Week 11 Tutorial

CUNIT

1. What does unit testing have to do with modules?

2. What is a CUnit test?

3. What is the CUnit testing framework?

4. How do you test that two integers are equal in CUnit?

5. How do you test that two floating point numbers are equal in CUnit? How does it differ from testing integer equality?

6. Write a test that will check to see if int is_whitespace(char c) returns 1 if it is passed ' ', '\n' or '\t'.

7. What three steps sets up a test runner?

8. How do you run the test runner once it is set up?

9. How do you see the failures once the test runner runs"?

Fakes

10. What two requirements do tests have?

11. What is a fake?

12. What do fakes supply to tests?

13. What properties do fakes need?

14. What is the relationship between the interface to the fake (function calls and data tyipes) and the interface to the real system?

Team Tools

15. What is a branch in git?

16. Why do we need branches when working as a team?

17. What is the master branch?

18. What is the HEAD?

19. What is a split and a merge?

20. What role does automated testing play in a team?

21. What is and automated build?