# Google test framework

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#### Criterion basic usage : cr\_assert()

```
#include <criterion/criterion.h>

Test(simple, test_ok) {
   int a = 3;
   cr_assert(a == 3);
}

Test(simple, test_not_ok) {
   int a = 3;
   cr_assert(a == 4);
}
```

```
gcc -lcriterion main.c -o test
./test
```

```
[----] main.c:10: Assertion failed: The expression a == 4 is false.
[FAIL] simple::test_fail: (0,00s)
[====] Synthesis: Tested: 2 | Passing: 1 | Failing: 1 | Crashing: 0
```

#### Ways to link & use

- ▶ There is one libs:
  - libcriterion.so

```
Include_directories(${CRITERION_INCLUDE_DIRS})
add_executable(test main.c)
target_link_libraries(${CRITERION_LIBRARIES})
add_test(test test --xml=${REPORTS_DIR}/file.xml)
```

#### Criterion: cr\_assert\_eq()

```
#include <criterion/criterion.h>

Test(simple, test_ok) {
    int a = 3;
    cr_assert_eq(a, 3)]

Test(simple, test_not_ok) {
    int a = 3;
    cr_assert_eq(a, 4);
}
```

```
gcc -lcriterion main.c -o test
./test
```

```
[----] main.c:10: Assertion failed: The expression (a) == (4) is false.

[FAIL] simple::test_fail: (0,00s)

[====] Synthesis: Tested: 2 | Passing: 1 | Failing: 1 | Crashing: 0
```

#### **Criterion usage: message**

```
gcc -lcriterion main.c -o test
./test
```

```
[----] main.c:10: Assertion failed: Message on error 3

[FAIL] simple::test_fail: (0,00s)

[====] Synthesis: Tested: 2 | Passing: 1 | Failing: 1 | Crashing:
```

#### Criterion expect\_eq()

```
#include <criterion/criterion.h>

Test(simple, test_ok) {
   int a = 3;
   cr_assert(a == 3);
}

Test(simple, test_not_ok) {
   int a = 3;
   int b = 4:
   cr_expect_eq(a, 4);
   cr_expect_eq(b, 5);
}
```

```
gcc -lcriterion main.c -o test
./test
```

```
[----] main.c:11: Assertion failed: The expression (a) == (4) is false.
[----] main.c:12: Assertion failed: The expression (b) == (5) is false.
[FAIL] simple::test_fail: (0,00s)
[====] Synthesis: Tested: 2 | Passing: 1 | Failing: 1 | Crashing: 0
```

### **Debugging**

- Criterion fork for every test
- Pros:
  - All test run even if one segfault
  - No test interaction via global variables
- ► Cons:
  - Cannot easily GDB
  - Has to run GDB as server then connect on it



### Google test

#### Google test basic usage : ASSERT()

```
#include <gtest/gtest.h>

TEST(simple, test_ok) {
   int a = 3;
   ASSERT_TRUE(a == 3);
}

TEST(simple, test_not_ok) {
   int a = 3;
   ASSERT_TRUE(a == 4);
}
```

```
g++ -lgtest -lgtest_main main.c -o test
./test
```

```
Running main() from gtest_main.cc
[=======] Running 2 tests from 1 test case.
 -----] Global test environment set-up.
 RUN ] simple.test ok
      OK ] simple.test ok (0 ms)
 RUN ] simple.test not ok
main.cpp:10: Failure
Value of: a == 4
 Actual: false
Expected: true
  FAILED ] simple.test not ok (0 ms)
[-----] 2 tests from simple (0 ms total)
 ----- Global test environment tear-down
======== 2 tests from 1 test case ran. (0 ms total)
  PASSED | 1 test.
  FAILED | 1 test, listed below:
  FAILED ] simple.test not ok
```

#### Ways to link & use

- ► There is two libs:
  - libgtest.so
  - libgtest\_main.so
- Both are pointed by GTEST\_BOTH\_LIBRARIES

```
Include_directories(${GTEST_INCLUDE_DIRS})
add_executable(test main.c)
target_link_libraries(${GTEST_BOTH_LIBRARIES})
add_test(test test --gtest_output=xml:${REPORTS_DIR}/run-modparams-criterion.xml)
```

#### Google test basic usage : ASSERT\_EQ()

```
#include <gtest/gtest.h>

TEST(simple, test_ok) {
   int a = 3;
   ASSERT_EQ(3, a);
}

TEST(simple, test_not_ok) {
   int a = 3;
   ASSERT_EQ(4, a);
}
```

```
g++ -lgtest -lgtest_main main.c -o test
./test
```

```
Running main() from gtest_main.cc
[=======] Running 2 tests from 1 test case.
 ------ Global test environment set-up.
RUN ] simple.test ok
      OK ] simple.test ok (0 ms)
 RUN ] simple.test not ok
main.cpp:10: Failure
Value of: a
 Actual: 3
Expected: 4
  FAILED ] simple.test not ok (0 ms)
[-----] 2 tests from simple (0 ms total)
 ======= 2 tests from 1 test case ran. (0 ms total)
  PASSED | 1 test.
  FAILED | 1 test, listed below:
  FAILED ] simple.test not ok
```

#### Google test : extra messages

```
#include <gtest/gtest.h>

TEST(simple, test_ok) {
   int a = 3;
   ASSERT_EQ(3, a);
}

TEST(simple, test_not_ok) {
   int a = 3;
   ASSERT_EQ(4, a) << "Additional infos";
}</pre>
```

```
g++ -lgtest -lgtest_main main.c -o test
./test
```

```
Running main() from gtest_main.cc
[=======] Running 2 tests from 1 test case.
 -----] Global test environment set-up.
RUN ] simple.test ok
  OK ] simple.test ok (0 ms)
RUN ] simple.test_not_ok
main.cpp:10: Failure
Value of: a
 Actual: 3
Expected: 4
Additional infos
 FAILED | simple.test not ok (0 ms)
[-----] 2 tests from simple (0 ms total)
------ Global test environment tear-down
[========] 2 tests from 1 test case ran. (0 ms total)
  PASSED | 1 test.
  FAILED ] 1 test, listed below:
```

#### **Google test: EXPECT**

```
#include <gtest/gtest.h>

TEST(simple, test_ok) {
   int a = 3;
   ASSERT_EQ(3, a);
}

TEST(simple, test_not_ok) {
   int a = 3;
   int b = 5:
   EXPECT_EQ(4, a);
   EXPECT_EQ(6, b);
}
```

```
g++ -lgtest -lgtest_main main.c -o test
./test
```

```
Running main() from gtest_main.cc
[=======] Running 2 tests from 1 test case.
------ Global test environment set-up.
RUN ] simple.test ok
     OK ] simple.test ok (0 ms)
RUN l simple test not ok
main.cpp:11: Failure
Value of: a
 Actual: 3
Expected: 4
main.cpp:12: Failure
Value of: b
 Actual: 5
Expected: 6
FAILED | simple.test not ok (0 ms)
[-----] 2 tests from simple (0 ms total)
  ----- Global test environment tear-down
```

#### **Google death tests**

```
#include <gtest/gtest.h>
using namespace testing;
void func(void) {
   fprintf(stderr, "Additional infos"):
   exit(3);
TEST(simple test) {
   ASSERT_DEATH(func(), "Additional infos");
TEST(simple, test2) {
   ASSERT_EXIT(func(), ExistedWithCode(3),
               "Additional infos");
g++ -lgtest -lgtest_main main.c -o test
./test
```

#### **Google fixtures**

```
#include <gtest/gtest.h>
#include <list>
using namespace testing;
class SimpleTest : public Test {
    protected:
        void SetUp() override {
            lst.push back(1);
            lst.push_back(2);
        void TearDown() override {
        std::list<int> lst;
g++ -lgtest -lgtest_main main.c -o test
./test
```

```
TEST_F(SimpleTest, test) {
  ASSERT_EQ(2, lst.size());
```

### **Debugging**

- No forking
- ► Pro:
  - Ease test implementation fix
- ► Cons:
  - Global variable issue
  - Abort all test suite on segfault (failure still captured by ctest)



#### **Mocking**

```
#include <gtest/gtest.h>
#include <gmock/gmock.h>
#include <turtle.hpp>
using namespace testing;
class MockTurtle : public Turtle {
    public:
       MOCK METHOD1(forward, void(int distance));
};
TEST(Turtle, test) {
   MockTurtle turtle:
    EXPECT_CALL(turtle, forward(_))
               .Times(3):
    turtle.forward(4);
g++ -lgtest -lgmock -lgmock_main main.c -o test
./test
```

```
TEST_F(SimpleTest, test) {
  ASSERT_EQ(2, lst.size());
 ----- 1 test from suite
           1 suite.test
main.cpp:20: Failure
Actual function call count doesn't match
EXPECT CALL(turtle, forward(_))...
        Expected: to be called 3 times
          Actual: called once - unsatisfied and
active
  FAILED | SUITE.TEST (0 MS)
 ----- 1 test from suite (0 ms total)
```

#### **How to mock C function**

```
class Mock {
    public:
        MOCK_METHOD1(forward, void(int distance));
};
Mock * gblMock;
void function_to_mock(int distance)
    gblMock->forward(distance);
TEST(Turtle, test) {
    Mock mock:
    gblMock = &mock;
    EXPECT_CALL(mock, forward(_))
                .Times(3):
    function_to_mock(4);
```

#### Ways to link

- ► There is two libs:
  - gmock.so
  - gmock\_main.so
- Both are pointed by GMOCK\_BOTH\_LIBRARIES
- ► It also depend on google test

```
Include_directories(${GTEST_INCLUDE_DIRS} ${GMOCK_INCLUDE_DIRS})
add_executable(test main.c)
target_link_libraries(${GTEST_LIBRARIES} ${GMOCK_BOTH_LIBRARIES})
add_test(test test --gtest_output=xml:${REPORTS_DIR}/run-modparams-criterion.xml)
```

## Thanks

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