

What is L-Unit

L-Unit is a unit testing framework for Lasso. It provides a set of tools that enable automated testing of any Lasso Type or Tag. L-Unit helps to ensure your mission critical code continues to behave as you expect it to.

The screenshot shows the L-Unit web interface. On the left, under 'TEST SUITES', there is a list of test suite files: 'async_Threads.txt', 'L-Debug.txt', and 'suite_example.txt'. Each file has 'DEL', 'EDIT', and 'VIEW' buttons. The 'suite_example.txt' file is selected. On the right, the 'SUITE_EXAMPLE.TXT' results are displayed. At the top right of this section are buttons for 'RESET', 'TASKS', 'METRICS', and 'START'. The test results are organized into sections, each with a checkbox and a title. The 'test_shoppingBasket' section is checked and contains a table of test results. The 'test_deleteItem' section is unchecked. The 'test_tagThatFails' section is checked and shows a failed test.

Test Name	Result	Count
test_shoppingBasket	passed	0
test_addItem	passed	0
assert_isPair	passed	0
assert_isArray	passed	0
customTaskName	passed	0
showFailedTask	force a failed task to show a red bar	0
assert_isArraySizeOf	passed	0
test_deleteItem		
test_tagThatFails	No tag, type or constant was defined under the name array->eliminate with arguments: array: (1)	0

L-Unit™ 2.0
L-Unit has NO SECURITY code built into it. DO NOT run it on a live production server.

Original release by Greg Willits (www.railsdev.ws)
Current release by Ke Carlton (www.zeroloop.com)

What use is it to me?

Testing every eventuality is not possible - no matter how often you test or how thoroughly you test, something will slip through the cracks. L-Unit ensures that each individual component of your application is working as it should — helping you focus on the bigger picture.

You've just spent hours tracking down and nailing a bug - wouldn't it be great if you could package all of that hard work up and run it at the click of a button? L-Unit allows you to do just that.

L-Unit is a Unit test application for Lasso. Unit testing is a test methodology designed to test the smallest components (Units) of your code. It's a tool to test that the foundation of your code is behaving as it should. It will help you determine if that "little" tweak you just made, really did leave everything else in check.

OK, I'm interested - what next?

First of all, download the full package and read the complete documentation. In L-Units case, "documentation" is probably an incorrect term. The majority of the documentation will introduce you to the concepts of unit testing, the reasoning behind it and how you can really use it to your advantage. Hopefully you will gain some useful knowledge from the docs alone. If you would prefer to just jump in head first, then follow the quick setup guide at the end of this document.

New Features

- Completely independent tests - each test is run in its own Lasso thread
- Multiple Developers can now observe the same tests - in real time
- Test Results are updated in real time
- Metrics are updated in real time
- Full control of running tests
- Full control of which classes and methods to test
- Uncovered method detection - including parameters
- Support for stand alone tags
- Useful errors during configuration
- Integrated debug stack
- Redesigned interface
- Added support for direct type comparisons
- Scan option to scan for integrated test cases
- Better syntax support - works with both colon and bracket styles

Quick Setup Guide

1. Download the package from www.L-Unit.org/L-Unit.zip
Or check out with Subversion from [svn://svn.zeroloop.com/L-Unit/tags/public/stable](http://svn.zeroloop.com/L-Unit/tags/public/stable)
2. Create a new Lasso site for L-Unit - on your development or another test machine
3. Use the extracted files as the root of the new Lasso site
4. Ensure the .ctyp and .ctag extensions are enabled in Site Admin > File Extensions
5. Create a Lasso user for L-Unit in Site Admin
6. Give the user full read / write access to the root and L-Unit folder
7. Visit /index.lasso
8. Click Scan
9. Click Run
10. Viola