

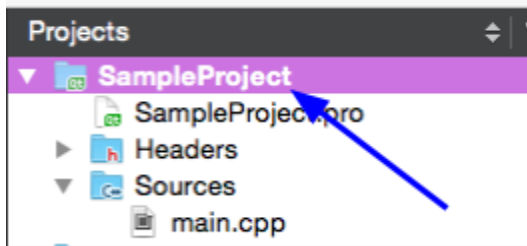
Using the Catch TDD Library

Handout 06 - CSE 2341

B

Add Catch.hpp to the Project

1. Create a new project in QtCreator as you would normally do.
2. Copy **catch.hpp** into the source directory for the project you just created.
3. Right click on the name of the project in the Project explorer (left side of coding area) and choose **Add Existing Files...**



4. Choose **catch.hpp** and click open.

After these steps, catch.hpp should appear under headers if you expand that part of the tree.

Create the Source File for Your Tests

1. Right click on Project in the Project explorer.
2. Choose **Add New...**
3. In the New File Dialog
 - a. Choose **C++** under Files and Classes
 - b. Choose **C++ Source File** to the right
4. Give your tests file a name ending with **.cpp**. I'll call mine **tests.cpp**.

Setting up the Main Driver

1. Basically, you need to tell the build system that you're using the Catch tdd library. At the top of your main driver, include the following two lines:

```
#define CATCH_CONFIG_RUNNER
#include "catch.hpp"
```

2. Add a function that will execute tests when called.

```
int runCatchTests(int argc, char* const argv[])
{
    //call the run method in catch
    return Catch::Session().run(argc, argv);
    return 0;
}
```

3. In the main method, add an if statement at the top to control the execution of the runCatchTests method.

```
//change true to false when you don't want to
//run the tests.  If that's the case, the remainder of
//main will run.
if (true)
{
    return runCatchTests(argc, argv);
}
```

Now, you can put your tests in tests.cpp and control when they are run from the main driver.