

CipherShed - Bug #49

use a unit testing framework

12/23/2014 03:01 AM - Jason Pyeron

Status:	Resolved	Start date:	12/23/2014
Priority:	High	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Unit testing is needed to ensure logical modules or functions perform as expected. Especially when changes are made which may impact backwards compatibility.			
Related issues:			
Blocks Bug #38: Weak Volume Header key derivation algorithm		New	12/21/2014

History

#1 - 12/23/2014 03:02 AM - Jason Pyeron

- Blocks Bug #38: Weak Volume Header key derivation algorithm added

#2 - 12/23/2014 03:05 AM - Jason Pyeron

- Status changed from New to Resolved

\$ git log -1

commit 85faa3efd4872f50b58e0777c30c33d544569a8b

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Date: Mon Dec 22 13:58:19 2014 -0500

resolves <https://issues.ciphershed.org/issues/49>

The unit tests are a "hack" which works natively in Visual Studio and at the command line not using Visual Studio (i.e. cygwin, Linux, Mac, etc.)

[v0.7.3.0-dev 85faa3e]

16 files changed, 683 insertions(+)

create mode 100755 doc/devdocs/AuthoringTests.txt

create mode 100644 doc/devdocs/building-tests-nonVS.txt

create mode 100755 src/CipherShed.vsmDI

create mode 100755 src/unit-tests/app.ico

create mode 100755 src/unit-tests/app.rc

create mode 100644 src/unit-tests/config.h

create mode 100755 src/unit-tests/resource.h

create mode 100755 src/unit-tests/stdafx.cpp

create mode 100755 src/unit-tests/stdafx.h

create mode 100755 src/unit-tests/unit-tests.vcproj

create mode 100755 src/unit-tests/unittesting.cpp

create mode 100755 src/unit-tests/unittesting.h

create mode 160000 var/opt/cpptest-code