catchorg / **Catch2** Public

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<> Code | ⊙ Issues 310 | ⑂ Pull requests 19 | ⊙ Actions | ▦ Projects | ⊙ Security | ⊿ Insights

ᛒ devel ⌄ | ⑂ 4 branches | ⬡ 117 tags

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🧑 horenmar Mention CMake's integration with CATCH_CONFIG options	✓ 3a18a68 10 hours ago	⏱ 4,043 commits
📁 .conan	Add support for Components	2 years ago
📁 .github	Add pipeline running tests under Valgrind to GitHub Action	27 days ago
📁 CMake	Add Wfloat-equal to default-enabled warnings	7 days ago
📁 data/artwork	Move artwork/ to data/artwork/	3 years ago
📁 docs	Mention CMake's integration with CATCH_CONFIG options	10 hours ago
📁 examples	Add -Wsuggest-destructor-override to enabled warnings	18 days ago
📁 extras	v3.0.1	4 days ago
📁 fuzzing	add fuzzer for columns	2 years ago
📁 src	v3.0.1	4 days ago
📁 tests	Make Random*Generators be seedable	4 days ago
📁 third_party	fixing UB	2 years ago
📁 tools	Extend project call for Catch2	4 days ago
📄 .bazelrc	Add default reporter for Bazel integration (#2399)	last month
📄 .clang-format	Clang-format configuration added.	2 years ago
📄 .gitattributes	Update gitattributes	4 years ago
📄 .gitignore	Clean up .gitignore	20 days ago
📄 BUILD.bazel	Add default reporter for Bazel integration (#2399)	last month
📄 CMakeLists.txt	v3.0.1	4 days ago
📄 CMakePresets.json	Add basic CMake presets	3 months ago
📄 CODE_OF_CONDUCT.md	Create CODE_OF_CONDUCT.md	5 years ago
📄 Doxyfile	Simple Doxygen file	2 years ago
📄 LICENSE.txt	Renamed licence file, license should now be detected by github	5 years ago
📄 README.md	Reorganize the main readme	6 months ago
📄 SECURITY.md	Add SECURITY.md	6 months ago
📄 WORKSPACE	Add default reporter for Bazel integration (#2399)	last month
📄 appveyor.yml	Add tests for CMake configure toggles passing to Catch2 build	3 months ago
📄 codecov.yml	Sweep out two leftover references to master	2 years ago
📄 conanfile.py	proper support for lib suffix in conan	4 months ago
📄 mdsnippets.json	Add infrastructure for embedding code samples in docs.	2 years ago

About

A modern, C++-native, test framework for unit-tests, TDD and BDD - using C++14, C++17 and later (C++11 support is in v2.x branch, and C++03 on the Catch1.x branch)

🔗 discord.gg/4cws9zd

`testing` `framework` `tdd` `cpp` `cpp14` `test-framework` `no-dependencies` `bdd`

📖 Readme
⚖ BSL-1.0 license
⊙ Code of conduct
☆ 15.1k stars
👁 447 watching
⑂ 2.6k forks

Releases 82

🏷 v3.0.1 Latest
4 days ago

+ 81 releases

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🧑 horenmar Martin Hořeňovský ♡

🔗 https://www.paypal.me/horenmar

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Contributors 285

+ 274 contributors

Languages

● C++ 90.8%   ● CMake 5.5%
● Python 3.3%   ● Starlark 0.2%
● Batchfile 0.1%   ● Shell 0.1%

📑 README.md

`release v3.0.1` `⊙ Linux builds (basic) passing` `⊙ Linux builds (complex) passing` `⊙ Mac builds passing` `⊙ build passing`
`codecov 91%` `try online` `Discord Chat!`

What's the Catch2?

Catch2 is mainly a unit testing framework for C++, but it also provides basic micro-benchmarking features, and simple BDD macros.

Catch2's main advantage is that using it is both simple and natural. Tests autoregister themselves and do not have to be named with valid identifiers, assertions look like normal C++ code, and sections provide a nice way to share set-up and tear-down code in tests.

Catch2 v3 is being developed!

You are on the `devel` branch, where the next major version, v3, of Catch2 is being developed. As it is a significant rework, you will find that parts of this documentation are likely still stuck on v2.

For stable (and documentation-matching) version of Catch2, go to the `v2.x` branch.

For migrating from the v2 releases to v3, you should look at our documentation. It provides a simple guidelines on getting started, and collects most common migration problems.

How to use it

This documentation comprises these three parts:

- Why do we need yet another C++ Test Framework?
- Tutorial - getting started
- Reference section - all the details

More

- Issues and bugs can be raised on the Issue tracker on GitHub
- For discussion or questions please use our Discord
- See who else is using Catch2 in Open Source Software or commercially.