

## art - Feature #7029

### Use one consistent unit test framework for Art

09/18/2014 07:59 AM - Ben Morgan

<b>Status:</b>	Accepted	<b>Start date:</b>	09/18/2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Infrastructure	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Scope:</b>	Internal	<b>SSI Package:</b>	art
<b>Experiment:</b>	-		

#### Description

Though the majority of art tests appear to now use Boost.Unit, there are still some using cppunit.

A full migration to one or the other is requested to minimize third party requirements and consequent maintenance.

No preference is expressed for either, other than to note that Boost is a dependency already, so full migration to Boost.Unit is easier.

#### History

##### #1 - 09/23/2014 11:37 AM - Christopher Green

- Category set to Infrastructure
- Status changed from New to Accepted
- SSI Package art added
- SSI Package deleted ()

Migration to use Boost.unit exclusively within the art packages has been added to the work list. In the meantime, patches would be welcomed.

##### #2 - 04/17/2015 10:24 AM - Kyle Knoepfel

- Target version set to 521

##### #3 - 10/23/2017 12:12 PM - Kyle Knoepfel

- Target version deleted (521)