const std::string& s);
    void remove(std::string_view s) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;

private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {  
public:  
  
    void insert(const std::string& s);  
    void remove(std::string_view s) {  
        auto iter = words_.find(s);  
        assert(iter != words_.end());  
        if (--iter->second == 0) {  
            words_.erase(iter);  
        }  
    }  
    size_t operator[](std::string_view s) const;  
    auto begin() const;  
    auto end() const;  
  
private:  
    std::map<std::string, size_t, std::less<>> w  
};
```

Should I use a mock?
Should I use a factory?



Contracts

```
class histogram {
public:

    void insert(const std::string& s);
    void remove(std::string_view s) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;

private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {
public:

    void insert(const std::string& s);
    void remove(std::string_view s) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;

private:
    std::map<std::string, size_t, std::less<>> w
};
```

Alternatively...?



Contracts

```
class histogram {
public:
    using precondition = void(*)();
    void insert(const std::string& s);
    void remove(std::string_view s, precondition p = default_handler) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {
public:
    using precondition = void(*)();
    void insert(const std::string& s);
    void remove(std::string_view s, precondition p = default_handler) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {
public:
    using precondition = void(*)();
    void insert(const std::string& s);
    void remove(std::string_view s, precondition p = default_handler) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {
public:
    using precondition = void(*)();
    void insert(const std::string& s);
    void remove(std::string_view s, precondition p = default_handler) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```


Contracts

```
class histogram {
public:
    using precondition = void(*)();
    void insert(const std::string& s);
    void remove(std::string_view s, precondition p = default_handler) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {
public:
    using precondition = void(*)();
    void insert(const std::string& s);
    void remove(std::string_view s, precondition p = default_handler) {
        auto iter = words_.find(s);
        assert(iter != words_.end());
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {
public:
    using precondition = void(*);
    void insert(const std::string& s);
    void remove(std::string_view s, precondition p = default_handler) {
        auto iter = words_.find(s);
        if (iter == words_.end()) p();
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {
public:
    TEST_CASE("Removing a non-existing word is illegal")
    {
        struct test_exception {};
        histogram h;
        for (auto word : {"foo", "bar", "foo", "baz"})
        {
            h.insert(word);
        }
        REQUIRE_THROWS_AS(h.remove("banana",
                                   +[](){ throw test_exception{}; }),
                           test_exception);
    }

    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {
public:
    TEST_CASE("Removing a non-existing word is illegal")
    {
        struct test_exception {};
        histogram h;
        for (auto word : {"foo", "bar", "foo", "baz"})
        {
            h.insert(word);
        }
        REQUIRE_THROWS_AS(h.remove("banana",
                                   +[](){ throw test_exception{}; }),
                           test_exception);
    }

    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Back to catch2

Contracts

```
class histogram {
public:
    TEST_CASE("Removing a non-existing word is illegal")
    {
        struct test_exception {};
        histogram h;
        for (auto word : {"foo", "bar", "foo", "baz"})
        {
            h.insert(word);
        }
        REQUIRE_THROWS_AS(h.remove("foo"),
                           +[](){ throw test_exception{}; },
                           test_exception);
    }

    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Back to catch2

An exception type that can only exist in the scope of this test case

Contracts

```
class histogram {
public:
    TEST_CASE("Removing a non-existing word is illegal")
    {
        struct test_exception {};
        histogram h;
        for (auto word : {"foo", "baz"})
        {
            h.insert(word);
        }
        REQUIRE_THROWS_AS(h.remove("banana",
            +[](){ throw test_exception{}; }),
            test_exception);
    }

    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Back to catch2

A custom precondition handler that throws our exception type

Contracts

```
class histogram {
public:
    TEST_CASE("Removing a non-existing word is illegal")
    {
        struct test_exception
        {
            histogram h;
            for (auto word : {"foo", "bar", "banana"})
            {
                h.insert(word);
            }
            REQUIRE_THROWS_AS(h.remove("banana",
                                     +[&h](){ throw test_exception{}; }),
                              test_exception);
        }
    }

    auto end() const;
    static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Ensure that removing a non-existing word throws our exception

Back to catch2

Contracts

```
class histogram {
public:
    TEST {
        -----
        Removing a non-existing word is illegal
        -----
        htest.cpp:120
        .....
        htest.cpp.cpp:128: FAILED:
          REQUIRE_THROWS_AS( h.remove("banana",
            +[](){ throw test_exception{}}), test_exception )
        because no exception was thrown where one was expected:
        =====
        test cases: 5 | 4 passed | 1 failed
        assertions: 8 | 7 passed | 1 failed
    }
};

auto begin() const;
auto end() const;
static void default_handler() { abort(); }
private:
    std::map<std::string, size_t, std::less<>> words_;
};
```

Contracts

```
class histogram {
public:
    TEST(
    {
        Removing a non-existing word is illegal
        -----
        htest.cpp:120
        .....
        htest.cpp.cpp:128: FAILED:
          REQUIRE_THROWS_AS( h.remove("banana",
            +[](){ throw test_exception{}}), test_exception )
        because no exception was thrown where one was expected:
        =====
        test cases: 5 | 4 passed | 1 failed
        assertions: 8 | 7 passed | 1 failed
    }
}
```

```
    auto begin() const;
    auto end() const;
    static void default_handler();
private:
    std::map<std::string, size_t> words_;
};
```



What is wrong?

Contracts

```
class histogram {
```

```
public:
```

```
TEST(
{
    Removing a non-existing word is illegal
}
```

```
htest.cpp:120
```

```
.....
htest.cpp.cpp:128: FAILED:
```

```
    REQUIRE_THROWS_AS( h.remove("banana",
        +[](){ throw test_exception{}}), test_exception )
because no exception was thrown where one was expected:
```

```
=====
test cases: 5 | 4 passed | 1 failed
assertions: 8 | 7 passed | 1 failed
```

```
auto begin() const;
```

```
auto end() const;
```

```
static void default_handler();
```

```
private:
```

```
std::map<std::string, size_t> words_;
```

```
};
```



What is wrong?

Contracts

```
class histogram {
public:
    TEST(
    {
        Removing a non-existing word is illegal
        -----
        htest.cpp:120
        .....
        htest.cpp.cpp:128: FAILED:
          REQUIRE_THROWS_AS( h.remove("banana",
            +[](){ throw test_exception{}}), test_exception )
        because no exception was thrown where one was expected:
        =====
        test cases: 5 | 4 passed | 1 failed
        assertions: 8 | 7 passed | 1 failed
    }
}
```

```
auto begin() const;
```

```
auto end() const;
```

```
static void default_handler();
```

```
private:
```

```
std::map<std::string, size_t> words_;
```

```
};
```



How
was it
found?

Contracts

```
class histogram {
public:
    TEST(
    {
        Removing a non-existing word is illegal
        -----
        htest.cpp:120
        .....
        htest.cpp.cpp:128: FAILED:
        REQUIRE_THROWS_AS( h.remove("banana",
            +[](){ throw test_exception{}}), test_exception )
        because no exception was thrown where one was expected:
        -----
        test cases: 5 | 4 passed | 1 failed
        assertions: 8 | 7 passed | 1 failed
    }
}
```

```
    auto begin() const;
    auto end() const;
    static void default_handler();
private:
    std::map<std::string, size_t> words_;
};
```



How
was it
found?

Contracts

```
class histogram {
public:
    using precondition = void(*)();
    void insert(const std::string& s);
    void remove(std::string_view s, precondition p = default_handler) {
        auto iter = words_.find(s);
        if (iter == words_.end()) p();
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    void remove(std::string_view words, std::string_view separator);
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
    ...
};
```

Contracts

```
class histogram {
public:
    using precondition = void(*})();
    void insert(const std::string& s);
    void remove(std::string_view words, std::string_view separator = default_handler) {
        auto iter = words.find(separator);
        if (iter == words.end()) return;
        if (--iter->second == 0) {
            words.erase(iter);
        }
    }
    void remove(std::string_view words, std::string_view separator);
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
    ...
};
```

How about this?

Contracts

```
class histogram {
public:
    using precondition = void(*)();
    void insert(const std::string& s);
    void remove(std::string_view words, precondition p = default_handler) {
        auto iter = words.begin();
        if (iter == words.end()) return;
        if (--iter->seperator == separator) {
            words.erase(iter);
        }
    }
    void remove(std::string_view words, string_view separator);
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
    ...
};
```

Difficulty to express a test case
is often a hint that something is
problematic with the design.

In this case it is the API that is
problematic.



Redesign

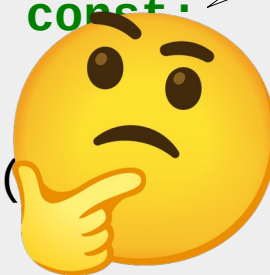
```
class histogram {
public:
    void insert(const std::string& s);
    size_t remove(std::string_view s) {
        auto iter = words_.find(s);
        if (iter == words_.end()) return 0;
        if (--iter->second == 0) {
            words_.erase(iter);
        }
        return 1;
    }
    size_t remove(std::string_view words, std::string_view separator);
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
    ...
};
```

Redesign

```
class histogram {
public:
    void insert(const std::string& s);
    size_t remove(std::string_view s) {
        auto iter = words_.find(s);
        if (iter == words_.end()) return 0;
        if (--iter->second == 0) {
            words_.erase(iter);
        }
        return 1;
    }
    size_t remove(std::string_view words, std::string_view separator);
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
    ...
};
```

Maybe the precondition was a mistake, and it's better to return the number of words removed?

The caller can decide how they want to deal with it.

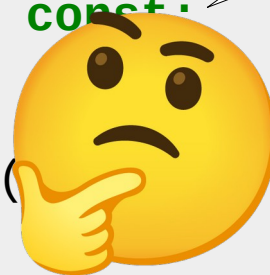


Redesign

```
class histogram {
public:
    void insert(const std::string& s);
    size_t remove(std::string_view s) {
        auto iter = words_.find(s);
        if (iter == words_.end()) return 0;
        if (--iter->second == 0) {
            words_.erase(iter);
        }
        return 1;
    }
    size_t remove(std::string_view words, std::string_view separator);
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
    ...
};
```

Maybe the precondition was a mistake, and it's better to return the number of words removed?

The caller can decide how they want to deal with it.



Redesign

```
class histogram {
public:
    void insert(const std::string& s);
    size_t remove(std::string_view s) {
        auto iter = words_.find(s);
        if (iter == words_.end()) return 0;
        if (--iter->second == 0) {
            words_.erase(iter);
        }
        return 1;
    }
    size_t remove(std::string_view words, std::string_view separator);
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
    ...
};
```

Redesign


```
class histogram {
p SCENARIO("Removing words") {
    GIVEN("a histogram with some words") {
        histogram h;
        for (auto word : {"foo", "bar", "baz", "banana", "baz"}) {
            h.insert(word);
        }
        WHEN("removing a word not in the histogram") {
            THEN("0 is returned") {
                REQUIRE(h.remove("boo") == 0);
            }
        }
        AND_WHEN("removing a word in the histogram") {
            THEN("1 is returned") {
                REQUIRE(h.remove("baz"));
            }
        }
        AND_WHEN("removing multiple semicolon separated words")
        ...
    };
};
```

Redesign

```
class histogram {
public:
    SCENARIO -----
        Scenario: Removing words
            Given: a histogram with some words
            And when: removing multiple semicolon separated words
            Then: The number of existing words that were removed is returned
        -----
        htest.cpp:143
        .....
        htest.cpp:145: FAILED:
            REQUIRE( num_removed == 2 )
        with expansion:  3 == 2
        =====
        test cases:  5 | 4 passed | 1 failed
        assertions: 10 | 9 passed | 1 failed
    }
    AND_WHEN("removing multiple semicolon separated words")
    ...
};
```

Redesign

```
class histogram {
public:
    SCENARIO "Removing words"
        Scenario: Removing words
            Given: a histogram with some words
            And when: removing multiple semicolon separated words
            Then: The number of existing words that were removed is returned
        -----
        htest.cpp:143
        .....
        htest.cpp:145: FAILED:
            REQUIRE( num_removed == 2 )
        with expansion: 3 == 2
        =====
        test cases: 5 | 4 passed | 1 failed
        assertions: 10 | 9 passed
    }
    AND_WHEN("removing multiple semicolon separated words")
    ...
};
```



What is wrong?

Redesign

```
class histogram {
```

```
public:
```

```
    Scenario: Removing words
```

```
        Given: a histogram with some words
```

```
        And when: removing multiple semicolon separated words
```

```
        Then: The number of existing words that were removed is returned
```

```
htest.cpp:143
```

```
.....  
htest.cpp:145: FAILED:
```

```
    REQUIRE( num_removed == 2 )
```

```
with expansion:  3 == 2
```

```
=====
```

```
test cases:  5 | 4 passed | 1 failed  
assertions: 10 | 9 passed
```

```
    }
```

```
    AND_WHEN("removing multiple semicolon separated words")
```

```
    ...
```


```
};
```

What is wrong?



Redesign


```
class histogram {
public:
    SCENARIO -----
        Scenario: Removing words
            Given: a histogram with some words
            And when: removing multiple semicolon separated words
            Then: The number of existing words that were removed is returned
        -----
    htest.cpp:143
        .....
    htest.cpp:145: FAILED:
        REQUIRE( num_removed == 2 )
    with expansion: 3 == 2
    =====
    test cases: 5 | 4 passed | 1 failed
    assertions: 10 | 9 passed
    }
    AND_WHEN("removing multiple semicolon separated words")
    ...
};
```



How was it found?

Redesign

```
class histogram {
public:
    SCENARIO -----
        Scenario: Removing words
            Given: a histogram with some words
            And when: removing multiple semicolon separated words
            Then: The number of existing words that were removed is returned
        -----
        htest.cpp:143
        .....
        htest.cpp:145: FAILED:
            REQUIRE( num_removed == 2 )
            with expansion: 3 == 2
        =====
        test cases: 5 | 4 passed | 1 failed
        assertions: 10 | 9 passed
    }
    AND_WHEN("removing multiple semicolon separated words")
    ...
};
```



How was it found?

Contracts

```
class histogram {
public:
    using precondition = void(*)();
    void insert(const std::string& s);
    void remove(std::string_view s, precondition p = default_handler) {
        auto iter = words_.find(s);
        if (iter == words_.end()) p();
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    void remove(std::string_view words, std::string_view separator);
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler() { abort(); }
    ...
};
```

Contracts

```
class histogram {
public:
    using precondition = void(*)();
    void insert(const std::string& s);
    void remove(std::string_view s, precondition p = default_handler) {
        auto iter = words_.find(s);
        if (iter == words_.end()) p();
        if (--iter->second == 0) {
            words_.erase(iter);
        }
    }
    void remove(std::string_view words, std::string_view separator);
    size_t operator[](std::string_view s) const;
    auto begin() const;
    auto end() const;
    static void default_handler(){};
    ...
};
```

Or maybe this whole API extension was a mistake and we should let the caller do the loop and make the decision?



Contracts

```
class histogram {  
public:
```

Or maybe this whole API extension was a mistake and we should let the caller do the loop and make the decision?



Contracts

```
class histogram {  
public:  
    void user_class::user_func() {  
        for_each_word(words_, ":",  
            [this](auto w){  
                if (histogram_[w] > 0) {  
                    histogram_.remove(std::string(w));  
                }  
            });  
    }  
}
```



Wrapping up

Wrapping up

- A good test tells you what's wrong by telling you what right would be.

Wrapping up

- A good test tells you what's wrong by telling you what right would be.
- A good test works as documentation that is automatically verified.

Wrapping up

- A good test tells you what's wrong by telling you what right would be.
- A good test works as documentation that is automatically verified.
- A good test suite is a set of very simple tests.

Wrapping up

- A good test tells you what's wrong by telling you what right would be.
- A good test works as documentation that is automatically verified.
- A good test suite is a set of very simple tests.
- Listen to your code. Difficulty to express a test is your code's way of saying that something is problematic with it.

Wrapping up

- A good test tells you what's wrong by telling you what right would be.
- A good test works as documentation that is automatically verified.
- A good test suite is a set of very simple tests.
- Listen to your code. Difficulty to express a test is your code's way of saying that something is problematic with it.
- Beware of dogmas.

Wrapping up

- A good test tells you what's wrong by telling you what right would be.
- A good test works as documentation that is automatically verified.
- A good test suite is a set of very simple tests.
- Listen to your code. Difficulty to express a test is your code's way of saying that something is problematic with it.
- Beware of dogmas.
 - Though many serve as good guidelines.

Wrapping up

- A good test tells you what's wrong by telling you what right would be.
- A good test works as documentation that is automatically verified.
- A good test suite is a set of very simple tests.
- Listen to your code. Difficulty to express a test is your code's way of saying that something is problematic with it.
- Beware of dogmas.
 - Though many serve as good guidelines.
- A bad test is superior to no test.

Wrapping up

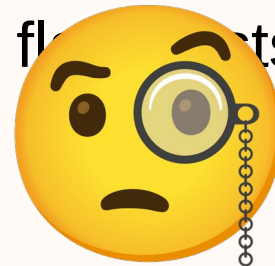
- A good test tells you what's wrong by telling you what right would be.
- A good test works as documentation that is automatically verified.
- A good test suite is a set of very simple tests.
- Listen to your code. Difficulty to express a test is your code's way of saying that something is problematic with it.
- Beware of dogmas.
 - Though many serve as good guidelines.
- A bad test is superior to no test.
 - Except flaky tests. Never accept flaky tests.

Wrapping up

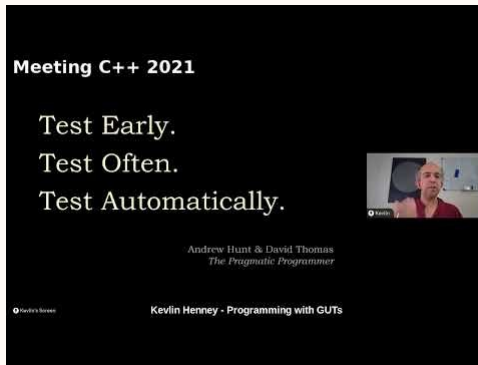
- A good test tells you what's wrong by telling you what right would be.
- A good test works as documentation that is automatically verified.
- A good test suite is a set of very simple tests.
- Listen to your code. Difficulty to express a test is your code's way of saying that something is problematic with it.
- Beware of dogmas.
 - Though many serve as good guidelines.
- A bad test is superior to no test.
 - Except flaky tests. Never accept flaky tests.

Software tends to evolve for much longer than you think.

Tests help!

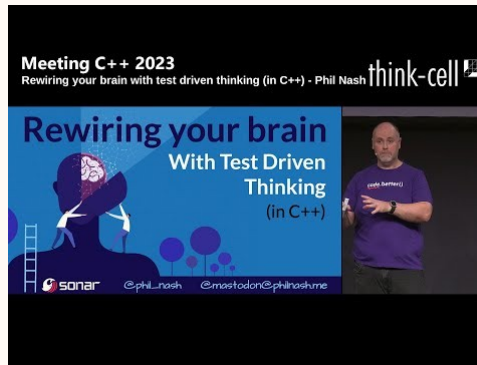


Thanks



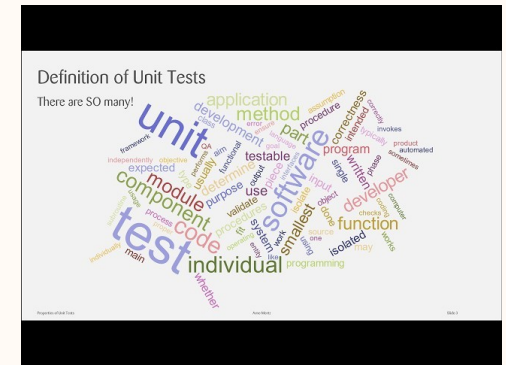
Kevlin Henney
Programming with GUTs

<https://youtu.be/cfh6ZrA19r4>



Phil Nash
Rewiring Your Brain with
Test Driven Thinking in C++

<https://youtu.be/Hx-1Wtvhvvgw>



Arne Mertz
Properties of Unit Tests in C++

<https://youtu.be/Ko4r-rixZVk>

Will your program still be correct next year?

Björn Fahlner



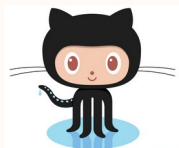
bjorn@fahller.se



[@rollbear.bsky.social](https://bsky.app/profile/rollbear.bsky.social)



[@rollbear@fosstodon.org](https://fosstodon.org/@rollbear)



[#include <C++>](#)



[@rollbear](#)