

Phil Nash : CATCH

```
#define CATCH_CONFIG_MAIN
```

```
#include <catch.hpp>
```

```
TEST_CASE() {
```

```
    REQUIRE(1+2 == 3);
}
```

➡ `./myapp -s`

```
TEST_CASE(
```

*"what this test does"*

*"[tag1][tag2]" ← tags only apply to test cases*

```
) { ... }
```

<http://build.catch-lib.net>



Approx (3.141) ↗

For floating point epsilons

Approx (3.141), epsilon(0.01) ↘

```
TEST_CASE ("with section") {  
    SECTION ("First section of test") {  
        REQUIRE (1+2==3);  
    }  
    SECTION ("Second section") {  
        REQUIRE (2+3==5);  
    }  
}
```



**REQUIRE**  $\leftarrow$  Aborts on failure

**CHECK**  $\leftarrow$  Reports failure then carries on

$i = 9$   
**CAPTURE( $i$ )** } Provides contextual info

**REQUIRE\_NOTHROW**  
+ more

For testing exceptions



# BDD style

SCENARIO ( " ... " ) {

GIVEN ( " ... " ) {

WHEN ( " ... " ) {

→ operations

THEN ( " ... " ) {

→ REQUIRE etc.

}

AND-WHEN ( " ... " ) {

→ operations

THEN ( " ... " ) {

→ REQUIRE etc.

}}}}