

# *Unittesting and Coin 3*

- Why Boost.Test?
  - Wanted integrated/inlined framework to avoid extra configure tests, link dependencies.
    - Boost.Test, TUT
  - Parts of Boost already on its way into Coin 3.
  - TUT seem too simple and inflexible.
  - Safer to bet on Boost being maintained and developed than the lesser known TUT.

# *Unittesting and Coin 3*

- How?
  - Custom setup/architecture you will probably only find in Coin.
  - Test code extracted from between `#ifdef`-tag-wrappers inside the Coin source code and compiled separately (testcode in Coin sources is not compiled into Coin).
  - The makefile decides which tests are included/run.
  - Makefile updates must be triggered manually, at which point user-specified filtering can be applied.

# *Unittesting and Coin 3*

- Advantages
    - Very convenient test-code locality.
    - Forces header file order convention.
    - Tests run on uninstalled binary.
    - Testsuite can be stripped down to just the tests of interest.
  - Disadvantages
    - Only public API is testable.
    - Adding tests to virgin files must be followed by a makefile update.
    - Loose tests goes where?  
(whereever)
- 
-

# Example

```
[From the bottom of Coin/src/geo/SoGeoSeparator.cpp]

#ifdef COIN_TEST_SUITE

BOOST_AUTO_TEST_CASE(initialized)
{
    BOOST_CHECK_MESSAGE(SoGeoSeparator::getClassTypeId() != SoType::badType(),
                        "SoGeoSeparator class not initialized");
    boost::intrusive_ptr<SoGeoSeparator> node(new SoGeoSeparator);
    BOOST_CHECK_MESSAGE(node->getTypeId() != SoType::badType(),
                        "SoGeoSeparator object wrongly initialized");
}

#endif // COIN_TEST_SUITE
```

- Note exact #ifdef-wrapper that the extracting script looks for.
- All test-cases use BOOST\_AUTO\_TEST\_SUITE(token) for function wrapper.
- BOOST\_CHECK\_MESSAGE(), BOOST\_CHECK\_EQUAL(), BOOST\_CHECK(), BOOST\_REQUIRE(), BOOST\_ERROR(), BOOST\_WARN\_MESSAGE(), and lots more are defined in Coin/include/boost/test/test\_tools.hpp.
- Multiple test-cases and #ifdef blocks can be randomly placed in the source files.

# Running tests

```
Coin$ cd testsuite
testsuite$ make
[extraction, compilation, linking...]
LD_LIBRARY_PATH=../src/.libs:$LD_LIBRARY_PATH \
    DYLD_LIBRARY_PATH=../src/.libs:$DYLD_LIBRARY_PATH \
    PATH=../src:$PATH \
    ./testsuite --log_level=warning --show_progress=yes \
    --detect_memory_leaks=0
```

```
0%    10    20    30    40    50    60    70    80    90   100%
|----|----|----|----|----|----|----|----|----|----|
Running ### test cases...
*****
```

```
Coin$
```

```
Coin$ make verbose
```

```
Coin$ make makefile-update filter=SoGeo
```

# *Unittesting and Coin 3*

- Current status
    - Framework operational and proven to work.
    - Some support/utility functions are in place.
      - Room for lots more.
    - Buildbot running the testsuite when build succeeds.
    - No real useful testing being done, no test-driven development or bugfixing happening yet.
    - Coin 2 is Boostless and consequently testsuiteless (and will remain so).
- 
-