
Question

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%UnitTest Code Coverage

Hi,

When we write unit test cases for cache object script code using %UnitTest.TestCase, what is the best way to write code to identify code coverage?

So, let say my unit test case hit all 10 lines of code of a method for a given class. So, unit test coverage should be 100% for that. But, using line-by-line coverage [(%Monitor.System.LineByLine] getting wrong percentage, because it also includes code comment/documentation as part of code. So, practically we can not ever achieve 100% of code coverage by using this API.

I'm not sure, if am able to describe the problem properly here. Please let me know if you need any further details. I can try to elaborate a bit more for the same.

Is there any easy solution/best practices to find code coverage using some plugin or available classes? How people do it usually?

Thanks,

Tirthankar

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Source URL: <https://community.intersystems.com/post/unittest-code-coverage>