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# Integrated Development Environment e2 studio

R20AN0322EJ0101

Rev.1.01

## How to use CUnit in e2 studio

Oct 01, 2014

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### Introduction

CUnit is a system for writing, administering, and running unit tests in C. It is built as a library (static or dynamic) which is linked with the user's testing code.

This document describes how to use CUnit in Renesas e<sup>2</sup> studio environment.

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## 1. Introduction

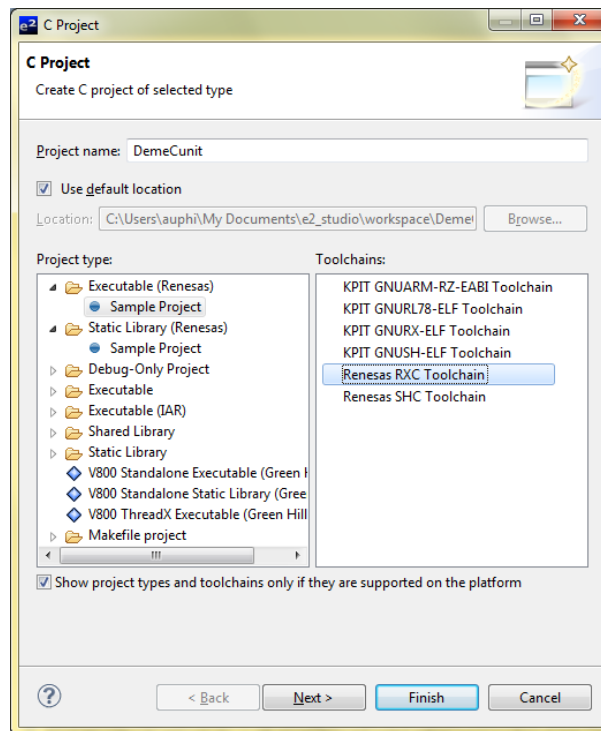
CUnit is a system for writing, administering, and running unit tests in C. It is provided as a (static or dynamic) library linkable with test target code.

CUnit uses a simple framework for building test structures, and provides a rich set of assertions for testing common data types. In addition, several different interfaces are provided for running tests and reporting results. These include automated interfaces for code-controlled testing and reporting without user inputs, as well as interactive interfaces allowing the user to run tests and view results dynamically.

This document describes how to use CUnit in Renesas e<sup>2</sup> studio environment. If you would like to know more about CUnit, please refer to <http://cunit.sourceforge.net/doc/index.html>.

## 2. How to use CUnit with Renesas e<sup>2</sup> studio environment

1. Download CUnit from <http://sourceforge.net/projects/cunit/>. Extract zip file to get CUnit package.
2. Open e<sup>2</sup> studio, create C project with Renesas toolchain by:
  - a. Select 'File' > 'New' > 'C Project'
  - b. On the 'C Project' dialog, specify name of project. Select 'Executable (Renesas)' category > 'Sample Project' > 'Renesas RXC Toolchain' > Press the 'Finish' button



3. Add new source files to project. For example:

source.c (This file contains the function to be tested.)

```
int add(int a, int b) {
    return a+b;
}
```

```
int subtract(int a, int b) {
    return a-b;
}
```

source.h (This file contains the prototype declaration of the function to be tested.)

```
#ifndef SOURCE_H_
#define SOURCE_H_

int add(int a, int b);
int subtract(int a, int b);

#endif /* SOURCE_H_ */
```

4. Copy CUnit files to project (contain CUnit assertion in order to use in your test).

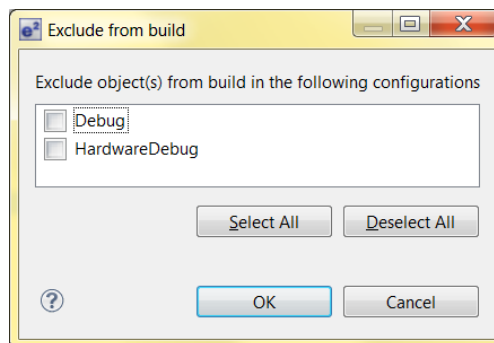
- 'Basic.c' (CUnit-2.1-2\CUnit\Sources\Basic)

5. Copy folders from CUnit package to project (contain header and framework of CUnit)

- 'Header' folder (CUnit-2.1-2\CUnit)

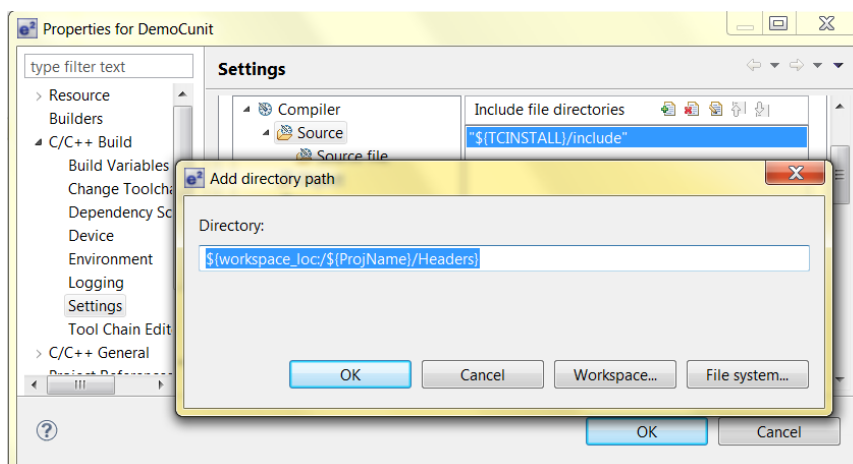
- 'Framework' folder (CUnit-2.1-2\CUnit\Sources)

'Header' and 'Framework' folders are not recognized as source folders because they are excluded from build. You can include these folders to build by: Right click the 'Header' and 'Framework' folders > Select 'Exclude from build' > Select the 'Deselect All' button > select the 'OK' button



6. 'include file directories' for 'Header' folders (to use header files)

You can add include file directories by: On 'Properties for DemoCunit' dialog, select 'C/C++ Build' > 'Settings' > select the 'Tool Settings' tab > 'Compiler' > 'Source' > press the 'Add...' button on toolbar > enter directory path on the 'Edit directory path' dialog > select the 'OK' button



7. Copy files to project (do this step to display result on Renesas Debug Virtual Console.) For these low-level interface routines, please refer to the compiler manual.

- lowlvl.src, lowsrc.c, lowsrc.h

8. Remove the comments in reset\_program.c which contains //Use SIM I/O (to initialize C library Functions)

```
#ifndef __cplusplus                // Use SIM I/O
extern "C" {
#endif
extern void _INIT_IOLIB(void);
extern void _CLOSEALL(void);
#ifdef __cplusplus
}
#endif

    _INIT_IOLIB();                // Use SIM I/O

    _CLOSEALL();                 // Use SIM I/O
```

9. Add 'testsource.c' to project (This file contains functions to test functions in 'source.c'.)

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <assert.h>
#include "CUnit.h"
#include "source.h"
//This is a test case used to test add() function in source.c
static void test_Add_01(void)
{
    //Equal Assertion is used in this test case.
    //1 is expected value, and add(1,0) is actual return value.
    //If expected value is not same assertion occurs.
    //we can refer the Reference document for the other useful assertion
    CU_ASSERT_EQUAL(1,add(1,0));
}
static void test_Add_02(void)
{
    CU_ASSERT_EQUAL(10,add(1,9));
}
//This is a test case used to test subtract() function in source.c
static void test_Subtract(void)
{
    //0 is expected value, and subtract(1,1) is actual return value.
    //If expected value is not same assertion occurs.
    CU_ASSERT_EQUAL(1,subtract(1,1));
}
//This is a test suite
static CU_TestInfo tests_Add[] = {
    //Register test case to test suite
    { "testAdd_01", test_Add_01 },
    { "testAdd_02", test_Add_02 },
    CU_TEST_INFO_NULL,
};
static CU_TestInfo tests_Subtract[] = {
    { "testSubtract", test_Subtract },
    CU_TEST_INFO_NULL,
};
//Declare the test suites in SuiteInfo
```

```

static CU_SuiteInfo suites[] = {
    { "TestSimpleAssert_AddSuite", NULL, NULL, tests_Add },
    { "TestSimpleAssert_SubtractSuite", NULL, NULL, tests_Subtract },
    CU_SUITE_INFO_NULL,
};
void AddTests(void)
{
    //Retrieves a pointer to the current test registry.
    assert(NULL != CU_get_registry());
    //Flag for whether a test run is in progress
    assert(!CU_is_test_running());
    //Registers the suites in a single CU_SuiteInfo array
    if (CU_register_suites(suites) != CUE_SUCCESS) {
        //Get error message
        printf("suite registration failed - %s\n", CU_get_error_msg());
        exit(EXIT_FAILURE);
    }
}

```

#### 10. Open 'DemoCUnit.c' (call test function, and run test case)

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "Basic.h"
void exit(long);
void abort(void);
int main(void);
extern AddTests();
int main(void)
{
    //Define the run mode for the basic interface.
    //Verbose mode - maximum output of run details.
    CU_BasicRunMode mode = CU_BRM_VERBOSE;
    //Define error action
    //Runs should be continued when an error condition occurs (if possible)
    CU_ErrorAction error_action = CUEA_IGNORE;
    //Initializes the framework test registry
    if (CU_initialize_registry()) {
        printf("\nInitialization of Test Registry failed.");
    }
    else {
        //call add test function
        AddTests();
        //Sets the basic run mode, which controls the output during test runs
        CU_basic_set_mode(mode);
        //Sets the error action
        CU_set_error_action(error_action);
        //Runs all tests in all registered suites
        printf("\nTests completed with return value %d.\n",
            CU_basic_run_tests());
        //Call this function to clean up
        //and release memory used by the framework
        CU_cleanup_registry();
    }
    return 0;
}
void abort(void){}
void exit(long exitcode){}

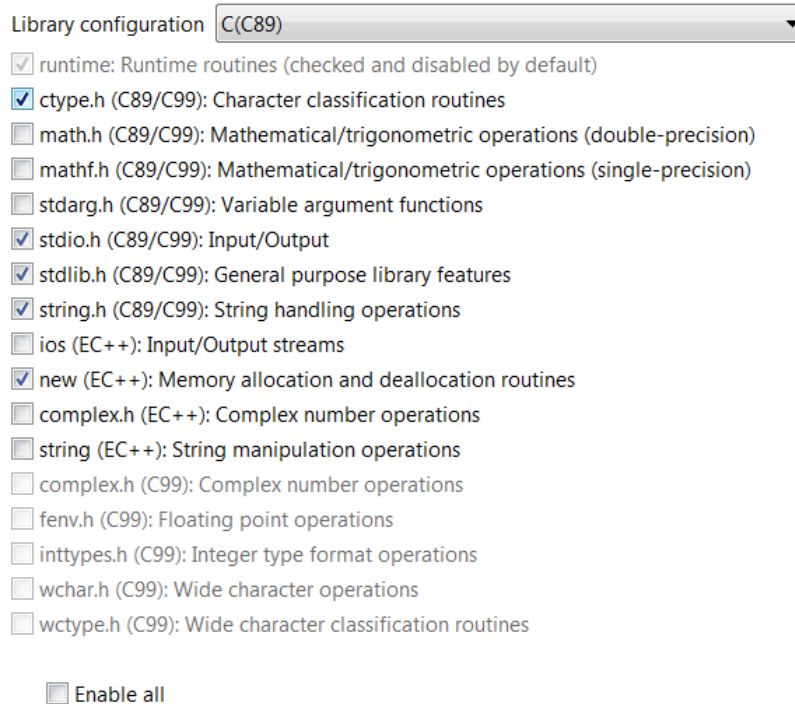
```

11. Open 'sbrk.h' file to re-define heap size (increase memory size for dynamic memory allocation on malloc and alloc functions)

- Old: #define HEAPSIZE 0x400
- New: #define HEAPSIZE 0x800

12. Add 'ctype.h' to build 'Standard Library' phase.

To add 'ctype.h': On 'Properties for DemoCunit' dialog, select 'C/C++ Build' > 'Settings' > select the 'Tool Settings' tab > 'Standard Library' > 'Contents' > Select the 'ctype.h (C89/C99): Character classification routines' entry > select the 'OK' button



13. Open 'Framework\TestRun.c' and 'Framework\Util.c' files. Change function '\_snprintf' to 'printf' (This step is optional, use for C89 only)

For example:

- Old: `snprintf(buf, 33, "%d", number);`
- New: `printf("%d", number);`

14. Add dummy files to project to build the project.

Add the 'time.h' to the 'Headers' folder

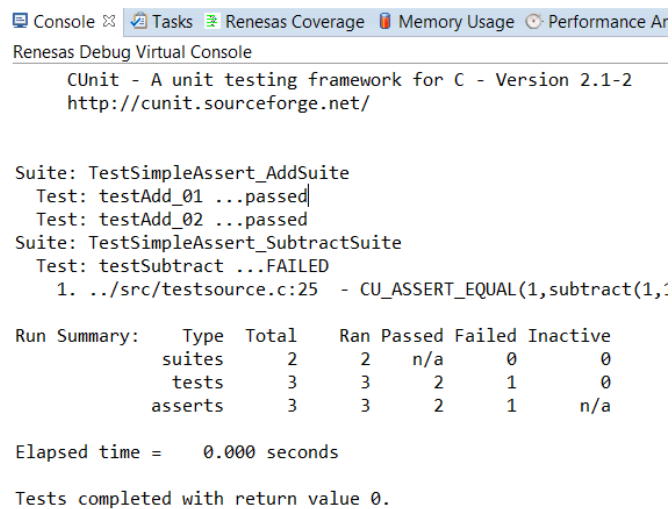
Eg:

```
typedef int clock_t;
#define CLOCKS_PER_SEC 1000
#define clock() (0)
```

15. Build project

16. Connect to the debugger, and then run the program.

17. Open 'Renesas Debug Virtual Console' panel to see the result of debug test



The screenshot shows the 'Renesas Debug Virtual Console' window with the following content:

```

CUnit - A unit testing framework for C - Version 2.1-2
http://cunit.sourceforge.net/

Suite: TestSimpleAssert_AddSuite
Test: testAdd_01 ...passed
Test: testAdd_02 ...passed
Suite: TestSimpleAssert_SubtractSuite
Test: testSubtract ...FAILED
1. ../src/testsource.c:25 - CU_ASSERT_EQUAL(1,subtract(1,1))

Run Summary:
  Type  Total  Ran  Passed  Failed  Inactive
  suites  2      2    n/a     0       0
  tests  3      3     2      1       0
  asserts 3      3     2      1     n/a

Elapsed time = 0.000 seconds

Tests completed with return value 0.

```

### **3. Reference Information**

#### **3.1 CUnit Web site**

<http://cunit.sourceforge.net/doc/index.html>



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<http://www.renesas.com/>

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The following usage notes are applicable to all MPU/MCU products from Renesas. For detailed usage notes on the products covered by this document, refer to the relevant sections of the document as well as any technical updates that have been issued for the products.

### 1. Handling of Unused Pins

Handle unused pins in accordance with the directions given under Handling of Unused Pins in the manual.

- The input pins of CMOS products are generally in the high-impedance state. In operation with an unused pin in the open-circuit state, extra electromagnetic noise is induced in the vicinity of LSI, an associated shoot-through current flows internally, and malfunctions occur due to the false recognition of the pin state as an input signal become possible. Unused pins should be handled as described under Handling of Unused Pins in the manual.

### 2. Processing at Power-on

The state of the product is undefined at the moment when power is supplied.

- The states of internal circuits in the LSI are indeterminate and the states of register settings and pins are undefined at the moment when power is supplied.  
In a finished product where the reset signal is applied to the external reset pin, the states of pins are not guaranteed from the moment when power is supplied until the reset process is completed. In a similar way, the states of pins in a product that is reset by an on-chip power-on reset function are not guaranteed from the moment when power is supplied until the power reaches the level at which resetting has been specified.

### 3. Prohibition of Access to Reserved Addresses

Access to reserved addresses is prohibited.

- The reserved addresses are provided for the possible future expansion of functions. Do not access these addresses; the correct operation of LSI is not guaranteed if they are accessed.

### 4. Clock Signals

After applying a reset, only release the reset line after the operating clock signal has become stable. When switching the clock signal during program execution, wait until the target clock signal has stabilized.

- When the clock signal is generated with an external resonator (or from an external oscillator) during a reset, ensure that the reset line is only released after full stabilization of the clock signal. Moreover, when switching to a clock signal produced with an external resonator (or by an external oscillator) while program execution is in progress, wait until the target clock signal is stable.

### 5. Differences between Products

Before changing from one product to another, i.e. to a product with a different part number, confirm that the change will not lead to problems.

- The characteristics of an MPU or MCU in the same group but having a different part number may differ in terms of the internal memory capacity, layout pattern, and other factors, which can affect the ranges of electrical characteristics, such as characteristic values, operating margins, immunity to noise, and amount of radiated noise. When changing to a product with a different part number, implement a system-evaluation test for the given product.

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**Renesas Electronics America Inc.**  
2801 Scott Boulevard Santa Clara, CA 95050-2549, U.S.A.  
Tel: +1-408-588-6000, Fax: +1-408-588-6130

**Renesas Electronics Canada Limited**  
1101 Nicholson Road, Newmarket, Ontario L3Y 9C3, Canada  
Tel: +1-905-898-5441, Fax: +1-905-898-3220

**Renesas Electronics Europe Limited**  
Dukes Meadow, Millboard Road, Bourne End, Buckinghamshire, SL8 5FH, U.K.  
Tel: +44-1628-585-100, Fax: +44-1628-585-900

**Renesas Electronics Europe GmbH**  
Arcadiastrasse 10, 40472 Düsseldorf, Germany  
Tel: +49-211-6503-0, Fax: +49-211-6503-1327

**Renesas Electronics (China) Co., Ltd.**  
Room 1709, Quantum Plaza, No.27 ZhiChunLu Haidian District, Beijing 100191, P.R.China  
Tel: +86-10-8235-1155, Fax: +86-10-8235-7679

**Renesas Electronics (Shanghai) Co., Ltd.**  
Unit 301, Tower A, Central Towers, 555 Langao Road, Putuo District, Shanghai, P. R. China 200333  
Tel: +86-21-2226-0888, Fax: +86-21-2226-0999

**Renesas Electronics Hong Kong Limited**  
Unit 1601-1613, 16/F., Tower 2, Grand Century Place, 193 Prince Edward Road West, Mongkok, Kowloon, Hong Kong  
Tel: +852-2265-6688, Fax: +852 2886-9022/9044

**Renesas Electronics Taiwan Co., Ltd.**  
13F, No. 363, Fu Shing North Road, Taipei 10543, Taiwan  
Tel: +886-2-8175-9600, Fax: +886 2-8175-9670

**Renesas Electronics Singapore Pte. Ltd.**  
80 Bendemeer Road, Unit #06-02 Hyflux Innovation Centre, Singapore 339949  
Tel: +65-6213-0200, Fax: +65-6213-0300

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Unit 906, Block B, Menara Amcorp, Amcorp Trade Centre, No. 18, Jln Persiaran Barat, 46050 Petaling Jaya, Selangor Darul Ehsan, Malaysia  
Tel: +60-3-7955-9390, Fax: +60-3-7955-9510

**Renesas Electronics Korea Co., Ltd.**  
12F., 234 Teheran-ro, Gangnam-Ku, Seoul, 135-920, Korea  
Tel: +82-2-558-3737, Fax: +82-2-558-5141