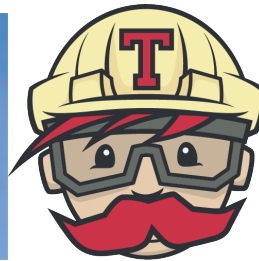


# Travis C++ tutorial

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June 12, 2020



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# 1 Introduction

This is a Travis C++ tutorial, version 0.2.

## 1.1 License

This tutorial is licensed under Creative Commons license 4.0.



Figure 1: Creative Commons license 4.0

All C++ code is licensed under GPL 3.0.



Figure 2: GPL 3.0

## 1.2 Continuous integration

Collaboration can be scary: the other(s)<sup>1</sup> may break the project worked on. The project can be of any type, not only programming, but also collaborative writing.

A good first step ensuring a pleasant experience is to use a version control system. A version control system keeps track of the changes in the project and allows for looking back in the project history when something has been broken.

The next step is to use an online version control repository, which makes the code easily accessible for all contributors. The online version control repository may also offer additional collaborative tools, like a place where to submit bug reports, define project milestones and allowing external people to submit requests, bug reports or patches.

Up until here, it is possible to submit a change that breaks the build.

A continuous integration tools checks what is submitted to the project and possibly rejects it when it does not satisfy the tests and/or requirements of the project. Instead of manually proofreading and/or testing the submission and mailing the contributor his/her addition is rejected is cumbersome at least. A continuous integration tool will do this for you.

Now, if someone changes you project, you can rest assured that his/her submission does not break the project. Enjoy!

## 1.3 Tutorial style

This tutorial is aimed at the beginner.

**Introduction of new terms and tools** All terms and tools are introduced shortly once, by a 'What is' paragraph. This allows a beginner to have a general idea about what the term/tool is, without going in-depth. Also, this allows for those more knowledgeable to skim the paragraph.

**Repetitiveness** To allow skimming, most chapters follow the same structure. Sometimes the exact same wording is used. This is counteracted by referring to earlier chapters.

**From Travis to source** Every build, I start from Travis CI its point of view: 'What do I have to do?'. Usually Travis CI has to call at least one build bash script. After describing the Travis file, I will show those build files. Those build files usually invoke Qt Creator project files, which in turn combine source files to executables. It may feel that the best is saved for last, but I'd disagree: this is a Travis tutorial. I also think it makes up for a better narrative, to go from big to small.

---

<sup>1</sup>if not you

## 1.4 This tutorial

This tutorial is available online at [https://github.com/richelbilderbeek/travis\\_cpp\\_tutorial](https://github.com/richelbilderbeek/travis_cpp_tutorial). Of course, it is checked by Travis that:

- all the setups described work
- this document can be converted to PDF. For this, it needs the files from all of these setups

## 1.5 Acknowledgements

These people contributed to this tutorial:

- Kevin Ushey, for getting Rcpp11 and C++11 to work

## 1.6 Collaboration

I welcome collaboration for this tutorial, especially in getting the scripts as clean as possible. If you want to help scraping off some lines, I will be happy to make you a collaborator of some GitHubs.

## 1.7 Feedback

This tutorial is not intended to be perfect yet. For that, I need help and feedback from the community. All referenced feedback is welcome, as well as any constructive feedback.

# 2 Setting up the basic build

The basic build is more than just a collection of files. It needs to be set up. This chapter shows how to do so.

- Create a GitHub online
- Bring the git repository to your local computer
- Create a Qt Creator project
- Create the build bash scripts

## 2.1 Create a GitHub online

**What is GitHub?** GitHub is a site that creates websites around projects. It is said to host these projects. Each project contains at least one, but usually multiple files. These files can be put on your own hard disc, USB stick, or other storage devices. They could also be put at a central place, which is called a repository, so potentially others can also access these. GitHub is such a file repository. GitHub also keeps track of the history of the project, which is also

called version control. GitHub uses git as a version control software. In short: GitHub hosts git repositories.

Figure 3 shows the GitHub homepage, <https://github.com>.

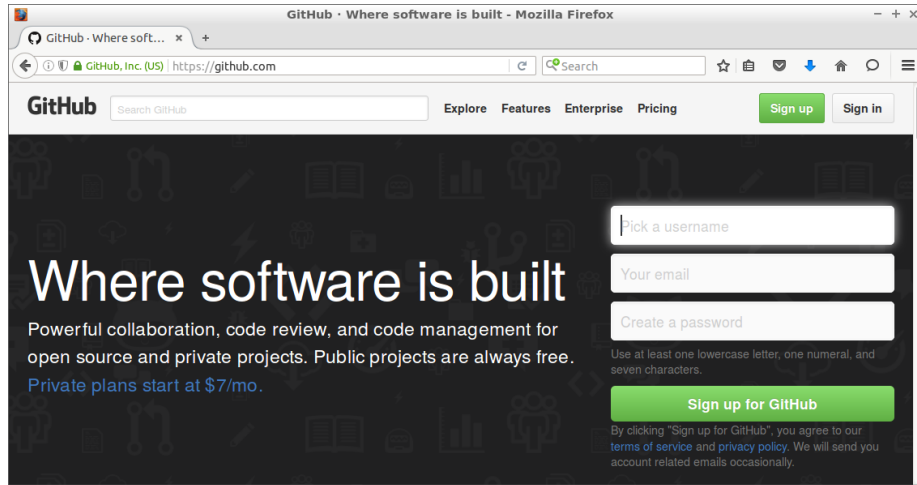


Figure 3: The GitHub homepage, <https://github.com>

**Register** Before you can create a new repository, you must register. Registration is free for open source projects, with an unlimited<sup>2</sup> amount of public repositories.

From the GitHub homepage, <https://github.com> (see figure 3), click the top right button labeled 'Sign up'. This will take you to the 'Join GitHub' page (see figure 4).

---

<sup>2</sup>the maximum I have observed is a person that has 350 repositories



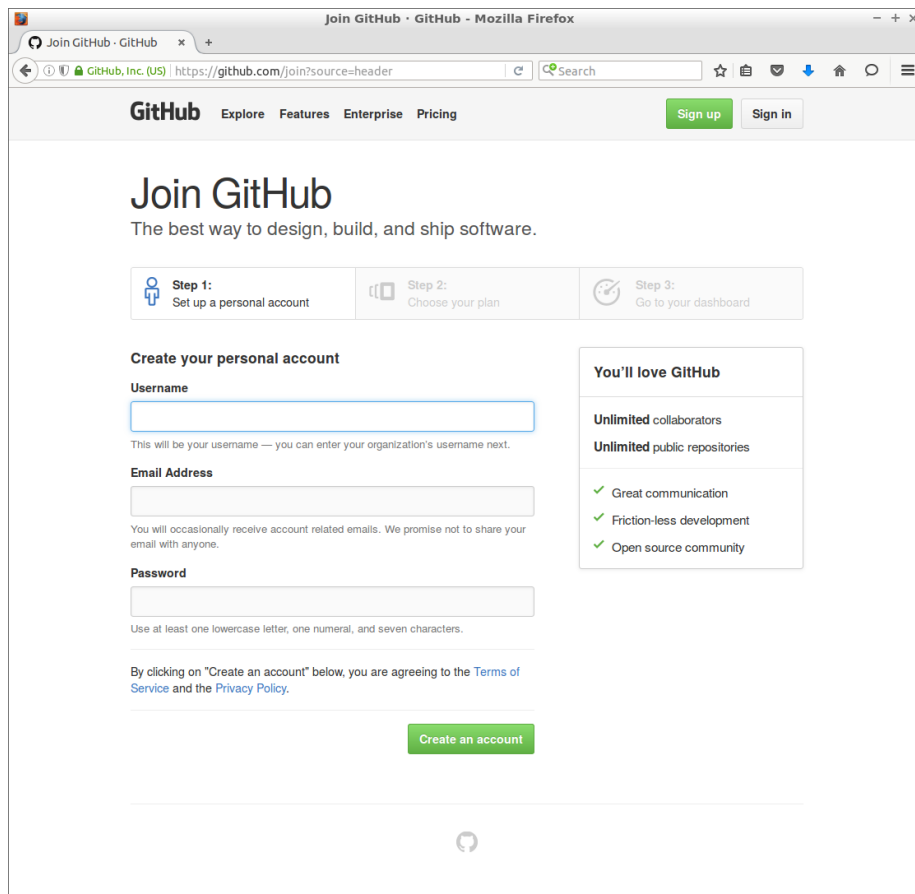


Figure 4: The join GitHub page

Filling this in should be as easy. After filling this in, you are taken to your GitHub profile page (figure 5).

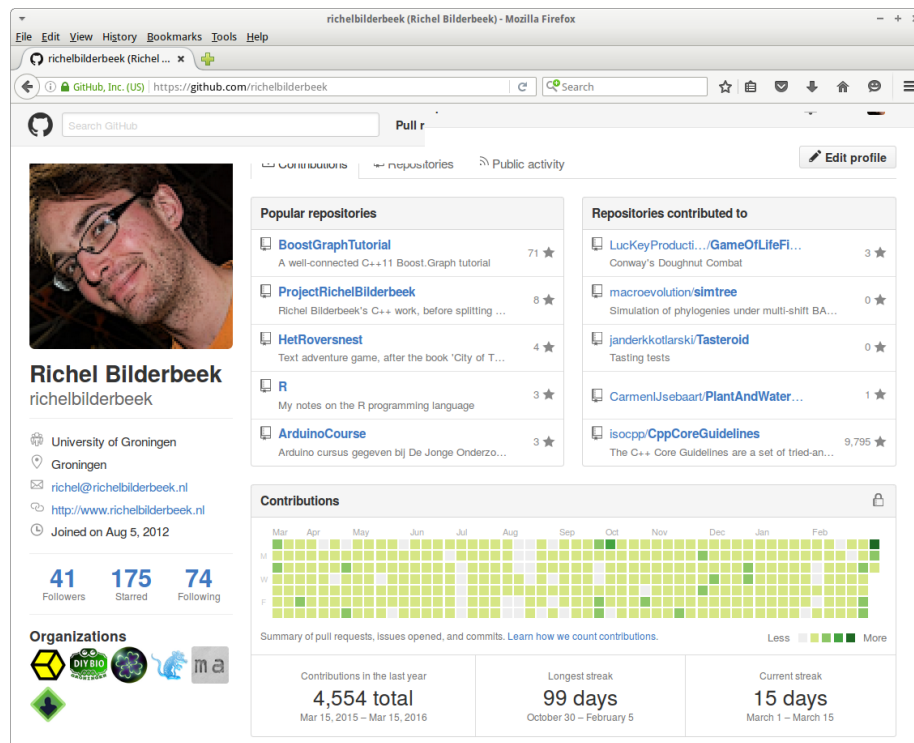


Figure 5: A GitHub profile page

**Creating a repository** From your GitHub profile page (figure 5), click on the plus ('Create new ...') at the top right, then click 'New repository' (figure 6).

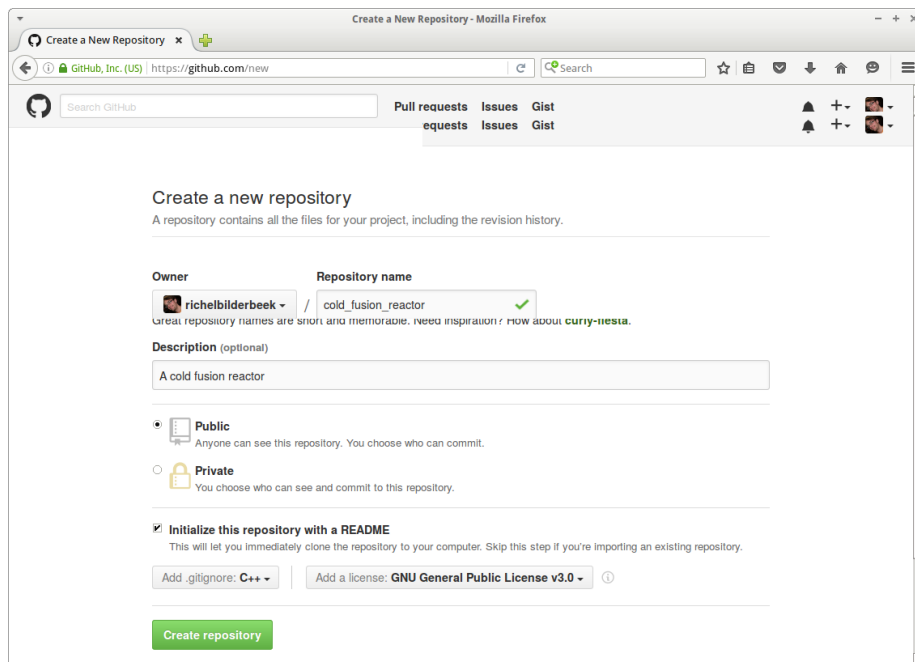


Figure 6: Create a GitHub repository

Do check 'Initialize this repository with a README', add a .gitignore with 'C++' and add a licence like 'GPL 3.0'.

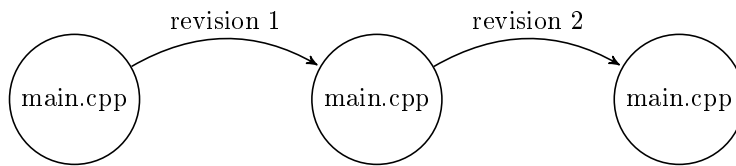


Figure 8: Multiple versions of main.cpp. git allows to always go back to each version of main

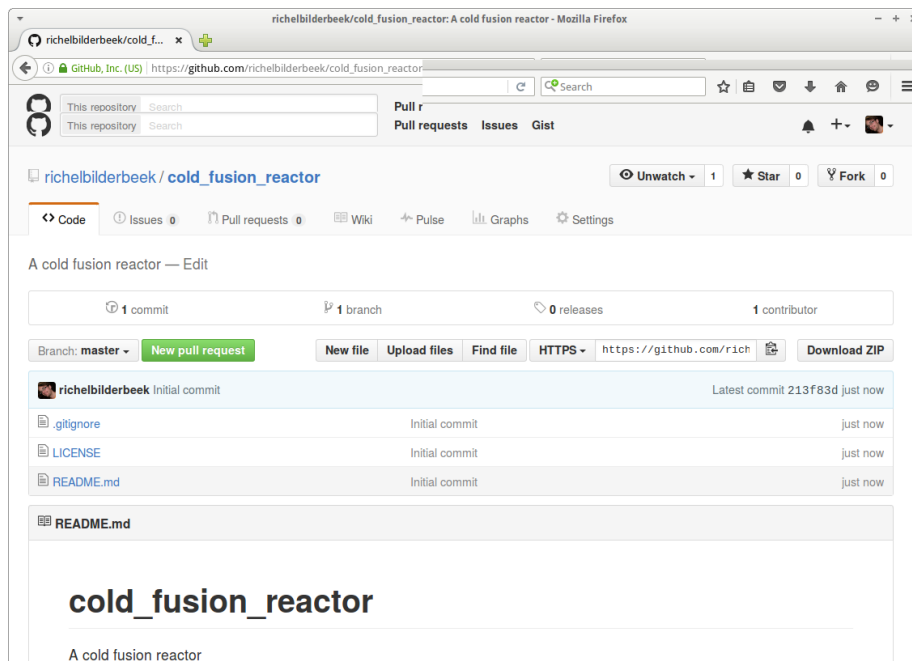


Figure 7: Created a GitHub repository

You have now created your own online version controlled repository (figure 7)!

## 2.2 Bring the git repository to your local computer

**What is git?** git is a version control system. It allows you keep a history of a file its content in time. It is the more convenient alternative of making copies before each modification.



Figure 9: git logo

**Using git** Go to the terminal and type the following line to download your repository:

```
git clone https://github.com/[your_name]/[your_repository]
```

Replace '[your\_name]' and '[your\_repository]' by your GitHub username and the repository name. A new folder called '[your\_repository]' is created where you should work in. For example, to download this tutorial its repository to a folder called 'travis\_cpp\_tutorial':

```
git clone https://github.com/richelbilderbeek/travis_cpp_tutorial
```

## 2.3 Create a Qt Creator project

Here we finally start working in C++, now that the version control has been discussed. This tutorial uses C++, mostly using the Qt Creator IDE (section 2.3) and the qmake (section 2.3) build system. Examples of using other IDEs or build systems can be found online, but are not covered in this tutorial.

**What is Qt Creator?** Qt Creator is a C++ IDE. An IDE (short for 'Integrated Development Environment') is the program in which you program. Other popular C++ IDE's are CLion, Code::Blocks, NetBeans, Visual Studio and Visual Studio Code. Qt Creator works on the three major platforms (Linux, Mac and Windows) and it is free to use for open source development. It uses both the qmake (see paragraph 2.3) and CMake build systems.



Figure 10: Qt Creator logo

**Creating a new project** Here we create a C++ console application in Qt Creator.

Upon loading Qt Creator, the 'Welcome' screen is shown (see figure 11). Here we select 'Create new project' to create a new project.



Figure 11: Qt Creator Welcome screen

In the 'Create new project' dialog (figure 12), we pick a C++ console application. There are plenty of other options, but here we choose to show a minimal example.

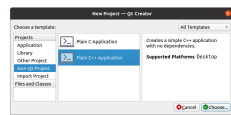


Figure 12: Qt Creator 'New Project' dialog

In the dialogs that follow, there is a 'Define build system' dialog (figure 13) in which we pick qmake (more about qmake in section 2.3). The other build system is CMake. This tutorial does not show CMake examples, but there are some online examples in which CMake is used.

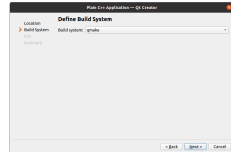


Figure 13: Qt Creator 'Define Build System' dialog

After some more dialogs, Qt Creator creates a 'Hello world' program for us, as shown in figure 14. In that same picture, at the top-left, we can see a file named 'untitled.pro', which is our Qt Creator project file.



Figure 14: Qt Creator 'Hello world' code. At the left one can see the 'untitled.pro' Qt Creator project file

**What is a Qt Creator project file?** A Qt Creator project file contains the information how a Qt Creator project must be built. It commonly has the .pro file extension.

Two big circles: 'C++ Project' and 'executable'  
 Within first circle: two smaller circles: .cpp and .h  
 Arrow from first to second circle with text 'compiler, linker'

Figure 15: Overview of converting a C++ project to an executable

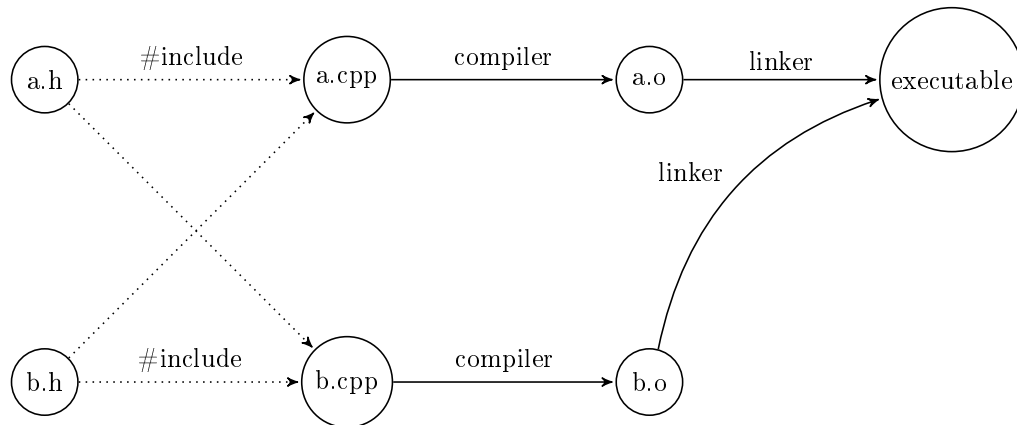


Figure 16: From files to executable. The compiler converts source (.cpp) files to object (.o) files. The linker uses these object files to create one executable

**What is qmake?** qmake is a tool to create makefiles.

Two upper circles: '.pro' -> 'Makefile'  
 Two lower circles: '.cpp' and '.h', both -> to '.pro', both dotted line to 'Makefile'

Figure 17: What qmake does

**What is make?** make is a tool that reads a makefile and creates an executable  
 'Makefile' -[make]> 'executable'

Figure 18: What make does

**What is GCC?** GCC, the GNU Compiler Collection, is a collection of compilers, among other, the C++ compiler called g++.



Figure 19: GCC logo

**What is g++?** g++ is the C++ compiler that is part of the GCC.

**What is C++98?** C++98 is the first C++ standard in 1998.

**What is the STL?** The STL, the Standard Template Library, is the C++ standard library.

## 2.4 Create the build bash scripts

**What is bash?** 'bash' is a shell scripting language

## 3 The basic build

This basic build consists of a 'Hello World' program, written in C++98. It uses the Qt Creator default settings: Qt Creator will create a Qt Creator project file, which in turn will use GCC.

- What is a C++98 'Hello world' program? See chapter 3.1
- The Travis build file. See chapter 3.2
- The build script. See chapter ??
- The Qt Creator project file. See chapter 3.3
- The source file. See chapter 3.4

### 3.1 What is a C++98 'Hello world' program?

A 'Hello World' program shows the text 'Hello world' on the screen. It is a minimal program. Its purpose is to show that all machinery is in place to create an executable from C++ source code.

A listing of a 'Hello world' program is shown at algorithm 3. Here I go through each line:



- `#include <iostream>`

Read a header file called 'iostream'

- `int main() { /* your code */ }`

The 'main' function is the starting point of a C++ program. Its body is between curly braces

- `std::cout << "Hello world\n";`

Show the text 'Hello world' on screen and go to the next line

### 3.2 The Travis file

Travis CI is set up by a file called '.travis.yml'. The filename starts with a dot, which means it is a hidden file on UNIX systems. The extension 'yml' is an abbreviation of 'Yet another Markup Language'.

The '.travis.yml' file to build and run a 'Hello world' program looks like this:

---

#### Algorithm 1 .travis.yml

---

`language: cpp`

`dist: bionic`

`compiler: gcc`

`script:`

- `qmake`
  - `make --silent`
  - `./travis_qmake_gcc_cpp98`
- 

This .travis.yml file has the following elements:

- `language: cpp`

The main programming language of this project is C++

- `compiler: gcc`

The C++ code will be compiled by the GCC (What is GCC? See chapter 2.3)

- `script:`
  - `qmake`
  - `make`
  - `./travis_qmake_gcc_cpp98`

The script that Travis will run.

- qmake

'qmake' is called to create a makefile (What is 'qmake'? See chapter 2.3) from the only Qt Creator project file. In this build, the name of this project file is omitted, as there is only one, but there are chapters in this tutorial where the project name is mentioned explicitly. Note that currently, qmake uses Qt4 (What is Qt4? see chapter 4.11.1)

- make

'make' is called to compile the makefile (What is 'make'? See chapter 2.3). In this build, 'make' is called without any arguments, but there are chapters in this tutorial where 'make' is called with arguments

- ./travis\_qmake\_gcc\_cpp98

Run the created executable called 'travis\_qmake\_gcc\_cpp98'

This Travis script can fail in multiple places:

1. If the Qt Creator project file is incorrectly formed, 'qmake' will fail, and as it cannot create a valid makefile
2. If the Qt Creator project file is incomplete (for example: by omitting libraries), 'make' will fail. 'qmake' has created a makefile, after which 'make' finds out that it cannot create an executable with that makefile
3. The executable can return an error code. A 'Hello World' program is intended to return the error code for 'everything went fine'. Other programs in this tutorial return error codes depending on test cases. It may also be that dynamically linked libraries cannot be found, which crashes the program at startup

### 3.3 Qt Creator project file

The following Qt Creator project file is used in this 'Hello world' build:

---

**Algorithm 2** `travis_qmake_gcc_cpp98.pro`

---

`SOURCES += main.cpp`

`QMAKE_CXXFLAGS += -Wall -Wextra -Wshadow -Wnon-virtual-dtor -pedantic -Weffc++ -Werror`

---

This Qt Creator project file has the following elements:

- `SOURCES += main.cpp`

The file 'main.cpp' is a source file, that has to be compiled

- `QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror`

The project is checked with all warnings ('-Wall'), with extra warnings ('-Wextra') and with the Effective C++ [?] advices ('-Weffc++') enforced. A warning is treated as an error ('-Werror'). This forces you (and your collaborators) to write tidy code.

### 3.4 C++ source file

The single C++ source file used in this 'Hello world' build is:

---

**Algorithm 3** main.cpp

---

```
#include <iostream>

int main() {
    std::cout << "Hello_world\n";
}
```

---

All the code does is display the text 'Hello world', which is a traditional start for many programming languages. See 3.1 for a line-by-line explanation. The code is written in C++98 (What is C++98? See chapter 2.3). It does not use features from the newer C++ standards, but can be compiled under these newer standards. It will not compile under plain C.

## 4 Extending the build by one step

The following chapter describe how to extend the build in one direction. These are:

- Use a debug and release build: see chapter 4.1
- Use of C++11: see chapter 4.2
- Use of C++14: see chapter 4.3
- Use of Boost: see chapter 4.4
- Use of Boost.Test: see chapter 4.5
- Use of clang: see chapter 4.6
- Use of gcov and Codecov: see chapter 4.7
- Use of gprof: see chapter 4.9
- Use of Qt: see chapter 4.10
- Use of Qt4: see chapter 4.10
- Use of Qt5: see chapter 4.10

- Use of QTest: see chapter 4.13
- Use of Rcpp: see chapter 4.14
- Use of SFML: see chapter 4.15
- Use of Urho3D: see chapter 4.17
- Use of Wt: see chapter 4.18

## 4.1 Use of debug and release build

This example shows how to use Travis to create a debug and release build.

### 4.1.1 What are debug and release builds?

A debug build means that the executable is created in such a way that helps in debugging it. For example, assert statements are only present in debug builds.

A release build means that the executable is created in a way that allows it to run quicker and have a smaller file size. For example, assert statements are removed from the source code in a release build.

### 4.1.2 The Travis file

The Travis file has to do more things now, as it has to create and run two different builds.

Here is how that looks like:

---

#### Algorithm 4 .travis.yml

---

```
language: cpp
dist: xenial
compiler: gcc

script:
  - ./build_debug.sh
  - ./travis_qmake_gcc_cpp98_debug_and_release
  - ./clean.sh
  - ./build_release.sh
  - ./travis_qmake_gcc_cpp98_debug_and_release
```

---

This .travis.yml file is rather self-explanatory: it builds a debug version, and runs it. After cleaning up, it builds a release version and runs it.

### 4.1.3 The build bash scripts

Both build modes have their own build script. They are very similar to the one described in chapter ??:

---

**Algorithm 5** build\_debug.sh

---

```
#!/bin/bash
qmake travis_qmake_gcc_cpp98_debug_and_release.pro
make debug
```

---

---

**Algorithm 6** build\_release.sh

---

```
#!/bin/bash
qmake travis_qmake_gcc_cpp98_debug_and_release.pro
make release
```

---

The only difference is the added extra parameter to 'make', which is 'debug' for the debug build, and 'release' for the release build.

### 4.1.4 The Qt Creator project file

The Qt Creator project file has to allow for the two different builds. It does so as follows:

---

**Algorithm 7** travis\_qmake\_gcc\_cpp98\_debug\_and\_release.pro

---

```
SOURCES += main.cpp
```

```
# Debug and release mode
CONFIG += console debug_and_release
CONFIG(release, debug|release) {
    DEFINES += NDEBUG
}
```

---

Next to setting 'main.cpp' as the only source file, these lines are new:

- `CONFIG += console debug_and_release`  
Create a debug and release makefiles
- `CONFIG(release, debug|release) {`  
    `DEFINES += NDEBUG`  
}

In the release makefile only, the preprocessor symbol 'NDEBUG' is #defined. This, among others, will remove all assert statements

#### 4.1.5 The source files

This build uses a 'Hello world'-like program that shows and proves the mode in which it is built:

---

**Algorithm 8** main.cpp

---

```
#include <cassert>
#include <iostream>

int main() {
    #ifdef NDEBUG
        std::cout << "Release_mode" << '\n';
        assert(1==2);
    #else
        std::cout << "Debug_mode" << '\n';
        assert(1+1==2);
    #endif
}
```

---

It will show in text the build type. Next to this, an assert is called. In release mode, the known-to-be-false assert statement is removed. In debug mode, the known-to-be-true assert statement is left in.

## 4.2 Use of C++11

In this example, the basic build (chapter 3) is extended by using C++11, instead of C++98.

### 4.2.1 What is C++11?

C++11 is the C++ standard formalized in 2011. Its working title was C++0x, as then it was assumed that the standard would be finished in 200x. C++11 is fully backwards compatible with C++98. One of the major new features of C++11 is the introduction of move semantics, which results in faster run-time code, by possibly reducing needless copies of objects.

In my examples, I typically use the C++11 'noexcept' keyword (What is noexcept? See chapter 4.2.2).

#### 4.2.2 What is noexcept?

'noexcept' is a C++11 keyword. It is a modifier that specifies that a (member) function will not throw an exception. Would that function throw an exception anyhow, the program is terminated.

### 4.2.3 The Travis file

The default Travis CI setup is not sufficient to use C++11 (yet). Travis CI by default uses a LTS ('Long Term Stable') repository, as these is the most stable and reliable. The version of g++ in that repository is version 4.6.3, which does not support C++11. To use C++11, we will first add a fresher (less stable) repository. Then we can install g++-5, that does support C++11.

Here is how that looks like:

---

**Algorithm 9** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc
<<<<<< HEAD
=====

install:
  - sudo apt update -qq
>>>>>> develop

script:
  - qmake
  - make
  - ./travis_qmake_gcc_cpp11
```

---

This .travis.yml file has some new features:

- `sudo: require`

For this build, we need super user rights. When you need super user rights, the build will be slower.

- `before_install:`

The following events will take place before installation

- `sudo add-apt-repository --yes ppa:ubuntu-toolchain-r/test`

A new apt repository is added. The '-yes' explicitly states that we are sure we want to do this. Without the '-yes' flag, Travis will be prompted if it is sure it wants to add this repository. This would break the build.

- `sudo apt-get update -qq`

After adding the new apt repository, then the current repositories need to be updated. The '-qq' means that this happens quietly; with the least amount of output.

- `install: sudo apt-get install -qq g++-5`

Install `g++-5`, which is a newer version of GCC than is installed by default

In the script, the code is built and then run.

#### 4.2.4 The Qt Creator project file

The Qt Creator project file by default calls 'g++' with its default C++ standard. In this build, we will have to let it call `g++-5` with the C++11 standard:

---

**Algorithm 10** `travis_qmake_gcc_cpp11.pro`

---

# Files

SOURCES += main.cpp

# Compile with high warning levels, a warning is an error

QMAKE\_CXXFLAGS += -Wall -Wextra -Wshadow -Wnon-virtual-dtor -pedantic -Weffc++ -Werror

---

The Qt Creator project file has the same lines as the basic project in chapter 3, except for:

- `QMAKE_CXX = g++-5`

Set the C++ compiler to use `g++` version 5, which is a newer version than currently used by default

- `QMAKE_LINK = g++-5`

Set the C++ linker to use `g++` version 5, which is a newer version than currently used by default

- `QMAKE_CC = g++-5`

Set the C compiler to use `g++` version 5, which is a newer version than currently used by default

- `QMAKE_CXXFLAGS += -std=c++11`

Compile under C++11

Except for this, all is just the same.



#### 4.2.5 The source files

This build uses a 'Hello world'-like program that uses C++11:

---

**Algorithm 11** main.cpp

---

```
#include <iostream>

// C++11
void f() noexcept
{
    std::cout << "Hello_world\n";
}

int main()
{
    f();
}
```

---

It will show the text 'Hello world' on screen.

The keyword 'noexcept' (What is noexcept? See chapter 4.2.2) does not exist in C++98 and it will fail to compile. This code will compile under newer versions of C++.

### 4.3 Use of C++14

In this example, the basic build (chapter 3) is extended by using C++14.

**What is C++14?** C++14 is a C++ standard that was formalized in 2014. It is fully backwards compatible with C++11 and C++98. It does not have any major new features, and mostly extends C++11 features.

In my examples, I usually add digit separators: instead of '1000', in C++14 one can write '1'000', using a single quote as a separator. This will not compile in C++11.

#### 4.3.1 The Travis file

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 12** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc

script:
- qmake
- make
- ./travis_qmake_gcc_cpp14
```

---

This .travis.yml file is the same as the C++11 build in chapter 4.2.

### 4.3.2 The Qt Creator project files

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 13** travis\_qmake\_gcc\_cpp14.pro

---

```
SOURCES += main.cpp

# Compile with high warning levels, a warning is an error
QMAKE_CXXFLAGS += -Wall -Wextra -Wshadow -Wnon-virtual-dtor -pedantic -Weffc++ -Werror
```

---

The Qt Creator project file has the same lines as the C++11 build in chapter 4.2, except for that it uses one different QMAKE\_CXXFLAGS item:

- QMAKE\_CXXFLAGS += -std=c++14

Compile under C++14

### 4.3.3 The source files

The single C++ source file used is:

---

**Algorithm 14** main.cpp

---

```
#include <iostream>

// C++14
auto f() noexcept
{
    return "Hello_world\n";
}

int main()
{
    std::cout << f() << '\n';
}
```

---

This is a simple C++14 program that will not compile under C++11.

## 4.4 Adding Boost

In this example, the basic build (chapter 3) is extended by also using the Boost libraries.

### 4.4.1 What is Boost?

Boost is a collection of C++ libraries.



Figure 20: Boost logo

### 4.4.2 The Travis file

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 15** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc

install:
- sudo apt update -qq
# Boost
- sudo apt install -qq libboost-all-dev

script:
- ./build.sh
- ./travis_qmake_gcc_cpp98_boost
```

---

This .travis.yml file has one new feature:

- addons:  
apt:  
packages: libboost-all-dev

This makes Travis aware that you want to use the aptitude package 'libboost-all-dev'. Note that this code cannot be put on one line: it has to be indented similar to this

Using packages like this avoids using sudo, which speeds up the build. Not all packages can be used as such, however, but most are.

#### 4.4.3 The build bash scripts

The bash build script to build and run this:

---

**Algorithm 16** build.sh

---

```
#!/bin/bash
qmake
make
```

---

The bash script is identical to the basic build script as in chapter ??.

#### 4.4.4 The Qt Creator project files

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 17** travis\_qmake\_gcc\_cpp98\_boost.pro

---

```
SOURCES += main.cpp
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror
```

---

The Qt Creator project file has the same lines as the basic project in chapter 3.3.

#### 4.4.5 The source files

The single C++ source file used is:

---

**Algorithm 18** main.cpp

---

```
#include <iostream>
#include <boost/version.hpp>

int main() {
    std::cout << BOOST_LIB_VERSION << '\n';
}
```

---

All the file does is display the version of Boost on the screens. It will only compile when the Boost libraries are present.

Currently, on Travis CI, the default Boost version is 1.46.1.

### 4.5 Adding Boost.Test

Adding only a testing framework does not work: it will not compile in C++98. Instead, this is covered in chapter 5.4.

### 4.6 Use of clang

In this example, the basic build (chapter 3) is compiled by the clang compiler.

#### 4.6.1 What is Clang?

clang is a C++ compiler



Figure 21: clang logo

#### 4.6.2 The Travis file

Setting up Travis is done by the following `.travis.yml`:

---

**Algorithm 19** `.travis.yml`

---

```
language: cpp
dist: bionic
compiler: gcc

addons:
  apt:
    packages: clang

script:
  - ./build.sh
  - ./travis_qmake_clang_cpp98
```

---

This `.travis.yml` file uses the package `clang` (without needing `sudo`), compiles the program and then runs it.

#### 4.6.3 The build bash scrip

The bash build script to build this:

---

**Algorithm 20** `build.sh`

---

```
#!/bin/bash
qmake
make
```

---

The bash script is identical to the basic bash script as described in chapter ??.

#### 4.6.4 The Qt Creator project files

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 21** travis\_qmake\_clang\_cpp98.pro

---

```
SOURCES += main.cpp
```

```
# Compile at a high warning level, a warning is an error
```

```
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror
```

```
# clang
```

```
QMAKE_CXX = clang++
```

```
QMAKE_LINK = clang++
```

```
QMAKE_CC = clang
```

---

The Qt Creator project file.. except for:

- `QMAKE_CXX = clang++`

Set the C++ compiler to use clang++

- `QMAKE_LINK = clang++`

Set the C++ linker to use clang++

- `QMAKE_CC = clang`

Set the C compiler to use clang

#### 4.6.5 The source files

The single C++ source file used is:

---

**Algorithm 22** main.cpp

---

```
#include <iostream>
```

```
int main() {  
    std::cout << "Hello_world\n";  
}
```

---

This is just a 'Hello world' program, as discussed in detail in chapter .

## 4.7 Adding gcov and Codecov

In this example, the basic build (chapter 3) is extended by calling gcov and using codecov to show the code coverage.

### 4.7.1 What is gcov?

gcov is a tool that works with GCC to analyse code coverage

### 4.7.2 What is Codecov?

Codecov works nice with GitHub and give nicer reports



Figure 22: Codecov logo

Here is an example of a code coverage report, which is generated by this example:



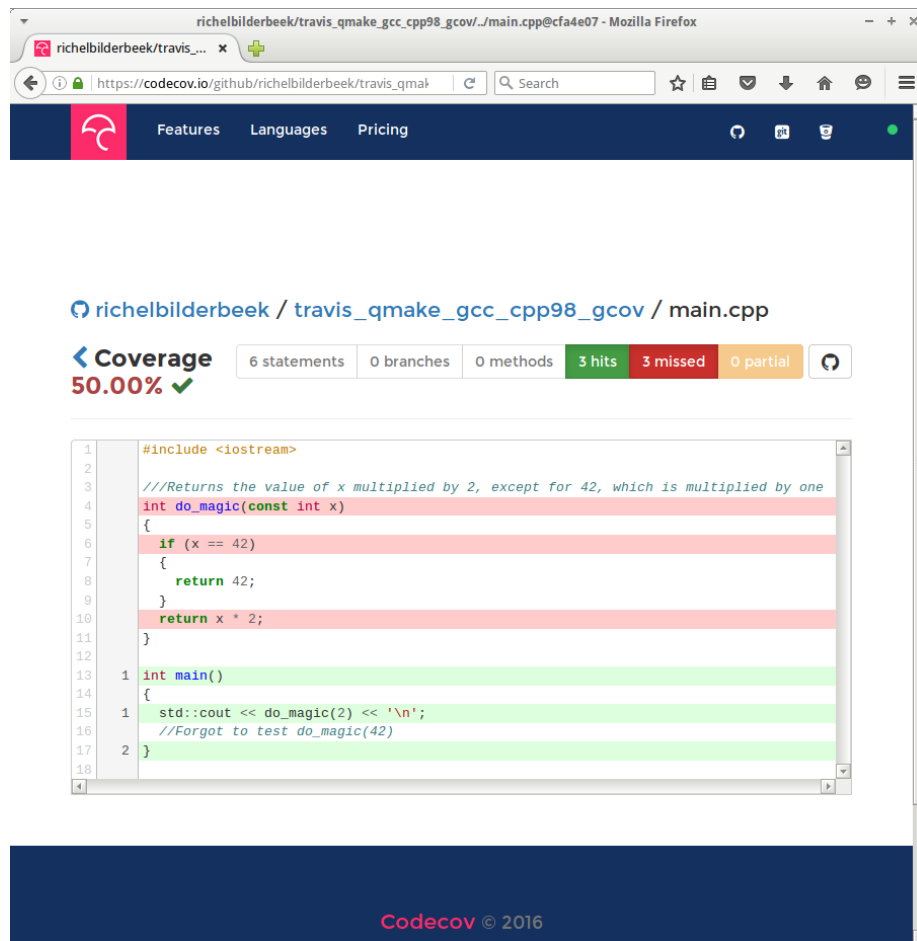


Figure 23: Codecov report of this build

#### 4.7.3 The Travis file

Setting up Travis is done by the following `.travis.yml`:

---

**Algorithm 23** `.travis.yml`

---

```
language: cpp
dist: bionic
sudo: require
compiler: gcc

before_install:
- sudo pip install codecov

script:
- qmake travis_qmake_gcc_cpp98_gcov.pro
- make
- ./travis_qmake_gcc_cpp98_gcov
- ./get_code_cov >/dev/null
- codecov >/dev/null

after_success:
- bash <(curl -s https://codecov.io/bash)
```

---

This `.travis.yml` file has some new features:

- `sudo: require`

Travis will give super user rights to the script. This will slow the build time, but it is inevitable for the next step

- `before_install: sudo pip install codecov`

Travis will use pip to install codecov using super user rights. It is temporary workaround to use sudo, as sudo should not be needed. This is seen as a bug, is known and solved. It just has to seep through to the Travis CI GNU/Linux distro.

- `after_success: codecov`

After the script has run successfully, codecov is called

The code coverage performed in this build mismatches with the goals of code coverage. One of these goals is to test for unused ('dead') code. Code coverage fits better within a debug build, where all functions are tested with valid and invalid input. Chapter 6.1 shows a build in which code coverage is tested in debug mode only.

#### 4.7.4 The build bash scrips

The bash build to measure the code coverage:

---

**Algorithm 24** get\_code\_cov

---

```
#!/bin/bash
for filename in `find . | egrep '\.cpp'`;
do
    gcov -n -o . $filename > /dev/null;
done
```

---

This script uses gcov on all implementation files.  
Going into a bit more detail on the new lines:

- for filename in `find . | egrep '\.cpp'`;  
do  
    gcov -n -o . \$filename > /dev/null;  
done

Find all filenames (in this folder and its subfolder) that end with '.cpp'.  
For each of these filenames, let 'gcov' work on it. The '-n' flag denotes 'no  
output please'. Because there is still some output, this output is sent to  
the void of '/dev/null'. The '-o .' means that the object files are in the  
same folder as this script

#### 4.7.5 The Qt Creator project files

This normal is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 25** travis\_qmake\_gcc\_cpp98\_gcov.pro

---

```
SOURCES += main.cpp

# Compile with a high warning level, a warning is an error
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

# gcov
QMAKE_CXXFLAGS += -fprofile-arcs -ftest-coverage
LIBS += -lgcov
```

---

The Qt Creator project file has two new lines:

- QMAKE\_CXXFLAGS += -fprofile-arcs -ftest-coverage

Let the C++ compiler add coverage information

- LIBS += -lgcov

Link against the gcov library

#### 4.7.6 The source files

The C++ source file used by the normal build is:

---

**Algorithm 26** main.cpp

---

```
#include <iostream>

///Returns the value of x multiplied by 2,
/// except for 42, which is multiplied by one
int do_magic(const int x) {
    if (x == 42) {
        return 42;
    }
    return x * 2;
}

int main() {
    std::cout << do_magic(2) << '\n';
    //Forgot to test do_magic(42)
}
```

---

It defines a function called 'do\_magic'. It is called for the value two, but not for the value 42. Due to this, we expect to see an incomplete code coverage. And this is indeed detected, as shown in figure 23.

#### 4.8 Adding OCLint

In this example, the basic build (chapter 3) is extended by adding OCLint support. Because we intendedly use smelly code, this build is supposed to fail due to (only) this.

**What is OCLint?** OCLint is a static code analysis tool.

##### 4.8.1 The Travis file

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 27** `.travis.yml`

---

```
language: cpp
dist: bionic
compiler: gcc

install:
- ./install_oclint.sh

script:
- ./build.sh
- ./travis_qmake_gcc_cpp98_oclint
- ./do_oclint.sh
```

---

This `.travis.yml` file has one new feature:

- `sudo add-apt-repository ppa:ubuntu-toolchain-r/test --yes`

Add a newer apt repository than installed on Travis

- `sudo apt-get update -qq`

Update the packages

- `sudo apt-get install -qq libstdc++6-4.7-dev`

This makes Travis install the package 'libstdc++6-4.7-dev', that is needed by OCLint

- `./install_oclint.sh`

This makes Travis install OCLint

- `./do_oclint.sh`

Let OCLint check the code

- `cat log_correct.txt`

Let Travis show the log of a file that passes OCLint

- `cat log_correct.txt`

Let Travis show the log of a file that does not pass OCLint

### 4.8.2 The build bash scrips

The bash build script to build this:

---

**Algorithm 28** build.sh

---

```
#!/bin/bash  
qmake  
make
```

---

The bash script has the same lines as the basic project in chapter 3.  
The script to let OCLint check the code:

---

**Algorithm 29** do\_oclint.sh

---

```
#!/bin/bash

cpp_files='ls *.cpp'

# Clean main should work
./oclint -0.10.3/bin/oclint -o oclint.log \
    $cpp_files -- -c

cat oclint.log

# Will be 0 if success
# Will be 1 if fail
fail='egrep "Compiler_Errors" oclint.log | wc -l'

if [ $fail -eq 1 ];
then
    echo "OCLint:_Compiler_error"
    exit 1
else
    echo "OCLint:_OK"
fi

# Will be 1 if success
# Will be 0 if fail
success='egrep "FilesWithViolations=0_P1=0_P2=0_P3=0"
    oclint.log | wc -l'

if [ $success -eq 1 ];
then
    echo "OCLint:_OK"
else
    echo "OCLint:_Fail"
    exit 1
fi
```

---

Here I call OCLint with these parameters:

- `-o oclint.log`

Write the output to the file 'oclint.log'

- `main.cpp`

All the files to be analysed

- —

After this are the compiler settings

- `-c`

?no idea, please email me if you do

Additionally, I analyse the log files using

```
success='egrep "FilesWithViolations=0 P1=0 P2=0 P3=0" log_correct.txt | wc -l'
```

In more detail, this means:

- `success = '[...]'`

The variable 'success' get assigned the outcome of the part between back-ticks

- `egrep "[regex]" oclint.log`

Search through the file 'oclint.log' for the regular expression '[regex]'

- `| wc -l`

The result of the egrep is piped to a word count ('wc') by line '-l'. If egrep found the regex, the line count will be 1, yet 0 otherwise

### 4.8.3 The Qt Creator project files

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 30** `travis_qmake_gcc_cpp98_oclint.pro`

---

`SOURCES += main.cpp`

`QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror`

---

The Qt Creator project file has the same lines as the basic project in chapter 3.

### 4.8.4 The source files

The C++ source file used is just a 'Hello World' program:



---

**Algorithm 31** main.cpp

---

```
#include <iostream>

int main()
{
    std::cout << "Hello_world\n";
}
```

---

## 4.9 Adding profiling

### 4.10 Adding the Qt library

In this example, the basic build (chapter 3) is extended by also using the Qt library.

**What is Qt?** Qt (pronounce 'cute') is a library to create C++ GUI's.



Figure 24: Qt logo

At this moment, there are two versions of Qt: Qt4 and Qt5. The GNU/Linux version Travis CI uses has Qt4. When this GNU/Linux distro changes, Qt5 will be the new (next) default.

### 4.11 Adding the Qt4 library

#### 4.11.1 What is Qt4?

Qt4 is version 4 of the Qt library (What is Qt? see chapter 4.10).

#### 4.11.2 The Travis file

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 32** .travis.yml

---

```
language: cpp
dist: xenial
compiler: gcc

services:
  - xvfb

script:
  - qmake-qt4
  - make
  - ./travis_qmake_gcc_cpp98_qt4
```

---

This .travis.yml file starts xvfb before the script. In the script, it builds the code first, before running the resulting executable. Instead of calling 'qmake', however, it explicitly calls 'qmake-qt4'.

#### 4.11.3 What is xvfb?

xvfb is the virtual X server.

#### 4.11.4 The Qt Creator project files

This project is compiled from the following Qt Creator project file:

---

**Algorithm 33** travis\_qmake\_gcc\_cpp98\_qt4.pro

---

```
QT += core gui

# Cannot use -Weffc++ with Qt4
QMAKE_CXXFLAGS += -Wall -Wextra -Werror

SOURCES += main.cpp
SOURCES += my_dialog.cpp
FORMS    += my_dialog.ui
HEADERS  += my_dialog.h

RESOURCES += travis_qmake_gcc_cpp98_qt4.qrc

# Thanks to Qt
QMAKE_CXXFLAGS += -Wno-unused-variable
```

---

The Qt Creator project file:

- QT += core gui

To be able to use a GUI, one needs to add 'gui' (and keep 'core') defined

- `QMAKE_CXXFLAGS += -Wall -Wextra -Werror`

When working with a Qt resource file, the '-Werror++' flag will trigger a warning

- `SOURCES += main.cpp`  
`HEADERS += my_dialog.h`  
`SOURCES += my_dialog.cpp`  
`FORMS += my_dialog.ui`

The files that, respectively, contain the main function definition, the declaration of 'my\_dialog', the implementation of 'my\_dialog' and the form of 'my\_dialog'

- `RESOURCES += travis_qmake_gcc_cpp98_qt4.qrc`

Use a resource file. This resource file contains the picture that is on the form.

#### 4.11.5 The source files

This project uses multiple source files.

The main function is defined as such:

---

**Algorithm 34** main.cpp

---

```
#include <QApplication>
#include "my_dialog.h"

int main(int argc, char *argv[])
{
    QApplication a(argc, argv);
    my_dialog d;
    d.show();
    return a.exec();
}
```

---

This is a standard implementation of the main function for a graphical Qt application.

qwfq

- `#include <QApplication>`  
`#include "my_dialog.h"`

Read the headers of, respectively, the Qt QApplication class and our custom my\_dialog class

- `int main(int argc, char *argv[])`

This is one of the two official versions of `main`. This version takes into account the arguments supplied at startup of the application. For example, would this application be called with `'travis_qmake_gcc_cpp98_qt4 hello'`, the value of `argc` ('argument count') would be two and the array `argv` would be (thus) of size two with strings `'travis_qmake_gcc_cpp98_qt4'` and `'hello'`

- `QApplication a(argc, argv);`

Start the `QApplication` class

- `my_dialog d;`  
`d.show();`

Create an instance of `my_dialog` and show it

- `return a.exec();`

Start `QApplication` (which handles events for `my_dialog`) and return an error code depending on how the application is terminated.

The declaration of `my_dialog` looks like this:

---

**Algorithm 35** my\_dialog.h

---

```
#ifndef MY_DIALOG_H
#define MY_DIALOG_H

#include <QDialog>

namespace Ui {
    class my_dialog;
}

class my_dialog : public QDialog
{
    Q_OBJECT

public:
    explicit my_dialog(QWidget *parent = 0);
    ~my_dialog();

private:
    Ui::my_dialog *ui;
};

#endif // MY_DIALOG_H
```

---

This header file is completely generated by Qt Creator.

- #ifndef MY\_DIALOG\_H  
#define MY\_DIALOG\_H  
  
// ...  
  
#endif // MY\_DIALOG\_H

This is an #include guard. An #include guard ensures that this file is read only once per compilation unit. Every header file should have these [REF], although '#pragma once' is also a fine solution.

- #include <QDialog>  
  
Read the Qt QDialog header file
- namespace Ui {  
class my\_dialog;  
}

A forward-declaration of a class called 'my\_dialog' within the 'Ui' namespace. Forward-declarations intend to speed up compilation.

- `class my_dialog : public QDialog`  
  {  
    // ...  
  };

Create a class called 'my\_dialog' which is a derived class of the Qt 'QDialog' class

- `Q_OBJECT`

Macro to signify that this class uses the Qt signal and slot mechanism

- `public :`  
  `explicit my_dialog(QWidget *parent = 0);`  
  `~my_dialog();`

Public constructor and destructor

- `private :`  
  `Ui::my_dialog *ui;`

The private user interface (which has only been forward-declared)

The implementation of my\_dialog looks like this:

---

**Algorithm 36** my\_dialog.cpp

---

```
#include "my_dialog.h"
#include "ui_my_dialog.h"
#include <QTimer>

my_dialog::my_dialog(QWidget *parent) :
    QDialog(parent),
    ui(new Ui::my_dialog)
{
    ui->setupUi(this);
    QTimer * const timer(new QTimer(this));
    connect(timer, SIGNAL(timeout()), this, SLOT(close()));
    timer->setInterval(1000);
    timer->start();
}

my_dialog::~my_dialog()
{
    delete ui;
}
```

---

Most of this code is generated by Qt, except for the addition of a timer that closes the dialog after one second:

- ```
#include "my_dialog.h"
#include "ui_my_dialog.h"
#include <QTimer>
```

Read, respectively, the declaration of `my_dialog`, the declaration of the user interface of `my_dialog`, and the declaration of the Qt `QTimer` class

- ```
my_dialog::my_dialog(QWidget *parent) :
    QDialog(parent),
    ui(new Ui::my_dialog)
{
    // ...
}
```

This is a standard constructor. The base class of `my_dialog`, `QDialog`, is called with the optional 'parent' argument. The user interface is instantiated.

- ```
ui->setUi(this);
```

Set up the user interface of `my_dialog`

- ```
QTimer * const timer(new QTimer(this));
connect(timer,SIGNAL(timeout()),this,SLOT(close()));
timer->setInterval(1000);
timer->start();
```

Create a timer, which will be deleted by this class. Connect its 'timeout' signal to the 'close' slot of this dialog. Set the interval of the timer to a thousand milliseconds and start it.

- ```
my_dialog::~~my_dialog()
{
    delete ui;
}
```

A standard destructor, that deletes the user interface

## 4.12 Adding the Qt5 library

### 4.12.1 What is Qt5?

Qt5 is version 5 of the Qt library (What is Qt? see chapter 4.10).

#### 4.12.2 The Travis file

Qt5 is not the default Qt version in the current Travis CI GNU/Linux distro.

Thanks to <http://stackoverflow.com/questions/25737062/travis-ci-for-a-qt5-project#25743300> for showing how install Qt5 on Travis CI:

---

**Algorithm 37** .travis.yml

---

```
language: cpp
dist: xenial
sudo: required
compiler: gcc

# From https://gist.github.com/jreese/6207161#gistcomment-1462109
before_install:
  - sudo add-apt-repository --yes ppa:ubuntu-sdk-team/ppa
  - sudo apt-get update -qq
  - sudo apt-get install -qq libqt5webkit5-dev qtdeclarative5-dev
  - export QMAKE=/usr/lib/x86_64-linux-gnu/qt5/bin/qmake

# From http://stackoverflow.com/q/37201085/3364162
#apt:
#  sources:
#    - ubuntu-sdk-team
#  packages:
#    - libqt5webkit5-dev
#    - qtdeclarative5-dev

# Xenial
services:
  - xvfb

# Trusty
# Start virtual X server
# before_script:
#   - "export DISPLAY=:99.0"
#   - "sh -e /etc/init.d/xvfb start"
#   - sleep 3 # give xvfb some time to start

script:
  - ./build.sh
  - ./travis_qmake_gcc_cpp98_qt5
```

---

This .travis.yml file is an extension of when adding the Qt4 library (chapter 4.11). The new lines are:



- `sudo add-apt-repository --yes ppa:ubuntu-sdk-team/ppa`

Add an apt repository that has Qt5

- `sudo apt-get update -qq`

Update the current apt repositories, to be able to find Qt5

- `sudo apt-get install qtbase5-dev qtdeclarative5-dev`
- `sudo apt-get install libqt5webkit5-dev libsqlite3-dev`
- `sudo apt-get install qt5-default qttools5-dev-tools`

Install all Qt5 apt packages. I put these on three lines just for readability.

#### 4.12.3 The Qt Creator project files

This project compiled with qmake from the following Qt Creator project file:

---

**Algorithm 38** `travis_qmake_gcc_cpp98_qt5.pro`

---

```
QT      += core gui widgets
```

```
# Use highest warning level, a warning is an error.
```

```
# Cannot use -Weffc++ with Qt5
```

```
QMAKE_CXXFLAGS += -Wall -Wextra -Werror
```

```
SOURCES += main.cpp
```

```
SOURCES += my_qt5_dialog.cpp
```

```
FORMS    += my_qt5_dialog.ui
```

```
HEADERS  += my_qt5_dialog.h
```

```
RESOURCES += travis_qmake_gcc_cpp98_qt5.qrc
```

---

The Qt Creator project file is similar to the one needed for the Qt4 library (chapter 4.11), except for:

- `QT += core gui widgets`

Add 'core', 'gui' and (new) 'widgets' to the Qt configuration. One of the differences between Qt4 and Qt5 is that part of what was 'gui' has been moved to 'widgets'.

#### 4.12.4 The source files

This project uses multiple source files.

The main function is defined as such:

---

**Algorithm 39** main.cpp

---

```
#include <QApplication>
#include "my_qt5_dialog.h"

int main(int argc, char *argv[])
{
    QApplication a(argc, argv);
    my_qt5_dialog d;
    d.show();
    return a.exec();
}
```

---

This main function definition is close to identical to that of when using Qt4 (see chapter 4.11).

The declaration of my\_qt5\_dialog is as such:

---

**Algorithm 40** my\_qt5\_dialog.h

---

```
#ifndef MY_DIALOG_H
#define MY_DIALOG_H

#include <QDialog>

namespace Ui {
    class my_qt5_dialog;
}

class my_qt5_dialog : public QDialog
{
    Q_OBJECT

public:
    explicit my_qt5_dialog(QWidget *parent = 0);
    ~my_qt5_dialog();

private:
    Ui::my_qt5_dialog *ui;
};

#endif // MY_DIALOG_H
```

---

This header file is also close to identical to that of when using Qt4 (see chapter 4.11).

The implementation of my\_qt5\_dialog:

---

**Algorithm 41** my\_qt5\_dialog.cpp

---

```
#include "my_qt5_dialog.h"
#include "ui_my_qt5_dialog.h"
#include <QTimer>

my_qt5_dialog::my_qt5_dialog(QWidget *parent) :
    QDialog(parent),
    ui(new Ui::my_qt5_dialog)
{
    ui->setupUi(this);
    QTimer * const timer(new QTimer(this));
    connect(
        timer, &QTimer::timeout,
        this, &my_qt5_dialog::close
    );
    timer->setInterval(1000);
    timer->start();
}

my_qt5_dialog::~my_qt5_dialog()
{
    delete ui;
}
```

---

This implementation file is also close to identical to that of when using Qt4 (see chapter 4.11), except for this line:

- connect(  
    timer, &QTimer::timeout,  
    this, &my\_qt5\_dialog::close  
);

This is the Qt5 syntax of connecting QTimer its 'timeout' slot to my\_qt5\_dialog its 'close' slot. This syntax will not compile with Qt4. The new syntax has the benefit that during compilation it can be checked that the signals and slots exist (Qt4 emits a warning at runtime).

### 4.13 Adding QTest

One cannot use QTest without Qt. Because this thus takes two steps, this is covered in chapter 5.2.

## 4.14 Adding Rcpp

In this example, the basic build (chapter 3) is extended by also using the Rcpp library/package.

**What is R?** R is a programming language.



Figure 25: R logo

**What is Rcpp?** Rcpp is a package that allows to call C++ code from R

### 4.14.1 Build overview

The build will be complex: I will show the C++ build and the R build separately

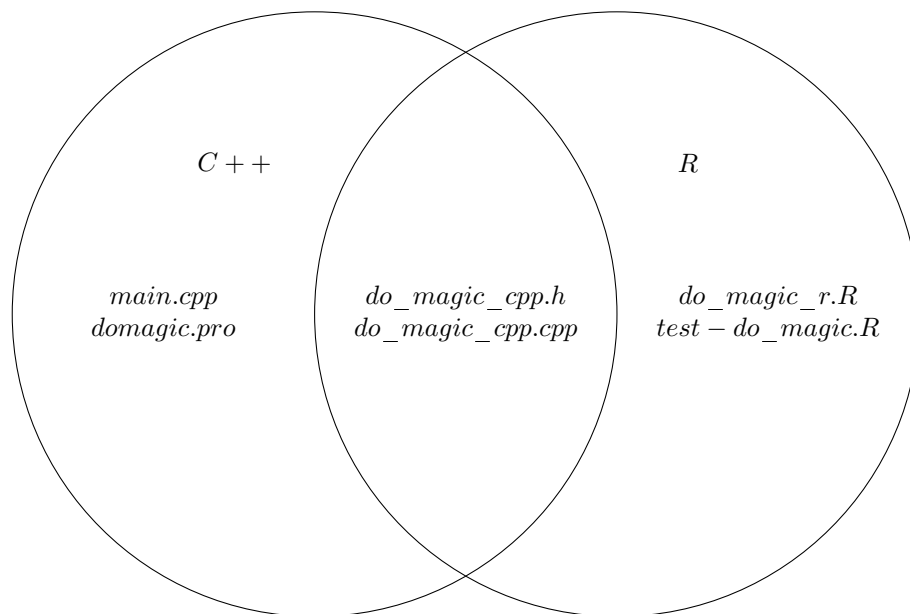


Figure 26: Venn diagram of the files uses in this build

### 4.14.2 The Travis file

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 42** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc

before_install:
- sudo apt update -qq
- sudo add-apt-repository -y ppa:ubuntu-toolchain-r/test # C++11
- sudo add-apt-repository -y ppa:marutter/rrutter # R
- sudo apt-get update -qq

install:
# R
- sudo apt-get install -qq r-base r-base-dev
- sudo apt-get install -qq lyx texlive # pdflatex, used by knitr
- sudo Rscript install_r_packages.R # Rcpp

script:
# C++
- ./build_cpp.sh
# R wants all non-R files gone...
- ./clean.sh
- rm .gitignore
- rm src/.gitignore
- rm .travis.yml
- rm -rf .git
- rm -rf ..Rcheck
# Now R is ready to go
- R CMD check .

after_success:
- cat /home/travis/build/richelbilderbeek/travis_qmake_gcc_cpp11_rcpp/..Rcheck/00check.log

after_failure:
- cat /home/travis/build/richelbilderbeek/travis_qmake_gcc_cpp11_rcpp/..Rcheck/00check.log
```

---

This .travis.yml file is longer than usual, as it both compiles and runs the C++ and R code.

#### 4.14.3 The build bash scripts

The C++ build script:

---

**Algorithm 43** build\_cpp.sh

---

```
#!/bin/bash
qmake
make
./domagic
```

---

The bash script has the same lines as the basic project in chapter 3.  
This R build script installs the required R packages:

---

**Algorithm 44** build\_cpp.sh

---

```
#!/usr/bin/Rscript

install.packages("Rcpp", repos = "http://cran.uk.r-
project.org")
install.packages("knitr", repos = "http://cran.uk.r-
project.org")
install.packages("testthat", repos = "http://cran.uk.r-
project.org")
install.packages("rmarkdown", repos = "http://cran.uk.r-
project.org")
```

---

#### 4.14.4 The Qt Creator project files

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 45** domagic.pro

---

```
TEMPLATE = app
CONFIG += console
CONFIG -= app_bundle
CONFIG -= qt

# C++11
CONFIG += c++11
QMAKE_CXXFLAGS += -std=c++11

# Shared C++11 files
INCLUDEPATH += src
SOURCES += src/do_magic_cpp.cpp
HEADERS += src/do_magic_cpp.h

# Rcpp, adapted from script from Dirk Eddelbuettel and Romain Francois
R_HOME = $$system(R RHOME)
RCPPINCL = $$system($$R_HOME/bin/Rscript -e \"Rcpp::CxxFlags\\(\\)\")
INCLUDEPATH += RCPPINCL

# Rcpp does not play nice with -Weffc++
QMAKE_CXXFLAGS += -Wall -Wextra -Werror

# C++11-only files
SOURCES += main.cpp

# R
LIBS += -lR
```

---

The name of the Qt Creator project file is 'domagic' as it follows the same naming as the R project. It add the R and Rcpp and src folders to its include path and links to R.

#### 4.14.5 The C++ and R source files

Both C++ and R use this function. It is called 'do\_magic\_cpp'. It is declared in the header file 'do\_magic\_cpp.h', as shown here:

---

**Algorithm 46** src/do\_magic\_cpp.h

---

```
#ifndef DO_MAGIC_CPP_H
#define DO_MAGIC_CPP_H

// ' Does magic
// ' @param x Input
// ' @return Magic value
// [[Rcpp::export]]
int do_magic_cpp(const int x) noexcept;

#endif // DO_MAGIC_CPP_H
```

---

The header file consists solely of #include guards and the declaration of the function 'do\_magic\_cpp'.

The function 'do\_magic\_cpp' is implemented in the implementation file 'do\_magic\_cpp.cpp', as shown here:

---

**Algorithm 47** src/do\_magic\_cpp.cpp

---

```
#include "do_magic_cpp.h"

int do_magic_cpp(const int x) noexcept {
    return x * 2;
}
```

---

This implementation file has gotten rather elaborate, thanks to Rcpp and documentation. This is because it has to be callable from both C++ and R and satisfy the requirement from both languages.

#### 4.14.6 The C++-only source files

The C++ program has a normal main function:

---

**Algorithm 48** main.cpp

---

```
#include "do_magic_cpp.h"

int main() {
    if (do_magic_cpp(2) != 4) return 1;
}
```

---

All it does is a simple test of the 'do\_magic\_cpp' function.



#### 4.14.7 The R-only source files

The R function 'do\_magic\_r' calls the C++ function 'do\_magic\_cpp':

---

**Algorithm 49** R/do\_magic\_r.R

---

```
#' @useDynLib domagic
#' @importFrom Rcpp sourceCpp
NULL

#' Does magic
#' @param x Input
#' @return Magic value
#' @export
do_magic_r <- function(x) {
  return(do_magic_cpp(x))
}
```

---

Next to this, it is just Roxygen2 documentation

R allows for easy testing using the 'testthat' package. A test file looks as such:

---

**Algorithm 50** tests/testthat/test-do\_magic\_r.R

---

```
context("do_magic")

test_that("basic use", {
  expect_equal(do_magic_r(2), 4)
  expect_equal(do_magic_r(3), 6)
  expect_equal(do_magic_r(4), 8)

  expect_equal(do_magic_cpp(2), 4)
  expect_equal(do_magic_cpp(3), 6)
  expect_equal(do_magic_cpp(4), 8)
})
```

---

The tests call both the R and C++ functions with certain inputs and checks if the output matches the expectations.

#### 4.15 Adding the SFML library

In this example, the basic build (chapter 3) is extended by also using the SFML library. The result will be a simple graphical display as shown in figure 27:

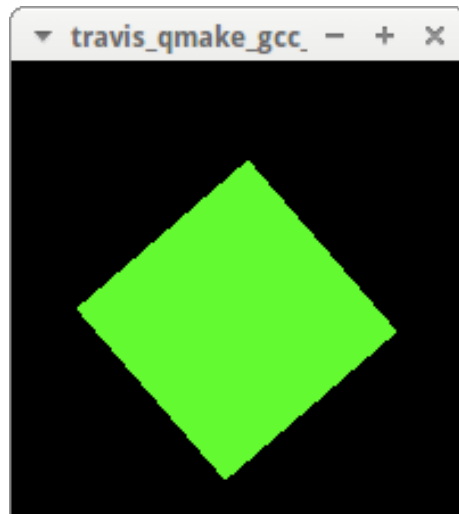


Figure 27: travis\_qmake\_gcc\_cpp98\_sfml screenshot

**What is SFML?** SFML ('Simple and Fast Multimedia Library') is a library intended for 2D game development.



Figure 28: SFML logo

#### 4.15.1 The Travis file

Setting up Travis is done by the following `.travis.yml`:

---

**Algorithm 51** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc
<<<<<< HEAD
sudo: true
=====
>>>>>> develop

install:
- sudo apt update -qq
# SFML
- sudo apt-get install libsFML-dev

services:
- xvfb

script:
- ./build.sh
- ./travis_qmake_gcc_cpp98_sfml
```

---

This .travis.yml file has one new feature:

- `sudo apt-add-repository ppa:sonkun/sfml-development --yes`

Add an apt repository for a fresh version of SFML

- `install: sudo apt-get install libsFML-dev`

This makes Travis install the needed package

#### 4.15.2 The build bash scripts

The bash build script to build this:

---

**Algorithm 52** build.sh

---

```
#!/bin/bash
qmake
make
```

---

The bash script has the same lines as the basic project in chapter 3.

### 4.15.3 The Qt Creator project files

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 53** travis\_qmake\_gcc\_cpp98\_sfml.pro

---

```
SOURCES += main.cpp

# Compile with high warning levels, a warning is an error
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

# SFML
LIBS += -lsfml-graphics -lsfml-window -lsfml-system -lsfml-audio
```

---

The Qt Creator project file has the same lines as the basic project in chapter 3, except for:

- `LIBS += -lsfml-graphics -lsfml-window -lsfml-system -lsfml-audio`

Link to the SFML libraries

### 4.15.4 The source files

The single C++ source file used is:

---

**Algorithm 54** main.cpp

---

```
#include <SFML/Graphics.hpp>

int main() {
    sf::RenderWindow window(
        sf::VideoMode(200, 200),
        "travis_qmake_gcc_cpp98_sfml"
    );
    double angle = 0.0;

    while (window.isOpen()) {
        sf::Event event;
        while (window.pollEvent(event))
        {
            if (event.type == sf::Event::Closed)
            {
                window.close();
            }
        }
        window.clear(sf::Color::Black);

        sf::RectangleShape r(sf::Vector2f(100.0,100.0));
        r.setOrigin(sf::Vector2f(40.0,40.0));
        r.setPosition(100.0,100.0);
        r.rotate(angle);
        r.setFillColor(sf::Color(100, 250, 50));
        window.draw(r);

        window.display();

        angle += 0.01;
        if (angle > 100.0) break;
    }
}
```

---

It draws a rotating rectangle by incrementing the variable 'angle'. After this variable reaches a certain value, the application is terminated.

The reason the application is terminated, is because it must be run on Travis CI and thus terminate without user input.

#### 4.16 Adding SLOCcount

In this example, the basic build (chapter 3) is extended by also measuring the SLOCcount.

**What is SLOCcount?** SLOCcount estimates the costs to develop code.

#### 4.16.1 The Travis file

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 55** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc
<<<<<<< HEAD
dist: bionic
=====
>>>>>>> develop

install:
  - sudo apt update -qq
  # Boost
  - sudo apt install -qq libboost-all-dev
  # SLOCcount
  - sudo apt-get install sloccount

script:
  - qmake
  - make
  - ./travis_qmake_gcc_cpp11_sloccount
  # SLOCcount
  - cd ../; sloccount --overhead 1 --personcost 22611 travis_qmake_gcc_cpp11_sloccount; cd tr
```

---

This .travis.yml file has one new feature:

- `sudo add-apt install sloccount`

Install the package 'sloccount'

- `cd ../; sloccount --overhead 1 --personcost 22611 travis_qmake_gcc_cpp98_sloc`

Go up one folder and measure the SLOCcount of this project, knowing it is a solo-project in which the developer makes the Dutch minimum wages

#### 4.16.2 The Qt Creator project files

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 56** travis\_qmake\_gcc\_cpp11\_sloccount.pro

---

```
# Files
SOURCES += main.cpp

# Compile with high warning levels, a warning is an error
QMAKE_CXXFLAGS += -Wall -Wextra -Wshadow -Wnon-virtual-dtor -pedantic -Weffc++ -Werror

# C++11
CONFIG += c++11
QMAKE_CXXFLAGS += -std=c++11
```

---

The Qt Creator project file has the same lines as the basic project in chapter 3.

#### 4.16.3 The source files

The single C++ source file used exactly the same as described in chapter 3.4:

---

**Algorithm 57** main.cpp

---

```
#include <iostream>

// C++11
void f() noexcept
{
    std::cout << "Hello_world\n";
}

int main()
{
    f();
}
```

---

### 4.17 Adding the Urho3D library

In this example, the basic build (chapter 3) is extended by also using the Urho3D library.

**What is Urho3D?** Urho3D is a library to create C++ 3D games.



Figure 29: Urho3D logo

#### 4.17.1 Build overview

The files will work together to create the following 3D world:



Figure 30: Screenshot of travis\_qmake\_gcc\_cpp11\_urho3d

#### 4.17.2 The Travis file

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 58** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc

install:
  - sudo apt update -qq
  # Boost
  - sudo apt install -qq libboost-all-dev
  # Deps
  - sudo apt-get install libx11-dev libxrandr-dev libasound2-dev libgl1-mesa-dev
  - sudo apt-get install libsdl1.2-dev libsdl-image1.2-dev libsdl-mixer1.2-dev libsdl-ttf2.0-dev
  # Qt5
  - sudo apt-get install -qq qt5-qmake qt5-default
  # Check dead links
  - sudo apt-get install -qq npm
  - npm config set strict-ssl false
  - sudo npm install -g markdown-link-check

script:
  - ./install_urho3d
  - ln -s ../Urho3D/bin/Data
  - ln -s ../Urho3D/bin/CoreData
  - qmake -qt=qt5 travis_qmake_gcc_cpp11_urho3d.pro
  - make --silent
  # Check dead links
  - rm .travis.yml
  - ./scripts/check_dead_links
```

---

This .travis.yml file has to do many things.



Note that we do not run the application.

#### 4.17.3 The Qt Creator project files

The files are compiled with qmake from the following Qt Creator project file:

---

**Algorithm 59** travis\_qmake\_gcc\_cpp98\_urho3d.pro

---

```
QMAKE_CXXFLAGS += -Wall -Wextra
QMAKE_CXXFLAGS += -Wno-unused-variable
QMAKE_CXXFLAGS += -Wno-unused-parameter
```

```
# There will be warnings :-(
# QMAKE_CXXFLAGS += -Werror
```

```
SOURCES += \
    mastercontrol.cpp \
    inputmaster.cpp \
    cameramaster.cpp
```

```
HEADERS += \
    mastercontrol.h \
    inputmaster.h \
    cameramaster.h
```

```
# Urho3D
INCLUDEPATH += \
    ../Urho3D/include \
    ../Urho3D/include/Urho3D/ThirdParty
```

```
LIBS += \
    ../Urho3D/lib/libUrho3D.a
```

```
LIBS += \
    -lpthread \
    -lSDL \
    -ldl \
    -lGL
```

```
# -lSDL2 \ #0therwise use -lSDL
#DEFINES += RIBI_USE_SDL_2
```

---

The Qt Creator project file lists all source files, uses `g++5`, suppresses a warning, includes and links to multiple libraries.

#### 4.17.4 The source files

The C++ source files are too big to show here. Their names are:

- cameramaster.h
- cameramaster.cpp
- inputmaster.h
- inputmaster.cpp
- mastercontrol.h
- mastercontrol.cpp

### 4.18 Adding the Wt library

In this example, the basic build (chapter 3) is extended by also using the Wt library.

**What is Wt?** Wt (pronounce 'witty') is a library to create C++ websites.



Figure 31: Wt logo

#### 4.18.1 The Travis file

Setting up Travis is done by the following `.travis.yml`:

---

**Algorithm 60** `.travis.yml`

---

```
language: cpp
dist: bionic
compiler: gcc

install:
  - sudo apt update -qq
  # Boost
  - sudo apt install -qq libboost-all-dev
  # Wt
  - sudo apt-get install witty-dev

script: ./build.sh
```

---

This `.travis.yml` file has uses the package 'libboost-all-dev' and installs 'witty-dev'. It does not run the application.

#### 4.18.2 The build bash scrips

The bash build script to build this:

---

**Algorithm 61** `build.sh`

---

```
#!/bin/bash
qmake
make
```

---

The bash script has the same lines as the basic project in chapter 3.

#### 4.18.3 The Qt Creator project files

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 62** `travis_qmake_gcc_cpp98_wt.pro`

---

```
SOURCES += main.cpp
```

```
# Compile with high warning levels, a warning is an error
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror
```

```
# Wt
```

```
LIBS += \
    -lboost_date_time \
    -lboost_filesystem \
    -lboost_program_options \
    -lboost_regex \
    -lboost_signals \
    -lboost_system
```

```
LIBS += -lwt -lwthttp
```

```
DEFINES += BOOST_SIGNALS_NO_DEPRECATED_WARNING
```

---

The Qt Creator project file has the same lines as the basic project in chapter 3, except for that it links to multiple libraries and suppresses a warning.

#### 4.18.4 The source files

The single C++ source file used is:

---

**Algorithm 63** main.cpp

---

```
#include <boost/program_options.hpp>
#include <boost/signals2.hpp>
#include <Wt/WApplication>
#include <Wt/WContainerWidget>
#include <Wt/WEnvironment>
#include <Wt/WPaintDevice>
#include <Wt/WPaintedWidget>
#include <Wt/WPainter>
#include <Wt/WPushButton>

struct WtWidget : public Wt::WPaintedWidget
{
    WtWidget()
    {
        this->resize(32,32);
    }
protected:
    void paintEvent(Wt::WPaintDevice *paintDevice)
    {
        Wt::WPainter painter(paintDevice);
        for (int y=0; y!=32; ++y)
        {
            for (int x=0; x!=32; ++x)
            {
                painter.setPen(
                    Wt::WPen(
                        Wt::WColor(
                            ((x+0) * 8) % 256,
                            ((y+0) * 8) % 256,
                            ((x+y) * 8) % 256)));
                //Draw a line of one pixel long
                painter.drawLine(x,y,x+1,y);
                //drawPoint yiels too white results
                //painter.drawLine(x,y,x+1,y);
            }
        }
    }
};

struct WtDialog : public Wt::WContainerWidget
{
    WtDialog()
    : m_widget(new WtWidget)
    {
        this->addWidget(m_widget);
    }
private:
    WtDialog(const WtDialog&); //delete
    WtDialog& operator=(const WtDialog&); //delete
    WtWidget * const m_widget;
};
```

It starts a web server.

## 5 Extending the build by two steps

You will probably want to combine the single ingredients in the previous chapters. This will also result in more complex project setups. In this chapter, such setups will be described:

- Use of gcov in debug mode only: see chapter 5.1
- Use of Qt and QTest: see chapter
- Use of C++11 and Boost: see chapter 5.3
- Use of C++11 and Boost.Test: see chapter 5.4
- Use of C++14 and Boost: see chapter 5.12

### 5.1 Use of gcov in debug mode only

In this example, the C++98 build with gcov (chapter 4.7) is extended by using gcov in debug mode only.

#### 5.1.1 Build overview

This will be a more complex build, consisting of two projects:

- A release version that just runs the code, assuming it to be correct
- A debug version that tests the code and measures code coverage

The filenames are shown in this figure:

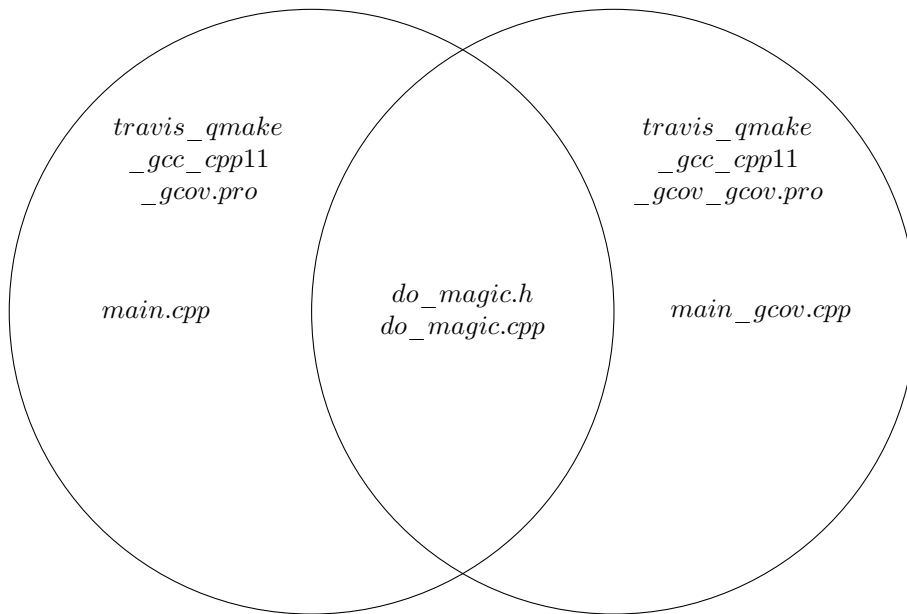


Figure 32: Venn diagram of the files uses in this build

### 5.1.2 The Travis file

Setting up Travis is done by the following `.travis.yml`:

---

#### Algorithm 64 `.travis.yml`

---

```
language: cpp
dist: xenial
compiler: gcc

before_install: sudo pip install codecov
script:
  - qmake travis_qmake_gcc_cpp98_debug_gcov_debug.pro
  - make
  - ./travis_qmake_gcc_cpp98_debug_gcov_debug
  - ./get_code_cov.sh
  - codecov
  - make clean
  - qmake travis_qmake_gcc_cpp98_debug_gcov.pro
  - make
  - ./travis_qmake_gcc_cpp98_debug_gcov
```

---

This `.travis.yml` file has some new features:

- `sudo: true`

Travis will give super user rights to the script. This will slow the build time, but it is inevitable for the next step

- `before_install: sudo pip install codecov`

Travis will use pip to install codecov using super user rights

- `after_success: codecov`

After the script has run successfully, codecov is called

### 5.1.3 The build bash scripts

The bash build script to build this, run this and measure the code coverage:

---

#### Algorithm 65 build\_debug

---

```
#!/bin/bash
qmake travis_qmake_gcc_cpp98_debug_gcov_debug.pro
make
```

---

The new step is ...

The bash build script to build this, run this and measure the code coverage:

---

#### Algorithm 66 build\_release

---

```
#!/bin/bash
qmake travis_qmake_gcc_cpp98_debug_gcov.pro
make
```

---

This is ...

### 5.1.4 The Qt Creator project files

Release:

---

#### Algorithm 67 travis\_qmake\_gcc\_cpp98\_debug\_gcov.pro

---

```
SOURCES += do_magic.cpp main.cpp
HEADERS += do_magic.h
```

```
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror
```

---

Debug with gcov:



---

**Algorithm 68** travis\_qmake\_gcc\_cpp98\_gcov.pro

---

The Qt Creator project file has two new lines:

- `QMAKE_CXXFLAGS += -fprofile-arcs -ftest-coverage`

Let the C++ compiler add coverage information

- `LIBS += -lgcov`

Link against the gcov library

### 5.1.5 The source files

**Common files** Both builds use the following code:

---

**Algorithm 69** do\_magic.h

---

```
#ifndef DO_MAGIC_H
#define DO_MAGIC_H

int do_magic(const int x);

#endif // DO_MAGIC_H
```

---

And its implementation:

---

**Algorithm 70** do\_magic.cpp

---

```
#include "do_magic.h"

int do_magic(const int x)
{
    if (x == 42)
    {
        return 42;
    }
    if (x == 314)
    {
        return 314;
    }
    return x * 2;
}
```

---

**Release main function** The C++ source file used by the normal build is:

---

**Algorithm 71** main.cpp

---

```
#include "do_magic.h"
#include <iostream>

int main() {
    std::cout << do_magic(123) << '\n';
}
```

---

**Debug and gcov main function** The C++ source file used by the normal build is:

---

**Algorithm 72** main\_gcov.cpp

---

```
#include "do_magic.h"

int main()
{
    if (do_magic(2) != 4) return 1;
    if (do_magic(42) != 42) return 1;
    //Forgot to test do_magic(314)
}
```

---

## 5.2 Qt and QTest

This build is about a Qt dialog that displays an image (using a Qt resource). When the key 'x' is pressed, it should close.

The release build is just that application.

The debug build tests if the application indeed closes upon a press of the 'x' key. Its primary output is test report. During the test, the dialog will show up shortly.

In this build, only one dialog is tested. For a build that has more dialogs, see chapter .

### 5.2.1 What is QTest?

QTest is the Qt testing framework

### 5.2.2 Do not use Boost.Test to test graphical Qt applications

The Boost.Test library (see chapter 5.4) works great with console (that is: non-graphical) applications. But is tedious to let it test graphical Qt classes.

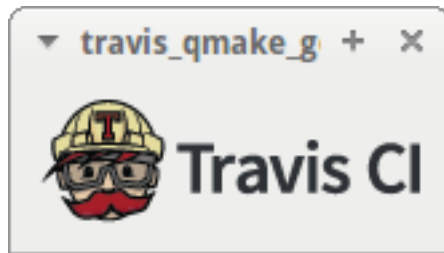


Figure 33: The application

Why is this tedious? Because Qt has its own Qt way, that works best in that way. QTest will process the QApplication event queue and have many privileges. Using Boost.Test will make you responsible to do yourself what Qt normally does for you in the back, such as emptying the QApplication event queue. Next to this, you will have to make some member functions public (e.g. keyPressedEvent) to allow your tests to use these.

### 5.2.3 The Travis file

---

**Algorithm 73** .travis.yml

---

```
language: cpp
dist: xenial
compiler: gcc

# Xenial
services:
  - xvfb

# Trusty
# Start virtual X server
# before_script:
#   - "export DISPLAY=:99.0"
#   - "sh -e /etc/init.d/xvfb start"
#   - sleep 3 # give xvfb some time to start

script:
  - ./build_test.sh
  - ./travis_qmake_gcc_cpp98_qt_qtest_test
  - ./build_normal.sh
```

---

Because this application uses graphics, we need to start a virtual X server on Travis CI (see <https://docs.travis-ci.com/user/gui-and-headless-browsers>), before the tests run.

In the script, the testing executable is created and run. The test results will be visible in Travis CI.

After the test, the normal executable is created. The normal executable is not run, as it requires user input. This means that on Travis CI, it would run forever, wouldn't Travis CI detect this and indicate a failure.

#### 5.2.4 The build bash scrips

There need to be two bash scripts, one for building the testing executable, one for building the normal program. Both are as short as can be:

---

**Algorithm 74** build\_test.sh

---

```
#!/bin/bash
qmake travis_qmake_gcc_cpp98_qt_qtest_test.pro
make
```

---

---

**Algorithm 75** build\_normal.sh

---

```
#!/bin/bash
qmake travis_qmake_gcc_cpp98_qt_qtest.pro
make
```

---

#### 5.2.5 The Qt Creator project files

There need to be two Qt Creator scripts, one for building the testing executable, one for building the normal program. Both are as short as can be. The only difference is that the testing project file uses 'QT += testlib'.

Test:

---

**Algorithm 76** travis\_qmake\_gcc\_cpp98\_qt\_qtest\_test.pro

---

```
# Shared files
SOURCES += my_dialog.cpp
FORMS += my_dialog.ui
HEADERS += my_dialog.h
RESOURCES += travis_qmake_gcc_cpp98_qt_qtest.qrc

# Unique files
SOURCES += qtmain_test.cpp
SOURCES += my_dialog_test.cpp
HEADERS += my_dialog_test.h

# Qt
QT      += core gui
greaterThan(QT_MAJOR_VERSION, 4): QT += widgets

# QTest
QT += testlib
```

---

Normal:

---

**Algorithm 77** travis\_qmake\_gcc\_cpp98\_qt\_qtest.pro

---

```
QT      += core gui
greaterThan(QT_MAJOR_VERSION, 4): QT += widgets

# Shared files
SOURCES += my_dialog.cpp
FORMS += my_dialog.ui
HEADERS += my_dialog.h
RESOURCES += travis_qmake_gcc_cpp98_qt_qtest.qrc

# Unique files
SOURCES += qtmain.cpp
```

---

### 5.2.6 The source files

**The dialog** This is the source of dialog:

---

**Algorithm 78** my\_dialog.h

---

```
#ifndef MY_DIALOG_H
#define MY_DIALOG_H

#include <QDialog>

namespace Ui { class my_dialog; }

class my_dialog : public QDialog {
    Q_OBJECT

public:
    explicit my_dialog(QWidget *parent = 0);
    ~my_dialog();

protected:
    void keyPressEvent(QKeyEvent *);

private:
    Ui::my_dialog *ui;
};

#endif // MY_DIALOG_H
```

---

The only added line, is the 'keyPressEvent'.

---

**Algorithm 79** my\_dialog.cpp

---

```
#include "my_dialog.h"
#include <QKeyEvent>
#include "ui_my_dialog.h"

my_dialog::my_dialog(QWidget *parent) :
    QDialog(parent),
    ui(new Ui::my_dialog) {
    ui->setupUi(this);
}

my_dialog::~my_dialog() {
    delete ui;
}

void my_dialog::keyPressEvent(QKeyEvent *e) {
    if (e->key() == Qt::Key_X) close();
}
```

---

Here we can see that when 'x' is pressed, the application will close.

**The main function of the normal executable** Most graphical Qt applications have this main function:

---

**Algorithm 80** qtmain.cpp

---

```
#include <QApplication>
#include "my_dialog.h"

int main(int argc, char* argv[]) {
    QApplication a(argc, argv);
    my_dialog d;
    d.exec();
    return a.exec();
}
```

---

This main is given as default when creating a new graphical Qt application.

**The main function of the testing executable** The QTest framework collects all tests and calls these within a QTest-generated main function. This leaves us little left to write (which is awesome):

---

**Algorithm 81** qtmain\_test.cpp

---

```
#include <QtTest/QtTest>
#include "my_dialog_test.h"

QTEST_MAIN(my_dialog_test)
```

---

**The class for the tests** Here comes in the QTest architecture: for each test suite we will have to create a class:

---

**Algorithm 82** my\_dialog\_test.h

---

```
#ifndef MY_DIALOG_TEST_H
#define MY_DIALOG_TEST_H

#include <QtTest/QtTest>

class my_dialog_test: public QObject
{
    Q_OBJECT
private slots:
    void close_with_x();
};

#endif // MY_DIALOG_TEST_H
```

---

Here we create a class called 'my\_dialog\_test'. The fit into the QTest framework each test suite

- must be a derived class from QObject
- the header file must include the 'QTest' header file

where each member function is a tests.

The implementation of each test can be seen in the implementation file:



---

**Algorithm 83** my\_dialog\_test.cpp

---

```
#include "my_dialog_test.h"
#include "my_dialog.h"

void my_dialog_test::close_with_x()
{
    my_dialog d;
    d.show();
    QVERIFY(d.isVisible());
    QTest::keyClick(&d, Qt::Key_X, Qt::NoModifier, 100);
    QVERIFY(d.isHidden());
}
```

---

The 'QVERIFY' macro is used by the QTest framework to do a single check, which will end up in the test report. The QTest has some privileges, as it can directly click keys on the form, also when the 'keyPressEvent' isn't public.

### 5.3 C++11 and Boost libraries

In this example, the basic build (chapter 3) is extended by also using the Boost libraries.

The chapter has the following specs:

- Build system: qmake
- C++ compiler: gcc
- C++ version: C++11
- Libraries: STL and Boost
- Code coverage: none
- Source: one single file, main.cpp

The single C++ source file used is:

---

**Algorithm 84** main.cpp

---

```
#include <boost/graph/adjacency_list.hpp>

int f() noexcept {
    boost::adjacency_list<> g;
    boost::add_vertex(g);
    return boost::num_vertices(g);
}

int main() {
    if (f() != 1) return 1;
}
```

---

All the file does is to create an empty graph, from the Boost.Graph library. It will not compile without the Boost libraries absent.

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 85** travis\_qmake\_gcc\_cpp11\_boost.pro

---

```
SOURCES += main.cpp

QMAKE_CXXFLAGS += -Wall -Wextra -Werror

CONFIG += c++11
QMAKE_CXXFLAGS += -std=c++11
```

---

The Qt Creator project file has the same lines as the basic project in chapter 3.

The bash build script to build and run this:

---

**Algorithm 86** build.sh

---

```
#!/bin/bash
qmake
make
./travis_qmake_gcc_cpp11_boost
```

---

The bash script has the same lines as the basic project in chapter 3. Setting up Travis is done by the following .travis.yml:

---

**Algorithm 87** `.travis.yml`

---

```
language: cpp
dist: bionic
compiler: gcc

install:
  - sudo apt update -qq
  # Boost
  - sudo apt install -qq libboost-all-dev

script:
  - ./build.sh
```

---

This `.travis.yml` file has ...

## 5.4 C++11 and Boost.Test

Boost.Test works great for console applications. If you use a GUI library like Qt, using QTest is easier (see chapter 5.2)

This project consists out of two projects:

- `travis_qmake_gcc_cpp11_boost_test.pro`: the real code
- `travis_qmake_gcc_cpp11_boost_test_test.pro`: the tests

Both projects center around a function called 'add', which is located in the 'my\_function.h' and 'my\_function.cpp' files, as shown here:

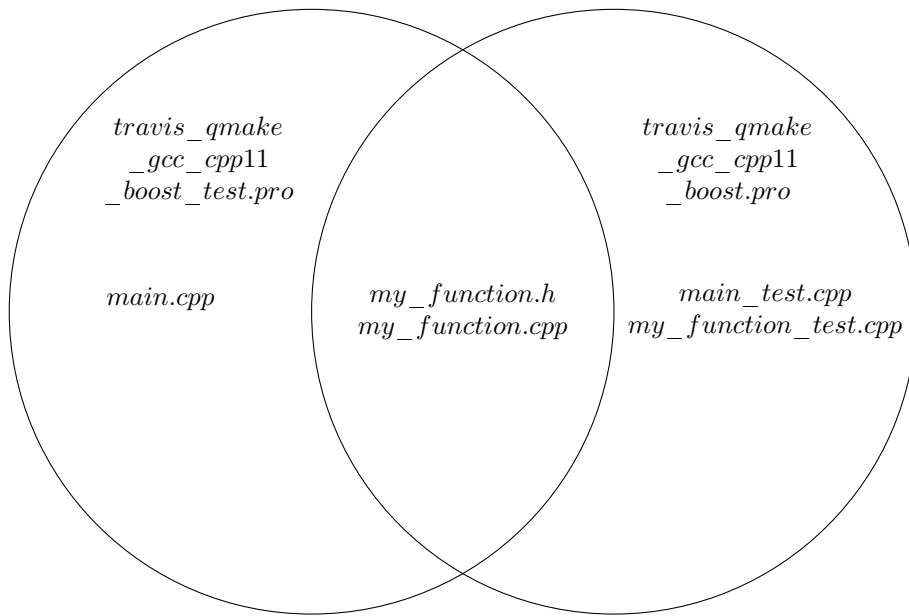


Figure 34: Venn diagram of the files uses in this build

Both of these are compiled both in release and debug mode.

**Specifics** The basic build has the following specs:

- Build system: qmake
- C++ compiler: gcc
- C++ version: C++11
- Libraries: STL and Boost, demonstrating Boost.Test
- Code coverage: none
- Source: multiple files: *main.cpp*, *my\_function.h*, *my\_function.cpp*, *test\_my\_function.cpp*

#### 5.4.1 The function

First the function that is (1) tested by the test build (2) called by the real build, is shown here:

---

**Algorithm 88** my\_function.h

---

```
#ifndef MY_FUNCTIONS_H
#define MY_FUNCTIONS_H

int add(const int i, const int j) noexcept;

#endif // MY_FUNCTIONS_H
```

---

This header file has the `#include` guards and the declaration of the function 'add'. It takes two integer values as an argument and returns an int.

Its definition is shown here:

---

**Algorithm 89** my\_function.cpp

---

```
#include "my_functions.h"

int add(const int i, const int j) noexcept
{
    return i + j;
}
```

---

Perhaps it was expected that 'add' adds the two integers

#### 5.4.2 Test build

The test build is the build that tests the function. It does not have a 'main.cpp' as the exe build has, but uses 'test\_my\_functions.cpp' as its main source file. This can be seen in the Qt Creator project file:

---

**Algorithm 90** travis\_qmake\_gcc\_cpp11\_boost\_test\_test.pro

---

```
CONFIG += console debug_and_release
CONFIG -= app_bundle
QT -= core gui
TEMPLATE = app

# Shared files
HEADERS += my_functions.h
SOURCES += my_functions.cpp

# Unique files
SOURCES += main_test.cpp my_functions_test.cpp

# C++11
CONFIG += c++11
QMAKE_CXXFLAGS += -std=c++11

# Boost.Test does not go well with -Weffc++
QMAKE_CXXFLAGS += -Wall -Wextra -Werror -std=c++11

# Debug and release build
CONFIG(debug, debug|release) {
    DEFINES += NDEBUG
}

# Boost.Test
win32 {
    INCLUDEPATH += C:/boost_1_62_0
    #LIBS += -LC:/boost_1_62_0/stage/lib
    #LIBS += -LC:/boost_1_62_0
    #LIBS += -LC:/boost_1_62_0/bin.v2
    #LIBS += -LC:/boost_1_62_0/bin.v2/libs
    #LIBS += -LC:/boost_1_62_0/bin.v2/libs/test
    #LIBS += -LC:/boost_1_62_0/bin.v2/libs/test/build/gcc-
        mingw-4.9.3/debug/link-static/threading-multi
    #LIBS += -lboost_unit_test_framework
    #LIBS += -LC:/boost_1_62_0/stage/lib/
    #LIBS += -lboost_unit_test_framework-mgw49-mt-d-1_62.a
    #LIBS += "C:/boost_1_62_0/stage/lib/
        libboost_unit_test_framework-mgw49-mt-d-1_62.a"
    LIBS += "C:/boost_1_62_0/stage/lib/
        libboost_unit_test_framework-mgw49-mt-1_62.a"
    #LIBS += -LC:/boost_1_62_0/stage/lib/*.a
    #LIBS += -LC:/boost_1_62_0/stage/lib/
        libboost_unit_test_framework-mgw49-mt-1_62.a
    #LIBS += -LC:/boost_1_62_0/bin.v2/libs/test/build/gcc-
        mingw-4.9.3/debug/link-static/threading-multi/*.a
    #LIBS += -LC:/boost_1_62_0/bin.v2/libs/test/build/gcc-
        mingw-4.9.3/release/link-static/threading-multi/*.a
    #LIBS += -LC:/boost_1_62_0/bin.v2/libs/test/build/gcc-
        mingw-4.9.3/debug/link-static/threading-multi/
        libboost_unit_test_framework-mgw49-mt-d-1_62.a
    QMAKE_CXXFLAGS += -fext-numeric-literals
}
```

Note how this Qt Creator project file links to the Boost unit test framework.  
Its main source file is shown here:

---

**Algorithm 91** main\_test.cpp

---

```
#define BOOST_TEST_DYN_LINK
#define BOOST_TEST_MODULE my_functions_test_module
#include <boost/test/unit_test.hpp>

//No main needed, BOOST_TEST_DYN_LINK creates it
```

---

It uses the Boost.Test framework to automatically generate a main function and test suite. An empty file is created, so Travis can verify there has been built both a debug and release mode.

Its main testing file file is shown here:

---

**Algorithm 92** my\_functions\_test.cpp

---

```
#include <boost/test/unit_test.hpp>
#include "my_functions.h"

BOOST_AUTO_TEST_CASE(add_works)
{
    BOOST_CHECK(add(1, 1) == 2);
    BOOST_CHECK(add(1, 2) == 3);
    BOOST_CHECK(add(1, 3) == 4);
    BOOST_CHECK(add(1, 4) == 5);
}
```

---

It tests the function 'add'.

### 5.4.3 Exe build

The 'exe' build' is the build that uses the function.

---

**Algorithm 93** main.cpp

---

```
#include "my_functions.h"
#include <iostream>
#include <vector> //Does this make Travis CI fail?

int main() {
    std::cout << add(40,2) << '\n';
    std::vector<int> v;
    std::cout << v.empty() << '\n';
}
```

---

Next to using the function 'add', also a file is created, so Travis can verify there has been built both a debug and release mode.

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 94** travis\_qmake\_gcc\_cpp11\_boost\_test.pro

---

```
SOURCES += my_functions.cpp main.cpp
HEADERS += my_functions.h

CONFIG += console debug_and_release
CONFIG(release, debug|release) {
    DEFINES += NDEBUG
}

# C++11
CONFIG += c++11
QMAKE_CXXFLAGS += -std=c++11
```

---

Note how this Qt Creator project file does not link to the Boost unit test framework.

#### 5.4.4 Build script

The bash build script to build, test and run this:



---

**Algorithm 95** build.sh

---

```
#!/bin/bash
qmake travis_qmake_gcc_cpp11_boost_test.pro
make debug
./travis_qmake_gcc_cpp11_boost_test

qmake travis_qmake_gcc_cpp11_boost_test.pro
make release
./travis_qmake_gcc_cpp11_boost_test

qmake travis_qmake_gcc_cpp11_boost_test_test.pro
make debug
./travis_qmake_gcc_cpp11_boost_test_test

qmake travis_qmake_gcc_cpp11_boost_test_test.pro
make release
./travis_qmake_gcc_cpp11_boost_test_test
```

---

In this script both projects are compiled in both debug and release mode. All four executables are run.

#### 5.4.5 Travis script

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 96** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc

install:
  - sudo apt update -qq
  # Boost
  - sudo apt install -qq libboost-all-dev

script: ./build.sh
```

---

This .travis.yml file has ...

## 5.5 C++11 and clang

In this example, the basic build (chapter 3) is extended by using clang and C++11.

The chapter has the following specs:

- Build system: qmake
- C++ compiler: clang
- C++ version: C++11
- Libraries: STL only
- Code coverage: none
- Source: one single file, main.cpp

The single C++ source file used is:

---

**Algorithm 97** main.cpp

---

```
#include <iostream>

void f() noexcept {
    std::cout << "Hello_world\n";
}

int main() {
    f();
}
```

---

All the file does is to create an empty graph, from the Boost.Graph library. It will not compile without the Boost libraries absent.

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 98** travis\_qmake\_clang\_cpp11.pro

---

```
SOURCES += main.cpp

# High warning level, warning is error
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

# clang
QMAKE_CXX = clang++
QMAKE_LINK = clang++
QMAKE_CC = clang

# C++11
QMAKE_CXXFLAGS += -std=c++11
```

---

The Qt Creator project file has the same lines as the basic project in chapter 3.

The bash build script to build and run this:

---

**Algorithm 99** build.sh

---

```
#!/bin/bash
qmake
make
./travis_qmake_clang_cpp11
```

---

The bash script has the same lines as the basic project in chapter 3.  
Setting up Travis is done by the following .travis.yml:

---

**Algorithm 100** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc
sudo: true

install:
  - sudo apt-get install clang

script:
  - ./build.sh
```

---

This .travis.yml file has ...

## 5.6 C++11 and gcov

In this example, the C++98 build with gcov (chapter 4.7) is extended by using C++11.

### 5.6.1 The Travis file

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 101** `.travis.yml`

---

```
language: cpp
dist: bionic
compiler: gcc

install:
  - sudo apt update -qq
  # Codecov
  - sudo pip install codecov

script:
  - ./build.sh
  - ./travis_qmake_gcc_cpp11_gcov
  # Codecov
  - ./get_code_cov.sh >/dev/null
  - codecov >/dev/null

after_success:
  # Codecov
  - bash <(curl -s https://codecov.io/bash)
```

---

This `.travis.yml` file has some new features:

- `sudo update-alternatives --install /usr/bin/gcov gcov /usr/bin/gcov-5 90`

Codecov will call 'gcov', even if it should call 'gcov-5'. With this line, we let the command 'gcov' call 'gcov-5'

We must run the executable for codecov to be able to do its job.

### 5.6.2 The build bash scripts

The bash build script to build this is trivial:

---

**Algorithm 102** `build.sh`

---

```
#!/bin/bash
qmake travis_qmake_gcc_cpp11_gcov.pro
make
```

---

The bash script to obtain the code coverage is new:

---

**Algorithm 103** get\_code\_cov.sh

---

```
#!/bin/bash
for filename in `find . | egrep '\.cpp'`;
do
    gcov -n -o . $filename > /dev/null;
done
```

---

The new steps are:

- for filename in `find . | egrep '\.cpp'`;  
do  
    gcov-5 -n -o . \$filename > /dev/null;  
done

Find all filenames (in this folder and its subfolder) that end with '.cpp'. For each of these filenames, let gcov-5 work on it. The '-n' flag denotes 'no output please'. Because there is still output, this output is sent to the void of '/dev/null'. The '-o .' means that the object files are in the same folder as this script

### 5.6.3 The Qt Creator project files

This Qt Creator project file is a mix from using only gcov (chapter 4.7) and using C++11 (chapter 5.5)

---

**Algorithm 104** travis\_qmake\_gcc\_cpp11\_gcov.pro

---

```
SOURCES += main.cpp

QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

# gcov
QMAKE_CXXFLAGS += -fprofile-arcs -ftest-coverage
LIBS += -lgcov

# C++11
CONFIG += c++11
QMAKE_CXXFLAGS += -std=c++11
```

---

See those chapters for more details.

### 5.6.4 The source files

The C++ source file used:

---

**Algorithm 105** main.cpp

---

```
#include <iostream>

///Returns the value of x multiplied by 2, except for 42,
    which is multiplied by one
int do_magic(const int x)
{
    if (x == 42)
    {
        return 42;
    }
    return x * 2;
}

int main()
{
    std::cout << do_magic(2) << '\n';
    //Forgot to test do_magic(42)
}
```

---

In this code, the function 'do\_magic' is used for a single value, that is displayed on screen. Because the value '42' is not used, not all program flows of 'do\_magic' are covered. The code coverage report should inform us about this.

## 5.7 C++11 and Qt

In this example, the basic build (chapter 3) is extended by both adding C++11 and the Qt library.

### Specifications

- Build system: qmake
- C++ compiler: gcc
- C++ version: C++11
- Libraries: STL and Qt
- Code coverage: none
- Source: one single file, main.cpp

The single C++ source file used is:

---

**Algorithm 106** main.cpp

---

```
#include <fstream>
#include <iostream>
#include <QFile>

std::string get_filename() noexcept {
    return "HelloWorld.png";
}

int main()
{
    const std::string filename = get_filename();
    QFile f(":/images/HelloWorld.png");
    if (QFile::exists(filename.c_str()))
    {
        std::remove(filename.c_str());
    }
    f.copy("HelloWorld.png");
    if (!QFile::exists(filename.c_str()))
    {
        std::cerr << "filename_" << filename << "_must_be_created\n";
        return 1;
    }
}
```

---

All the file does ...

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 107** travis\_qmake\_gcc\_cpp11\_qt.pro

---

```
QT      += core gui
greaterThan(QT_MAJOR_VERSION, 4): QT += widgets
TEMPLATE = app

SOURCES += main.cpp

RESOURCES += \
    travis_qmake_gcc_cpp11_qt.qrc

# C++11
CONFIG += c++11
QMAKE_CXXFLAGS += -std=c++11

# Thanks to Qt
QMAKE_CXXFLAGS += -Wno-unused-variable
```

---

The Qt Creator project file has the same lines as the basic project in chapter 3.

The bash build script to build this, run this and measure the code coverage:

---

**Algorithm 108** build.sh

---

```
#!/bin/bash
qmake
make
./travis_qmake_gcc_cpp11_qt
```

---

The bash script has the same lines as the basic project in chapter 3.  
Setting up Travis is done by the following .travis.yml:

---

**Algorithm 109** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc

script:
  - ./build.sh
```

---

This .travis.yml file has ...



## 5.8 C++11 and Rcpp

In this example, the basic build (chapter 3) is extended by also using the Rcpp library/package.

**Specifications** The chapter has the following specs:

- Build system: qmake
- C++ compiler: gcc
- C++ version: C++11
- Libraries: STL and Rcpp
- Code coverage: none
- Source: multiple files

The build will be complex: I will show the C++ build and the R build separately

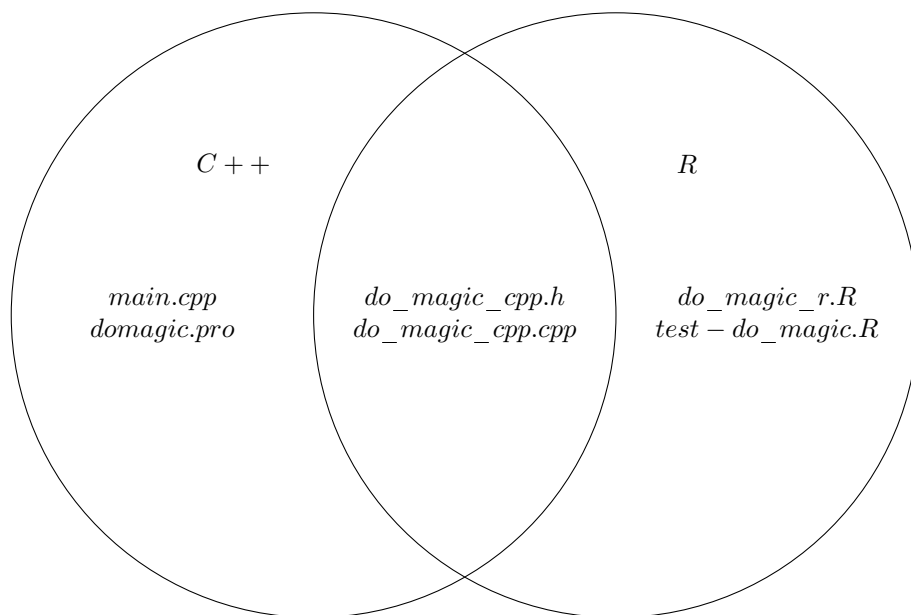


Figure 35: Venn diagram of the files uses in this build

### 5.8.1 C++ and R: the C++ function

This Travis CI project is centered around the function 'do\_magic\_cpp'. I use the extension '\_cpp' to indicate it is a C++ function. The function 'do\_magic\_cpp' is used by both C++ and R. It is declared in the header file 'do\_magic\_cpp.h', as shown here:

---

**Algorithm 110** src/do\_magic\_cpp.h

---

```
#ifndef DO_MAGIC_CPP_H
#define DO_MAGIC_CPP_H

// ' Does magic
// ' @param x Input
// ' @return Magic value
// [[Rcpp::export]]
int do_magic_cpp(const int x) noexcept;

#endif // DO_MAGIC_CPP_H
```

---

The header file consists solely of #include guards and the declaration of the function 'do\_magic\_cpp'. The C++11 keyword 'noexcept' will make the build fail to compile under C++98, but will compile under C++11 and later versions of C++.

The function 'do\_magic\_cpp' is implemented in the implementation file 'do\_magic\_cpp.cpp', as shown here:

---

**Algorithm 111** src/do\_magic\_cpp.cpp

---

```
#include "do_magic_cpp.h"

int do_magic_cpp(const int x) noexcept {
    return x * 2;
}
```

---

This source file is very simple. Most lines are dedicated to the C++ roxygen2 documentation. Omitting this documentation will fail the R package to build, as this documentation is mandatory. Note that

```
// [[Rcpp::export]]
needs to be written exactly as such.
```

### 5.8.2 C++: main source file

The C++ program has a normal main function:

---

**Algorithm 112** main.cpp

---

```
#include "do_magic_cpp.h"

int main() {
    if (do_magic_cpp(2) != 4) return 1;
}
```

---

All it does is a simple test of the 'do\_magic\_cpp' function.

### 5.8.3 C++: Qt Creator project file

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 113** domagic.pro

---

```
TEMPLATE = app
CONFIG += console
CONFIG -= app_bundle
CONFIG -= qt

# C++11
CONFIG += c++11
QMAKE_CXXFLAGS += -std=c++11

# Shared C++11 files
INCLUDEPATH += src
SOURCES += src/do_magic_cpp.cpp
HEADERS += src/do_magic_cpp.h

# Rcpp, adapted from script from Dirk Eddelbuettel and Romain Francois
R_HOME = $$system(R RHOME)
RCPPINCL = $$system($$R_HOME/bin/Rscript -e \"Rcpp::CxxFlags\\(\\)\\")
INCLUDEPATH += RCPPINCL

# Rcpp does not play nice with -Weffc++
QMAKE_CXXFLAGS += -Wall -Wextra -Werror

# C++11-only files
SOURCES += main.cpp

# R
LIBS += -lR
```

---

Here is what the sections do:

- # Shared C++11 files  
`INCLUDEPATH += src`  
`SOURCES += src/do_magic_cpp.cpp`  
`HEADERS += src/do_magic_cpp.h`

These files are shared by the C++11 and R project

- # Rcpp, adapted from script from Dirk Eddelbuettel and Romain Francois  
`R_HOME = $$system(R RHOME)`  
`RCPPINCL = $$system($$R_HOME/bin/Rscript -e \"Rcpp::: CxxFlags\\(\\)\\")`  
`INCLUDEPATH += RCPPINCL`

# Rcpp does not play nice with `-Weffc++`  
`QMAKE_CXXFLAGS += -Wall -Wextra -Werror`

Let Rcpp be found by and compile cleanly. To do so, the `'-Weffc++'` warnings have to be omitted

- # C++11-only files  
`SOURCES += main.cpp`

This contains the main function that is only used by the C++11-only build

- # R  
`LIBS += -lR`

Link to the R language libraries

#### 5.8.4 C++: build script

The C++ bash build script is straightforward.

---

**Algorithm 114** build\_cpp.sh

---

```
#!/bin/bash
qmake
make
./domagic
```

---

This script is already described in the C++98 and Rcpp chapter (chapter 4.14, algorithm 43).

### 5.8.5 R: the R function

The R function 'do\_magic\_r' calls the C++ function 'do\_magic\_cpp':

---

**Algorithm 115** R/do\_magic\_r.R

---

```
#' @useDynLib domagic
#' @importFrom Rcpp sourceCpp
NULL

#' Does magic
#' @param x Input
#' @return Magic value
#' @export
do_magic_r <- function(x) {
  return(do_magic_cpp(x))
}
```

---

Must lines are dedicated to Roxygen2 documentation. Omitting this documentation will fail the R package to build, as this documentation is mandatory.

### 5.8.6 R: The R tests

R allows for easy testing using the 'testthat' package. A test file looks as such:

---

**Algorithm 116** tests/testthat/test-do\_magic\_r.R

---

```
context("do_magic")

test_that("basic use", {
  expect_equal(do_magic_r(2), 4)
  expect_equal(do_magic_r(3), 6)
  expect_equal(do_magic_r(4), 8)

  expect_equal(do_magic_cpp(2), 4)
  expect_equal(do_magic_cpp(3), 6)
  expect_equal(do_magic_cpp(4), 8)
})
```

---

The tests call both the R and C++ functions with certain inputs and checks if the output matches the expectations. It may be a good idea to only call the R function from here, and move the C++ function tests to a C++ testing suite like Boost.Test.

### 5.8.7 R: script to install packages

---

**Algorithm 117** `install_r_packages.sh`

---

```
#!/usr/bin/Rscript

install.packages("Rcpp", repos = "http://cran.uk.r-
project.org")
install.packages("knitr", repos = "http://cran.uk.r-
project.org")
install.packages("testthat", repos = "http://cran.uk.r-
project.org")
install.packages("rmarkdown", repos = "http://cran.uk.r-
project.org")
```

---

To compile the C++ code, Rcpp needs to be installed. The R package needs the other packages to work. An R code repository from the UK was used: without supply an R code repository, Travis will be asked to pick one, which it cannot.

### 5.8.8 The Travis script

Setting up Travis is done by the following `.travis.yml`:

---

**Algorithm 118** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc

before_install:
- sudo apt update -qq
- sudo add-apt-repository -y ppa:ubuntu-toolchain-r/test # C++11
- sudo add-apt-repository -y ppa:marutter/rrutter # R
- sudo apt-get update -qq

install:
# R
- sudo apt-get install -qq r-base r-base-dev
- sudo apt-get install -qq lyx texlive # pdflatex, used by knitr
- sudo Rscript install_r_packages.R # Rcpp

script:
# C++
- ./build_cpp.sh
# R wants all non-R files gone...
- ./clean.sh
- rm .gitignore
- rm src/.gitignore
- rm .travis.yml
- rm -rf .git
- rm -rf ..Rcheck
# Now R is ready to go
- R CMD check .

after_success:
- cat /home/travis/build/richelbilderbeek/travis_qmake_gcc_cpp11_rcpp/..Rcheck/00check.log

after_failure:
- cat /home/travis/build/richelbilderbeek/travis_qmake_gcc_cpp11_rcpp/..Rcheck/00check.log
```

---

This .travis.yml file is rather extensive:

- sudo: true  
language: cpp  
compiler: gcc

The default language used has to be C++

- before\_install:

```

- sudo add-apt-repository -y ppa:ubuntu-toolchain-r/test # C++11
- sudo add-apt-repository -y ppa:marutter/rutter # R
- sudo apt-get update -qq

```

Before installation, Travis has to add to apt repositories, one for C++11 and one for the R version used by CRAN

- `install` :
 

```

- sudo apt-get install -qq g++-5 # C++11
- sudo apt-get install -qq r-base r-base-dev # R
- sudo apt-get install -qq lyx texlive # pdflatex, used by knitr
- sudo Rscript install_r_packages.R # Rcpp

```

Travis has to install the prerequisites for C++11, R, pdflatex (used by R's knitr) and some R packages

- `script` :
 

```

# C++
- ./build_cpp.sh
# R wants all non-R files gone...
- ./clean.sh
- rm .gitignore
- rm src/.gitignore
- rm .travis.yml
- rm -rf .git
- rm -rf ..Rcheck
# Now R is ready to go
- R CMD check .

```

The script consists out of a build and run of the C++11 code, cleaning up for R, then building an R package

## 5.9 C++11 and SFML

In this example, the basic build (chapter 3) is extended by both adding C++11 and the SFML library.

### Specifications

- Build system: qmake
- C++ compiler: gcc
- C++ version: C++11
- Libraries: STL and SFML
- Code coverage: none



- Source: one single file, main.cpp

The single C++ source file used is:

---

**Algorithm 119** main.cpp

---

```
#include <SFML/Graphics/RectangleShape.hpp>

int main()
{
    ::sf::RectangleShape shape(::sf::Vector2f(100.0,250.0))
    ;
    if (shape.getSize().x < 50) return 1;
}
```

---

All the file does ...

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 120** travis\_qmake\_gcc\_cpp11\_sfml.pro

---

```
SOURCES += main.cpp

# Compile with highest warning level, a warning is an error
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

# C++11
QMAKE_CXXFLAGS += -std=c++11

# SFML
LIBS += -lsfml-graphics -lsfml-window -lsfml-system -lsfml-audio
```

---

The Qt Creator project file has the same lines as the basic project in chapter 3.

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 121** `.travis.yml`

---

```
language: cpp
dist: bionic
compiler: gcc
<<<<<<< HEAD

before_install:
- sudo add-apt-repository -y ppa:ubuntu-toolchain-r/test
- sudo apt-get update -qq
=====
>>>>>>> develop

install:
- sudo apt update -qq
# Boost
- sudo apt install -qq libboost-all-dev
# SFML
- apt search libsFML
- apt search libsFML-dev
- sudo apt install libsFML-dev

script:
- qmake
- make
- ./travis_qmake_gcc_cpp11_sfml
```

---

This `.travis.yml` file has ...

## 5.10 C++11 and Urho3D

In this example, the basic build (chapter 3) is extended by both adding C++11 and the Urho3D library.

### Specifications

- Build system: qmake
- C++ compiler: gcc
- C++ version: C++11
- Libraries: STL and Urho3D
- Code coverage: none
- Source: one single file, `main.cpp`

The single C++ source file used is:

---

**Algorithm 122** mastercontrol.cpp

---

```
#include <string>
#include <vector>

#include <QFile>

#include <Urho3D/Urho3D.h>

#include <Urho3D/Audio/Sound.h>
#include <Urho3D/Audio/SoundSource.h>
#include <Urho3D/Core/CoreEvents.h>
#include <Urho3D/DebugNew.h>
#include <Urho3D/Engine/Console.h>
#include <Urho3D/Engine/DebugHud.h>
#include <Urho3D/Engine/Engine.h>
#include <Urho3D/Graphics/Camera.h>
#include <Urho3D/Graphics/DebugRenderer.h>
#include <Urho3D/Graphics/Geometry.h>
#include <Urho3D/Graphics/Graphics.h>
#include <Urho3D/Graphics/IndexBuffer.h>
#include <Urho3D/Graphics/Light.h>
#include <Urho3D/Graphics/Material.h>
#include <Urho3D/Graphics/Model.h>
#include <Urho3D/Graphics/Octree.h>
#include <Urho3D/Graphics/OctreeQuery.h>
#include <Urho3D/Graphics/RenderPath.h>
#include <Urho3D/Graphics/Skybox.h>
#include <Urho3D/Graphics/StaticModel.h>
#include <Urho3D/Graphics/VertexBuffer.h>
#include <Urho3D/IO/FileSystem.h>
#include <Urho3D/IO/Log.h>
#include <Urho3D/Physics/CollisionShape.h>
#include <Urho3D/Physics/PhysicsWorld.h>
#include <Urho3D/Resource/ResourceCache.h>
#include <Urho3D/Resource/Resource.h>
#include <Urho3D/Resource/XMLFile.h>
#include <Urho3D/Scene/SceneEvents.h>
#include <Urho3D/Scene/Scene.h>
#include <Urho3D/UI/Font.h>
#include <Urho3D/UI/Text.h>

#include "mastercontrol.h"
#include "cameramaster.h"
#include "inputmaster.h"

URHO3D_DEFINE_APPLICATION_MAIN(MasterControl);

MasterControl::MasterControl(Context *context):
    Application(context)
{
    {
        const int error{std::system("ln -s ../Urho3D/bin/Data
            ")};
        if (error) {}
    }
}
```

All the file does ...

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 123** travis\_qmake\_gcc\_cpp11\_urho3d.pro

---

```
QMAKE_CXXFLAGS += -Wall -Wextra
QMAKE_CXXFLAGS += -Wno-unused-variable
QMAKE_CXXFLAGS += -Wno-unused-parameter
```

```
QMAKE_CXXFLAGS += -std=c++11
CONFIG += c++11
```

```
# There will be warnings :-(
# QMAKE_CXXFLAGS += -Werror
```

```
SOURCES += \
    mastercontrol.cpp \
    inputmaster.cpp \
    cameramaster.cpp
```

```
HEADERS += \
    mastercontrol.h \
    inputmaster.h \
    cameramaster.h
```

```
# Urho3D
INCLUDEPATH += \
    ../Urho3D/include \
    ../Urho3D/include/Urho3D/ThirdParty
```

```
LIBS += \
    ../Urho3D/lib/libUrho3D.a
```

```
LIBS += \
    -lpthread \
    -lSDL \
    -ldl \
    -lGL
```

```
# -lSDL2 \ #otherwise use -lSDL
#DEFINES += RIBI_USE_SDL_2
```

---

The Qt Creator project file has the same lines as the basic project in chapter 3.

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 124** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc

install:
  - sudo apt update -qq
  # Boost
  - sudo apt install -qq libboost-all-dev
  # Deps
  - sudo apt-get install libx11-dev libxrandr-dev libasound2-dev libgl1-mesa-dev
  - sudo apt-get install libsdl1.2-dev libsdl-image1.2-dev libsdl-mixer1.2-dev libsdl-ttf2.0-dev
  # Qt5
  - sudo apt-get install -qq qt5-qmake qt5-default
  # Check dead links
  - sudo apt-get install -qq npm
  - npm config set strict-ssl false
  - sudo npm install -g markdown-link-check

script:
  - ./install_urho3d
  - ln -s ../Urho3D/bin/Data
  - ln -s ../Urho3D/bin/CoreData
  - qmake -qt=qt5 travis_qmake_gcc_cpp11_urho3d.pro
  - make --silent
  # Check dead links
  - rm .travis.yml
  - ./scripts/check_dead_links
```

---

This .travis.yml file has ...

## 5.11 C++11 and Wt

In this example, the basic build (chapter 3) is extended by both adding C++11 and the Wt library.

DOES NOT WORK YET

### Specifications

- Build system: qmake
- C++ compiler: gcc
- C++ version: C++11

- Libraries: STL and Wt
- Code coverage: none
- Source: one single file, main.cpp

The single C++ source file used is:

---

**Algorithm 125** main.cpp

---

```
#include <boost/program_options.hpp>
#include <boost/signals2.hpp>
#include <Wt/WApplication>
#include <Wt/WContainerWidget>
#include <Wt/WEnvironment>
#include <Wt/WPaintDevice>
#include <Wt/WPaintedWidget>
#include <Wt/WPainter>
#include <Wt/WPushButton>

struct WtWidget : public Wt::WPaintedWidget
{
    WtWidget()
    {
        this->resize(32,32);
    }
protected:
    void paintEvent(Wt::WPaintDevice *paintDevice)
    {
        Wt::WPainter painter(paintDevice);
        for (int y=0; y!=32; ++y)
        {
            for (int x=0; x!=32; ++x)
            {
                painter.setPen(
                    Wt::WPen(
                        Wt::WColor(
                            ((x+0) * 8) % 256,
                            ((y+0) * 8) % 256,
                            ((x+y) * 8) % 256)));
                //Draw a line of one pixel long
                painter.drawLine(x,y,x+1,y);
                //drawPoint yiels too white results
                //painter.drawLine(x,y,x+1,y);
            }
        }
    }
};

struct WtDialog : public Wt::WContainerWidget
{
    WtDialog()
    : m_widget(new WtWidget)
    {
        this->addWidget(m_widget);
    }
    WtDialog(const WtDialog&) = delete;
    WtDialog& operator=(const WtDialog&) = delete;
private:
    WtWidget * const m_widget;
};
```



All the file does ...

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 126** travis\_qmake\_gcc\_cpp11\_wt.pro

---

```
QT      += core
QT      -= gui
CONFIG  += console
CONFIG  -= app_bundle
TEMPLATE = app

QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

LIBS += \
    -lboost_date_time \
    -lboost_filesystem \
    -lboost_program_options \
    -lboost_regex \
    -lboost_signals \
    -lboost_system

LIBS += -lwt -lwthttp

SOURCES += main.cpp

DEFINES += BOOST_SIGNALS_NO_DEPRECATED_WARNING

# C++14
CONFIG += c++14
QMAKE_CXXFLAGS += -std=c++14
```

---

The Qt Creator project file has the same lines as the basic project in chapter 3.

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 127** `.travis.yml`

---

```
language: cpp
dist: bionic
sudo: true
compiler: gcc

install:
- sudo apt update -qq
# Boost
- sudo apt install -qq libboost-all-dev
# Wt
- sudo apt-get install witty witty-dbg witty-dev witty-doc

services:
- xvfb

script:
- qmake
- make
- ./travis_qmake_gcc_cpp11_wt &
- sleep 10
- sudo killall travis_qmake_gcc_cpp11_wt
```

---

This `.travis.yml` file has ...

## 5.12 C++14 and Boost libraries

In this example, the basic build (chapter 3) is extended by also using the Boost libraries.

The chapter has the following specs:

- Build system: qmake
- C++ compiler: gcc
- C++ version: C++14
- Libraries: STL and Boost
- Code coverage: none
- Source: one single file, `main.cpp`

The single C++ source file used is:

---

**Algorithm 128** main.cpp

---

```
#include <boost/graph/adjacency_list.hpp>

auto f() noexcept
{
    boost::adjacency_list<> g;
    boost::add_vertex(g);
    return boost::num_vertices(g);
}

int main()
{
    if (f() != 1) return 1;
}
```

---

All the file does is to create an empty graph, from the Boost.Graph library. It will not compile without the Boost libraries absent.

This single file is compiled with qmake from the following Qt Creator project file:

---

**Algorithm 129** travis\_qmake\_gcc\_cpp14\_boost.pro

---

```
SOURCES += main.cpp
```

```
# Compile with high warning levels, a warning is an error
QMAKE_CXXFLAGS += -Wall -Wextra -Wshadow -Wnon-virtual-dtor -pedantic -Weffc++ -Werror

# C++14
CONFIG += c++14
QMAKE_CXXFLAGS += -std=c++14
```

---

- The Qt Creator project file has the same lines as the basic project in chapter 3.
- Setting up Travis is done by the following .travis.yml:

---

**Algorithm 130** `.travis.yml`

---

```
language: cpp
dist: bionic
compiler: gcc

install:
  - sudo apt update -qq
  # Boost
  - sudo apt install -qq libboost-all-dev

script:
  - qmake
  - make
  - ./travis_qmake_gcc_cpp14_boost
```

---

This `.travis.yml` file has ...

### 5.13 C++14 and Boost.Test

This project consists out of two projects:

- `travis_qmake_gcc_cpp14_boost_test.pro`: the real code
- `travis_qmake_gcc_cpp14_boost_test_test.pro`: the tests

Both projects center around a function called 'add', which is located in the 'my\_function.h' and 'my\_function.cpp' files, as shown here:

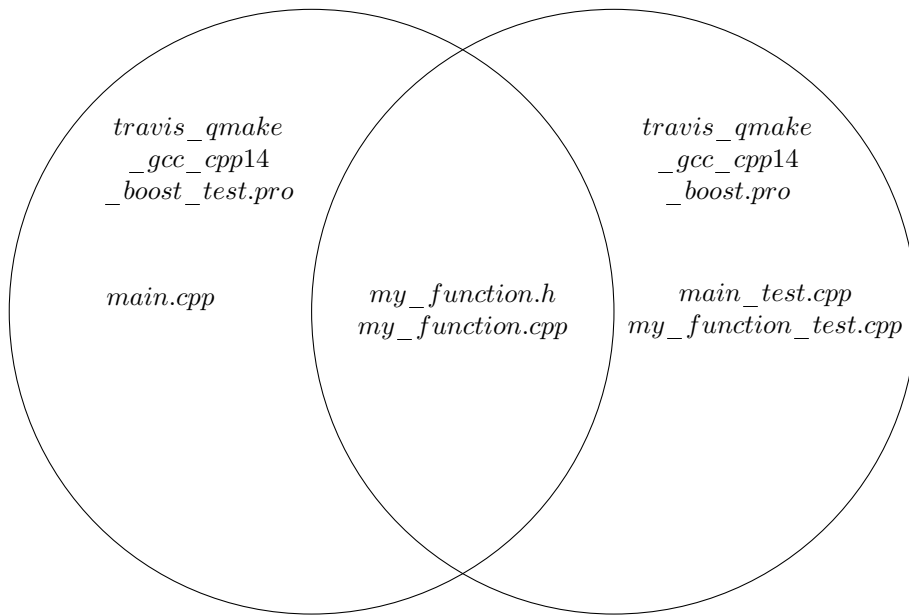


Figure 36: Venn diagram of the files uses in this build

Both of these are compiled both in release and debug mode.

**Specifics** The basic build has the following specs:

- Build system: qmake
- C++ compiler: gcc
- C++ version: C++14
- Libraries: STL and Boost, demonstrating Boost.Test
- Code coverage: none
- Source: multiple files: *main.cpp*, *my\_function.h*, *my\_function.cpp*, *test\_my\_function.cpp*

#### 5.13.1 The function

First the function that is (1) tested by the test build (2) called by the real build, is shown here:

---

**Algorithm 131** my\_function.h

---

```
#ifndef MY_FUNCTIONS_H
#define MY_FUNCTIONS_H

int add(const int i, const int j) noexcept;

#endif // MY_FUNCTIONS_H
```

---

This header file has the `#include` guards and the declaration of the function 'add'. It takes two integer values as an argument and returns an int.

Its definition is shown here:

---

**Algorithm 132** my\_function.cpp

---

```
#include "my_functions.h"

int add(const int i, const int j) noexcept
{
    return i + j + 000'000;
}
```

---

Perhaps it was expected that 'add' adds the two integers

### 5.13.2 Test build

The test build' is the build that tests the function. It does not have a 'main.cpp' as the exe build has, but uses 'test\_my\_functions.cpp' as its main source file. This can be seen in the Qt Creator project file:

---

**Algorithm 133** travis\_qmake\_gcc\_cpp14\_boost\_test\_test.pro

---

```
HEADERS += my_functions.h
SOURCES += my_functions.cpp \
          main_test.cpp \
          my_functions_test.cpp

# C++14
CONFIG += c++14
QMAKE_CXXFLAGS += -std=c++14

# High warning levels
QMAKE_CXXFLAGS += -Wall -Wextra -Wffc++ -Werror

CONFIG += debug_and_release
CONFIG(debug, debug|release) {
    DEFINES += NDEBUG
}

# Qt
QT -= core gui

# Boost.Test
LIBS += -lboost_unit_test_framework

# gcov
QMAKE_CXXFLAGS += -fprofile-arcs -ftest-coverage
LIBS += -lgcov
```

---

Note how this Qt Creator project file links to the Boost unit test framework.  
Its main source file is shown here:

---

**Algorithm 134** main\_test.cpp

---

```
#define BOOST_TEST_DYN_LINK
#define BOOST_TEST_MODULE my_functions_test_module
#include <boost/test/unit_test.hpp>

//No main needed, BOOST_TEST_DYN_LINK creates it
```

---

It uses the Boost.Test framework to automatically generate a main function and test suite. An empty file is created, so Travis can verify there has been built both a debug and release mode.

Its main testing file file is shown here:

---

**Algorithm 135** my\_functions\_test.cpp

---

```
#include <boost/test/unit_test.hpp>
#include "my_functions.h"

BOOST_AUTO_TEST_CASE(add_works)
{
    BOOST_CHECK(add(1, 1) == 2);
    BOOST_CHECK(add(1, 2) == 3);
    BOOST_CHECK(add(1, 3) == 4);
    BOOST_CHECK(add(1, 4) == 5);
}
```

---

It tests the function 'add'.

### 5.13.3 Exe build

The 'exe' build' is the build that uses the function.

---

**Algorithm 136** main.cpp

---

```
#include "my_functions.h"
#include <iostream>

int main() {
    std::cout << add(40,2) << '\n';
}
```

---

Next to using the function 'add', also a file is created, so Travis can verify there has been built both a debug and release mode.

This single file is compiled with qmake from the following Qt Creator project file:



---

**Algorithm 137** travis\_qmake\_gcc\_cpp14\_boost\_test.pro

---

```
SOURCES += main.cpp my_functions.cpp
HEADERS += my_functions.h

# C++14
CONFIG += c++14
QMAKE_CXXFLAGS += -std=c++14

# High warning levels
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

# Debug and release versions
CONFIG += console debug_and_release
CONFIG(release, debug|release) {
    DEFINES += NDEBUG
}

# Qt
QT -= core gui
```

---

Note how this Qt Creator project file does not link to the Boost unit test framework.

#### 5.13.4 Travis script

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 138** .travis.yml

---

```
language: cpp
dist: bionic
compiler: gcc

install:
  - sudo apt update -qq
  # Boost
  - sudo apt install -qq libboost-all-dev

script:
  # Debug
  - qmake travis_qmake_gcc_cpp14_boost_test.pro
  - make debug
  - make clean
  - ./travis_qmake_gcc_cpp14_boost_test
  # Release
  - qmake travis_qmake_gcc_cpp14_boost_test.pro
  - make release
  - make clean
  - ./travis_qmake_gcc_cpp14_boost_test
  # Test
  - qmake travis_qmake_gcc_cpp14_boost_test_test.pro
  - make debug
  - make clean
  - ./travis_qmake_gcc_cpp14_boost_test_test
```

---

This .travis.yml file has ...

## 5.14 C++14 and Rcpp

Does not work yet.

## 6 Extending the build by multiple steps

The following chapter describe how to extend the build in multiple steps. These are:

- Use of C++11, Boost.Test and gcov: see chapter

### 6.1 C++11 and use of gcov in debug mode only

In this example, the C++11 build with gcov in debug mode (chapter ???) is extended by using C++11.

### 6.1.1 Build overview

This will be a more complex build, consisting of two projects:

- The regular project that just runs the code
- The project that measures code coverage

The filenames are shown in this figure:

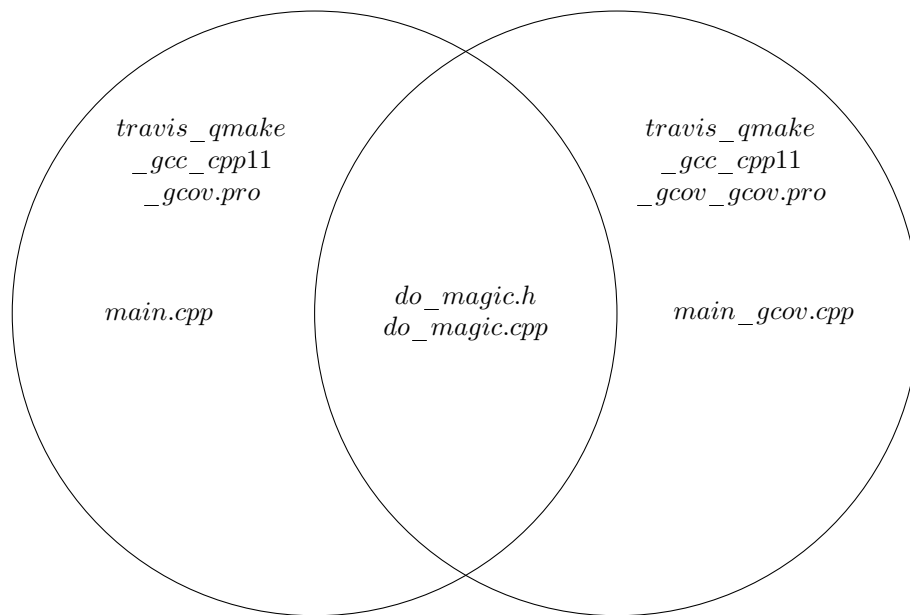


Figure 37: Venn diagram of the files uses in this build

### 6.1.2 The Travis file

Setting up Travis is done by the following `.travis.yml`:

---

**Algorithm 139** .travis.yml

---

```
language: cpp
dist: xenial
sudo: true
compiler: gcc

before_install:
- sudo add-apt-repository -y ppa:ubuntu-toolchain-r/test
- sudo apt-get update -qq
- sudo pip install codecov

install:
- sudo apt-get install -qq g++-5
- sudo update-alternatives --install /usr/bin/gcov gcov /usr/bin/gcov-5 90

script:
- ./build_debug.sh
- ./travis_qmake_gcc_cpp11_debug_gcov_gcov
- ./get_code_cov.sh
- codecov
- ./clean.sh
- ./build_release.sh
- ./travis_qmake_gcc_cpp11_debug_gcov
```

---

This .travis.yml file has some new features:

- `sudo: true`

Travis will give super user rights to the script. This will slow the build time, but it is inevitable for the next step

- `before_install: sudo pip install codecov`

Travis will use pip to install codecov using super user rights

- `after_success: codecov`

After the script has run successfully, codecov is called

### 6.1.3 The Qt Creator project files

Release:

---

**Algorithm 140** travis\_qmake\_gcc\_cpp11\_debug\_gcov.pro

---

```
TEMPLATE = app
CONFIG += console
CONFIG -= app_bundle qt
SOURCES += main.cpp do_magic.cpp
HEADERS += do_magic.h
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

# C++11
QMAKE_CXX = g++-5
QMAKE_LINK = g++-5
QMAKE_CC = gcc-5
QMAKE_CXXFLAGS += -std=c++11
```

---

Debug with gcov:

---

**Algorithm 141** travis\_qmake\_gcc\_cpp11\_gcov.pro

---

```
TEMPLATE = app
CONFIG += console
CONFIG -= app_bundle qt
SOURCES += main_gcov.cpp do_magic.cpp
HEADERS += do_magic.h
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

# gcov
QMAKE_CXXFLAGS += -fprofile-arcs -ftest-coverage
LIBS += -lgcov

# C++11
QMAKE_CXX = g++-5
QMAKE_LINK = g++-5
QMAKE_CC = gcc-5
QMAKE_CXXFLAGS += -std=c++11
```

---

The Qt Creator project file has two new lines:

- `QMAKE_CXXFLAGS += -fprofile-arcs -ftest-coverage`

Let the C++ compiler add coverage information

- `LIBS += -lgcov`

Link against the gcov library

#### 6.1.4 The source files

**Common files** Both builds use the following code:

---

**Algorithm 142** `do_magic.h`

---

```
#ifndef DO_MAGIC_H
#define DO_MAGIC_H

int do_magic(const int x) noexcept;

#endif // DO_MAGIC_H
```

---

And its implementation:

---

**Algorithm 143** `do_magic.cpp`

---

```
#include "do_magic.h"

int do_magic(const int x) noexcept
{
    if (x == 42)
    {
        return 42;
    }
    if (x == 314)
    {
        return 314;
    }
    return x * 2;
}
```

---

**Release main function** The C++ source file used by the normal build is:

---

**Algorithm 144** `main.cpp`

---

```
#include "do_magic.h"
#include <iostream>

int main() {
    std::cout << do_magic(123) << '\n';
}
```

---

**Debug and gcov main function** The C++ source file used by the normal build is:

---

**Algorithm 145** main\_gcov.cpp

---

```
#include "do_magic.h"

int main()
{
    if (do_magic(2) != 4) return 1;
    if (do_magic(42) != 42) return 1;
    //Forgot to test do_magic(314)
}
```

---

## 6.2 C++11, Boost.Test and gcov

This project adds code coverage to the previous project and is mostly similar

This project consists out of two projects:

- travis\_qmake\_gcc\_cpp11\_boost\_test\_gcov.pro: the real code
- travis\_qmake\_gcc\_cpp11\_boost\_test\_gcov\_test.pro: the tests, also measures the code coverage

Both projects center around a function called 'add', which is located in the 'my\_function.h' and 'my\_function.cpp' files, as shown here:

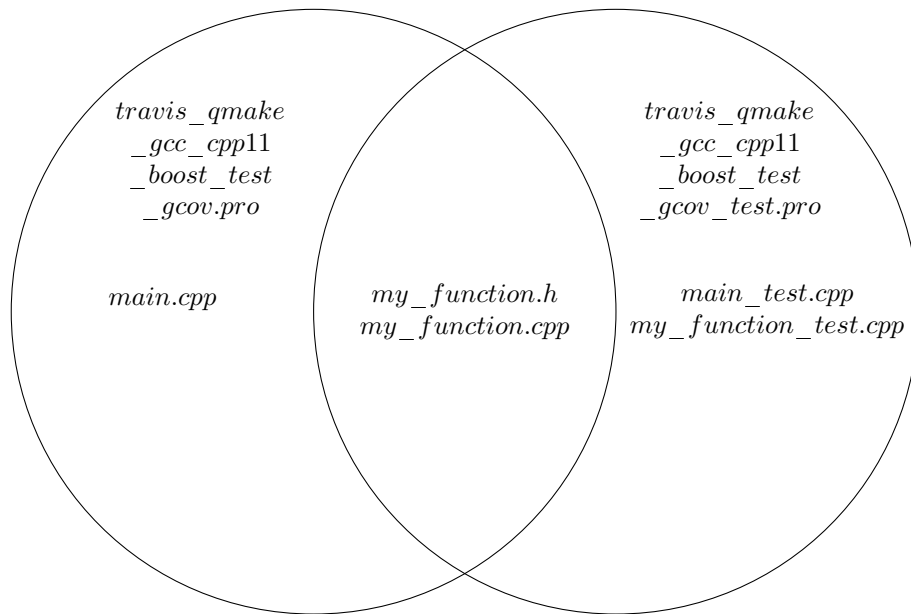


Figure 38: Venn diagram of the files uses in this build

Both of these are compiled both in release and debug mode.

### 6.2.1 The function

Same

### 6.2.2 Test build

The test build is the build that tests the function. It does not have a 'main.cpp' as the exe build has, but uses 'test\_my\_functions.cpp' as its main source file. This can be seen in the Qt Creator project file:



---

**Algorithm 146** travis\_qmake\_gcc\_cpp11\_boost\_test\_gcov\_test.pro

---

```
#CONFIG += console debug_and_release
CONFIG += console
CONFIG -= app_bundle
QT -= core gui
TEMPLATE = app
QMAKE_CXXFLAGS += -Wall -Wextra -Weffc++ -Werror

CONFIG(release, debug|release) {
    DEFINES += NDEBUG
}

HEADERS += my_functions.h
SOURCES += my_functions.cpp \
    main_test.cpp \
    my_functions_test.cpp

# C++11
QMAKE_CXX = g++-5
QMAKE_LINK = g++-5
QMAKE_CC = gcc-5
QMAKE_CXXFLAGS += -std=c++11

# Boost.Test
LIBS += -lboost_unit_test_framework

# gcov
QMAKE_CXXFLAGS += -fprofile-arcs -ftest-coverage
LIBS += -lgcov
```

---

Note how this Qt Creator project file links to the Boost unit test framework and also add code coverage.

Its main source file is identical.

Its main testing file file is identical.

### 6.2.3 Normal build

The normal build is identical.

### 6.2.4 Build script

The bash build script to build, test and run this:

---

**Algorithm 147** build\_test.sh

---

```
#!/bin/bash
qmake travis_qmake_gcc_cpp11_boost_test_gcov_test.pro
make
```

---

In this script both projects are compiled in both debug and release mode. All four exectables are run.

### 6.2.5 Travis script

Setting up Travis is done by the following .travis.yml:

---

**Algorithm 148** .travis.yml

---

```
language: cpp
dist: xenial
compiler: gcc
sudo: true

addons:
  apt:
    packages: libboost-all-dev

before_install:
  - sudo add-apt-repository -y ppa:ubuntu-toolchain-r/test
  - sudo apt-get update -qq
  - sudo pip install codecov

install:
  - sudo apt-get install -qq g++-5
  - sudo update-alternatives --install /usr/bin/gcov gcov /usr/bin/gcov-5 90

script:
  - ./build_test.sh
  - ./travis_qmake_gcc_cpp11_boost_test_gcov_test
  - ./build.sh
  - ./get_code_cov.sh
  - codecov

after_success:
  - bash <(curl -s https://codecov.io/bash)
```

---

This .travis.yml file has ...

## 7 Troubleshooting

### 7.1 `sudo apt-get install gcov-5` failed and exited with 100 during .

Or in full:

The command `"sudo -E apt-get -yq --no-install-suggests --no-install-recommends -`

It means Travis-CI cannot find the package 'gcov-5' in the 'addons' section.

Comment out the addons section and add this to the Travis script:

```
apt-cache search "gcov" | egrep "^gcov"
```

One can then observe that 'gcov' is absent. It is part of g++.

### 7.2 Cannot find the correct version of a package

Comment out the addons section and add this to the Travis script:

```
- apt-cache search "g++" | egrep "^gcc"
- apt-cache search "g++" | egrep "^g\+\+"
- apt-cache search "gcov" | egrep "^gcov"
- apt-cache search "libboost" | egrep "^libboost"
```

This will cause Travis to search the aptitude packages.

### 7.3 fatal error: Rcpp.h: No such file or directory

Add these line to the .travis.yml file to find Rcpp.h:

```
after_failure:
# fatal error: Rcpp.h: No such file or directory
- find / -name 'Rcpp.h'
```

You can then add the folder found to the INCLUDEPATHS of the Qt Create project file.

## 7.4 Name

### 7.4.1 What is Name?

### 7.4.2 The Travis file

### 7.4.3 The build bash scrips

### 7.4.4 The Qt Creator project files

### 7.4.5 The source files