

TUnit Assertions

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Assertions are defined by macros in the `TestCase.h` (http://tinyos.cvs.sourceforge.net/*checkout*/tinyos/tinyos-2.x-contrib/tunit/tos/lib/tunit/TestCase.h) file. You must `#include "TestCase.h"` in your application to access assertions.

- **`assertSuccess()`**: The test automatically passes if execution reaches this point in the code.
- **`assertFail("Fail Message")`**: The test automatically fails if execution reaches this point in the code.
- **`assertEquals("Fail Message", <expected>, <actual>)`**: Fails if (`expected != actual`).
- **`assertNotEquals("Fail Message", <not expected>, <actual>)`**: Fails if (`expected == actual`).
- **`assertResultIsBelow("Fail Message", <upperbound>, <actual>)`**: Fails if (`upperbound <= actual`).
- **`assertResultIsAbove("Fail Message", <lowerbound>, <actual>)`**: Fails if (`lowerbound >= actual`).
- **`assertCompares("Fail Message", <array1>, <array2>, size)`**: Fails if the bytes in both arrays are not identical for the given size.
- **`assertTrue("Fail Message", <condition>)`**: Fails if (`condition == FALSE`).
- **`assertFalse("Fail Message", <condition>)`**: Fails if (`condition == TRUE`).
- **`assertNull(<pointer>)`**: Fails if (`pointer != NULL`). Prints out the name of the pointer if it fails.
- **`assertNotNull(<pointer>)`**: Fails if (`pointer == NULL`). Prints out the name of the pointer if it fails.

See Also

- TUnit

Next

- Setting up TUnit

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