Subject: Re: Unit Testing
Posted by Robbie on Wed, 03 Jan 2007 22:51:52 GMT
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Dear Mike,

Thanks for the feedback. I think my key problem is that I haven't used unit testing in other languages before. I would like to make something which compliments the incremental compiling nature of IDL and I want to avoid writing a .pro file parser.

> 1. Why isn't it object-oriented?
I think that writing objects in IDL is quite clumsy. I guess I haven't had the need for unit tests to be based inside objects yet. I'm concerned that using OO would deviate from unit tests being short and sweet.

> 2. You say "The final aim of this project is to fully support xUnit
> testing automation, including support for fixtures." How will you
> support fixtures?
I was thinking of getting fixtures to SetUp() and TearDown() a common block. I could also use keywords to do the same sort of thing. This is where I should probably be using OO.

> 3. How does "unitException" have access to local variables?
I can't believe I missed that one! I should probably stick to using wrappers of CALL_PROCEDURE, CALL_FUNCTION and CALL_METHOD. unitExceptionFunction just doesn't roll off the tongue too well :)

> 4. Why do the test names end in an ordinal? Why not
> hashtable__testAdding, etc?
I've developed a nasty habit of using ordinals in the suffix. I guess I shouldn't tempt anyone else to do the same thing. Any procedure, function or method with __test in it would become a unit test. Perhaps I should allow unitSearch specify exclusions.

Thanks

Robbie