

VectorCAST/C/C++ Core Features

Agenda VectorAcademy

Duration: 2 Days

Goal: Gain a basic understanding of Unit Testing and Code Coverage concepts

1 | Introduction

- > Terminology
- > Unit test concepts

2 | Building Environments

- > Prerequisites
- > Whitebox/Blackbox testing
- > Environment building wizard
- > Environment configuration

3 | Creating Test Cases

- > Specifying input & expected values
- > Data types
- > Data entry techniques
- > Compound tests
- > Ranges and lists

4 | Stubbing Fundamentals

- > Stub by function
- > Adding/Suppressing Stubs
- > Library Stubs
- > Controlling Stub Behavior

5 | Testing C++ Classes

- > (C++ Customers only)
- > C++ Harness architecture: class instance objects, member variables etc.
- > Class instances and constructors

6 | Code Coverage

- > Coverage types
- > Coverage options
- > Understanding MC/DC

VectorCAST/C/C++ Core Features

Agenda VectorAcademy

7 | Test Reports

- > Execution reports
- > Coverage reports
- > Management reports

8 | User Code

- > Parameter user code
- > Test case user code
- > User code syntax

9 | Analytics

- > Client usage

10 | Regression Testing

- > GUI usage only
- > Basic configuration