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There are many good reasons for you to use this framework. This section describes several c

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Some categories of tests have bad memory problems that surface only during certain runs. C

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excellent support for handling such situations. You can repeat the same test a thousand time

the first sign of a failure, the debugger is automatically invoked. In addition, all of this is done

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from command line: `--gtest_repeat=1000 --gtest_break_on_failure`.

Contrary to a lot of other testing frameworks, Google's test framework has built-in assertions where exception handling is disabled (typically for performance reasons). Thus, the assertions, destructors, too.

Running the tests is simple. Just making a call to the predefined `RUN_ALL_TESTS` macro does or deriving a separate runner class for test execution. This is in sharp contrast to frameworks

Generating an Extensible Markup Language (XML) report is as easy as passing a switch: `--gt`
In frameworks such as CppUnit and CppTest, you need to write substantially more code to g

Creating a basic test

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Listing 1. Prototype of the square root function

Contents

```
1 | double square-root (const double);
```

Why use the Google C++ Testing Framework?

For negative numbers, this routine returns -1. It's useful to have both positive and negative 1

[2](#) shows that test case.

Running the first test

Listing 2. Unit test for the square root function

```
1 | #include "gtest/gtest.h"
2 |
3 | TEST (SquareRootTest, PositiveNos) {
4 |     EXPECT_EQ (18.0, square-root (324.0));
5 |     EXPECT_EQ (25.4, square-root (645.16));
6 |     EXPECT_EQ (50.3321, square-root (2533.310224));
7 | }
8 |
9 | TEST (SquareRootTest, ZeroAndNegativeNos) {
10 |    ASSERT_EQ (0.0, square-root (0.0));
11 |    ASSERT_EQ (-1, square-root (-22.0));
12 | }
```

Conclusion

Listing 2 creates a test hierarchy named SquareRootTest and then adds two unit tests, Posi

ZeroAndNegativeNos, to that hierarchy. TEST is a predefined macro defined in gtest.h (availa

that helps define this hierarchy. EXPECT_EQ and ASSERT_EQ are also macros—in the former ca

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if there is a failure while in the latter case test execution aborts. Clearly, if the square root of

much left to test anyway. That's why the ZeroAndNegativeNos test uses only ASSERT_EQ whi

EXPECT_EQ to tell you how many cases there are where the square root function fails without

Running the first test

Now that you've created your first basic test, it is time to run it. [Listing 3](#) is the code for the n

Listing 3. Running the square root test

```
1 | #include "gtest/gtest.h"
2 |
3 | TEST(SquareRootTest, PositiveNos) {
4 |     EXPECT_EQ (18.0, square-root (324.0));
5 |     EXPECT_EQ (25.4, square-root (645.16));
6 |     EXPECT_EQ (50.3321, square-root (2533.310224));
```

```

7 | }
8 |
9 | TEST (SquareRootTest, ZeroAndNegativeNos) {

```

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```

13 |
14 | int main(int argc, char **argv) {
15 |     ::testing::InitGoogleTest(&argc, argv);
16 |     return RUN_ALL_TESTS();
17 | }

```

Why use the Google C++ Testing Framework?

The `::testing::InitGoogleTest` method does what the name suggests—it initializes the framework before `RUN_ALL_TESTS`. `RUN_ALL_TESTS` must be called only once in the code because multiple calls to the advanced features of the framework and, therefore, are not supported. Note that `RUN_ALL_TESTS` and runs all the tests defined using the `TEST` macro. By default, the results are printed to standard output.

Creating a basic test

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Options for the Google C++ Testing Framework

Temporarily disabling tests

Listing 4. Output from running the square root test

```

1 | Running main() from user_main.cpp
2 | [=====] Running 2 tests from 1 test case.
3 | [-] Global test environment set-up.
4 | [-] 2 tests from SquareRootTest
5 | [ RUN ] SquareRootTest.PositiveNos
6 | ..\user_sqrt.cpp(6862): error: Value of: sqrt (2533.310224)
7 | Actual: 50.332
8 | Expected: 50.3321
9 | [ FAILED ] SquareRootTest.PositiveNos (9 ms)
10 | [ RUN ] SquareRootTest.ZeroAndNegativeNos
11 | [ OK ] SquareRootTest.ZeroAndNegativeNos (0 ms)
12 | [-] 2 tests from SquareRootTest (0 ms total)
13 |
14 | [-] Global test environment tear-down
15 | [=====] 2 tests from 1 test case ran. (10 ms total)
16 | [ PASSED ] 1 test.
17 | [ FAILED ] 1 test, listed below:
18 | [ FAILED ] SquareRootTest.PositiveNos
19 |
20 | 1 FAILED TEST

```

Options for the Google C++ Testing Framework

In [Listing 3](#) you see that the `InitGoogleTest` function accepts the arguments to the test infrastructure. In this section, we will discuss some of the cool things that you can do with the arguments to the testing framework.

You can dump the output into XML format by passing `--gtest_output="xml:report.xml"` on the command line. Of course, replace `report.xml` with whatever file name you prefer.

There are certain tests that fail at times and pass at most other times. This is typical of problem corruption. There's a higher probability of detecting the fail if the test is run a couple times. I

Not all tests need to be run at all times, particularly if you are making changes in the code that support this. Google provides `--gtest_filter=<test string>`. The format for the test string is separated by colons (:). For example, `--gtest_filter=*` runs all tests while `--gtest_filter=SquareRootTest` runs only the positive unit tests from `SquareRootTest`, and `--gtest_filter=SquareRootTest.*-SquareRootTest.Zero*` means don't run those tests whose names begin with `Zero`.

Running the first test

Listing 5 provides an example of running `SquareRootTest` with `gtest_output`, `gtest_repeat`, and `gtest_filter`.

Options for the Google C++ Testing Framework

Listing 5. Running `SquareRootTest` with `gtest_output`, `gtest_repeat`, and `gtest_filter`

Temporarily disabling tests

```

1  [arpan@tintin] ./test_executable --gtest_output="xml:report.xml" --gtest_repeat=10 --gtest_filter=SquareRootTest.*-SquareRootTest.Zero*
2
3
4  Repeating all tests (iteration 1) . . .
5
6  Note: Google Test filter = SquareRootTest.*-SquareRootTest.Zero*
7  [=====] Running 1 test from 1 test case.
8  [-----] Global test environment set-up.
9  [-----] 1 test from SquareRootTest
10 [ RUN      ] SquareRootTest.PositiveNos
11 ..\user_sqrt.cpp (6854): error: Value of: sqrt (2533.310224)
12   Actual: 50.332
13 Expected: 50.3321
14 [  FAILED  ] SquareRootTest.PositiveNos (2 ms)
15 [-----] 1 test from SquareRootTest (2 ms total)
16
17 [-----] Global test environment tear-down
18 [=====] 1 test from 1 test case ran. (20 ms total)
19 [  PASSED  ] 0 tests.
20 [  FAILED  ] 1 test, listed below:
21 [  FAILED  ] SquareRootTest.PositiveNos
22   1 FAILED TEST
23
24 Repeating all tests (iteration 2) . . .
25
26 Note: Google Test filter = SquareRootTest.*-SquareRootTest.Zero*
27 [=====] Running 1 test from 1 test case.
28 [-----] Global test environment set-up.
29 [-----] 1 test from SquareRootTest
30 [ RUN      ] SquareRootTest.PositiveNos
31 ..\user_sqrt.cpp (6854): error: Value of: sqrt (2533.310224)
32   Actual: 50.332
33 Expected: 50.3321
34 [  FAILED  ] SquareRootTest.PositiveNos (2 ms)
35 [-----] 1 test from SquareRootTest (2 ms total)
36
37 [-----] Global test environment tear-down
38 [=====] 1 test from 1 test case ran. (20 ms total)
39 [  PASSED  ] 0 tests.
40 [  FAILED  ] 1 test, listed below:

```

```
41 [ FAILED ] SquareRootTest.PositiveNos
42 1 FAILED TEST
```

Temporarily disabling tests

Contents

Let's say you break the code. Can you disable a test temporarily? Yes, simply add the `DISABLE` name of the individual unit test name and it won't execute. [Listing 6](#) demonstrates what you the `PositiveNos` test from [Listing 2](#).

Why use the Google C++ Testing Framework?

Creating a basic test

Listing 6. Disabling a test temporarily

```
1 #include "gtest/gtest.h"
2
3 TEST (DISABLE_SquareRootTest, PositiveNos) {
4     EXPECT_EQ (18.0, square-root (324.0));
5     EXPECT_EQ (25.4, square-root (645.16));
6     EXPECT_EQ (50.3321, square-root (2533.310224));
7 }
8
9 OR
10
11 TEST (SquareRootTest, DISABLE_PositiveNos) {
12     EXPECT_EQ (18.0, square-root (324.0));
13     EXPECT_EQ (25.4, square-root (645.16));
14     EXPECT_EQ (50.3321, square-root (2533.310224));
15 }
```

Conclusion

Note that the Google framework prints a warning at the end of the test execution if there are disabled resources

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Listing 7. Google warns user of disabled tests in the framework

```
^ 1 1 FAILED TEST
  2 YOU HAVE 1 DISABLED TEST
```

If you want to continue running the disabled tests, pass the `-gtest_also_run_disabled_tests` [Listing 8](#) shows the output when the `DISABLE_PositiveNos` test is run.

Listing 8. Google lets you run tests that are otherwise disabled

```
1 [-----] 1 test from DISABLED_SquareRootTest
2 [ RUN      ] DISABLED_SquareRootTest.PositiveNos
3 ..\user_sqrt.cpp(6854): error: Value of: square-root (2533.310224)
4 Actual: 50.332
5 Expected: 50.3321
6 [ FAILED ] DISABLED_SquareRootTest.PositiveNos (2 ms)
7 [-----] 1 test from DISABLED_SquareRootTest (2 ms total)
8
```

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It's all about assertions

The Google test framework comes with a whole host of predefined assertions. There are two names beginning with `ASSERT_` and those beginning with `EXPECT_`. The `ASSERT_*` variants ab

assertion fails while EXPECT_* variants continue with the run. In either case, when an assertion

line number, and a message that you can customize. Some of the simpler assertions include

ASSERT_NE (va1, va2). The former expects the condition to always be true while the latter expects it to be false. If the condition is **mismatched**, these assertions work on user-defined types too, but you must overload the comparison operators for them.

(==, !=, <=, and so on).

Options for the Google C++ Testing Framework

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It's all about assertions

Google provides the macros shown in [Listing 9](#) for floating point comparisons.

Floating point comparisons

Listing 9: Macros for floating point comparisons

```
1 ASSERT_FLOAT_EQ (expected, actual)
2 ASSERT_DOUBLE_EQ (expected, actual)
3 ASSERT_NEAR (expected, actual, absolute_range)
4
5 EXPECT_FLOAT_EQ (expected, actual)
6 EXPECT_DOUBLE_EQ (expected, actual)
7 EXPECT_NEAR (expected, actual, absolute_range)
```

Why do you need separate macros for floating point comparisons? Wouldn't ASSERT_EQ work

and related macros may or may not work, and it's smarter to use the macros specifically me

Typically, different central processing units (CPUs) and operating environments store floating-point numbers in different ways.

comparisons between expected and actual values don't work. For example, `ASSERT_FLOAT_EQ`

—Google does not throw an error if the results tally up to four decimal places. If you want greater precision, you can use the `toFixed()` method to round the results to a specific number of decimal places.

(2.00001, 2.000011, 0.0000001) and you receive the error shown in [Listing 10](#).

Listing 10. Error message from ASSERT_NEAR

```
1 Math.cc(68): error: The difference between 2.00001 and 2.000011 is 1e-006, whi
2 0.0000001, where
3 2.00001 evaluates to 2.00001,
4 2.000011 evaluates to 2.00001, and
5 0.0000001 evaluates to 1e-007.
```

Death tests

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calls the *death assertions*. You use this type of assertion to check if a proper error message is printed or if the process exits with a proper exit code. For example, in [Listing 3](#), it would be good when doing square-root (-22.0) and exiting the program with return status -1 instead of returning 0. [Listing 11](#) shows how to use `ASSERT_EXIT` to verify such a scenario.

Why use the Google C++ Testing Framework?

Listing 11. Running a death test using Google's framework

Creating a basic test

```

1  #include "gtest/gtest.h"
2
3  double square-root (double num) {
4      if (num < 0.0) {
5          std::cerr << "Error: Negative Input\n";
6          exit(-1);
7      }
8      // Code for 0 and +ve numbers follow
9
10 }
11
12 TEST (SquareRootTest, ZeroAndNegativeNos) {
13     ASSERT_EQ (0.0, square-root (0.0));
14     ASSERT_EXIT (square-root (-22.0), ::testing::ExitedWithCode(-1), "Error:
15 Negative Input");
16 }
17
18 int main(int argc, char **argv) {
19     ::testing::InitGoogleTest(&argc, argv);
20     return RUN_ALL_TESTS();
21 }
```

`ASSERT_EXIT` checks if the function is exiting with a proper exit code (that is, the **argument** to `ASSERT_EXIT` compares the string within quotes to whatever the function prints to standard error. Note that `std::cerr` and not `std::cout`. [Listing 12](#) provides the prototypes for `ASSERT_DEATH` and `ASSERT_EXIT`.

Listing 12. Prototypes for death assertions

```

1  ASSERT_DEATH(statement, expected_message)
2  ASSERT_EXIT(statement, predicate, expected_message)
```

Google provides the predefined predicate `::testing::ExitedWithCode(exit_code)`. The `predicate` is a function that returns true if the program exits with the same `exit_code` mentioned in the predicate. `ASSERT_DEATH` is similar to `ASSERT_EQ` in that it compares the error message in standard error with whatever is the user-expected message.

Understanding test fixtures

It is typical to do some custom initialization work before executing a unit test. For example, i

Listing 13. A test fixture class
Contents

```

1  class myTestFixture1: public ::testing::test {
2  public:
3      myTestFixture1( ) {
4          // initialization code here
5      }
6
7      void SetUp( ) {
8          // code here will execute just before the test ensues
9      }
10
11     void TearDown( ) {
12         // code here will be called just after the test completes
13         // ok to through exceptions from here if need be
14     }
15
16     ~myTestFixture1( ) {
17         // cleanup any pending stuff, but no exceptions allowed
18     }
19
20     // put in any custom data members that you need
21 };

```

Understanding test fixtures

The fixture class is derived from the `::testing::test` class declared in `gtest.h`. [Listing 14](#) i
class. Note that it uses the `TEST_F` macro instead of `TEST`.

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Listing 14. Sample use of a fixture

```

1  TEST_F (myTestFixture1, UnitTest1) {
2
3      .
4  }
5
6  TEST_F (myTestFixture1, UnitTest2) {
7
8      .
9  }

```

There are a few things that you need to understand when using fixtures:

- You can do initialization or allocation of resources in either the constructor or the `SetUp` routine. However, if you do it in the constructor, you must do it only in the `TearDown` code because throwing an exception from the destructor is undefined behavior.
- You can do deallocation of resources in `TearDown` or the destructor routine. However, if you do it in the destructor, you must do it only in the `TearDown` code because throwing an exception from the destructor is undefined behavior.

- The Google assertion macros may throw exceptions in platforms where they are enabled a good idea to use assertion macros in the TearDown code for better maintenance.

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So in [Listing 14](#), the SetUp (please use proper spelling here) routine is called twice because it was created.

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This article just scratches the surface of the Google C++ Testing Framework. Detailed documentation is available from the Google site. For advanced developers, I recommend you read some of the regression frameworks such as the Boost unit test framework and CppUnit.

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