1 Common Test User's Guide

1.1 Introduction

1.1.1 Scope

Common Test is a portable application for automated testing. It is suitable for:

- Black-box testing of target systems of any type (that is, not necessarily implemented in Erlang). This is performed through standard O&M interfaces (such as SNMP, HTTP, CORBA, and Telnet) and, if necessary, through user-specific interfaces (often called test ports).

- White-box testing of Erlang/OTP programs. This is easily done by calling the target API functions directly from the test case functions.

Common Test also integrates use of the OTP cover tool in application Tools for code coverage analysis of Erlang/OTP programs.

Common Test executes test suite programs automatically, without operator interaction. Test progress and results are printed to logs in HTML format, easily browsed with a standard web browser. Common Test also sends notifications about progress and results through an OTP event manager to event handlers plugged in to the system. This way, users can integrate their own programs for, for example, logging, database storing, or supervision with Common Test.

Common Test provides libraries with useful support functions to fill various testing needs and requirements. There is, for example, support for flexible test declarations through test specifications. There is also support for central configuration and control of multiple independent test sessions (to different target systems) running in parallel.

1.1.2 Prerequisites

It is assumed that the reader is familiar with the Erlang programming language.

1.2 Common Test Basics

1.2.1 General

The Common Test framework is a tool that supports implementation and automated execution of test cases to any types of target systems. Common Test is the main tool being used in all testing- and verification activities that are part of Erlang/OTP system development and maintenance.

Test cases can be executed individually or in batches. Common Test also features a distributed testing mode with central control and logging. With this feature, multiple systems can be tested independently in one common session. This is useful, for example, when running automated large-scale regression tests.

The System Under Test (SUT) can consist of one or more target nodes. Common Test contains a generic test server that, together with other test utilities, is used to perform test case execution. The tests can be started from a GUI, from the OS shell, or from an Erlang shell. Test suites are files (Erlang modules) that contain the test cases (Erlang functions) to be executed. Support modules provide functions that the test cases use to do the tests.

In a black-box testing scenario, Common Test-based test programs connect to the target system(s) through standard O&M and CLI protocols. Common Test provides implementations of, and wrapper interfaces to, some of these protocols (most of which exist as standalone components and applications in OTP). The wrappers simplify configuration and add verbosity for logging purposes. Common Test is continuously extended with useful support
modules. However, notice that it is a straightforward task to use any Erlang/OTP component for testing purposes with Common Test, without needing a Common Test wrapper for it. It is as simple as calling Erlang functions. A number of target-independent interfaces are supported in Common Test, such as Generic Telnet and FTP. These can be specialized or used directly for controlling instruments, traffic load generators, and so on.

Common Test is also a very useful tool for white-box testing Erlang code (for example, module testing), as the test programs can call exported Erlang functions directly. There is very little overhead required for implementing basic test suites and executing simple tests. For black-box testing Erlang software, Erlang RPC and standard O&M interfaces can be used for example.

A test case can handle several connections to one or more target systems, instruments, and traffic generators in parallel to perform the necessary actions for a test. The handling of many connections in parallel is one of the major strengths of Common Test, thanks to the efficient support for concurrency in the Erlang runtime system, which Common Test users can take great advantage of.

### 1.2.2 Test Suite Organisation

Test suites are organized in test directories and each test suite can have a separate data directory. Typically, these files and directories are version-controlled similar to other forms of source code (possibly by a version control system like GIT or Subversion). However, Common Test does not itself put any requirements on (or has any awareness of) possible file and directory versions.

### 1.2.3 Support Libraries

Support libraries contain functions that are useful for all test suites, or for test suites in a specific functional area or subsystem. In addition to the general support libraries provided by the Common Test framework, and the various libraries and applications provided by Erlang/OTP, there can also be a need for customized (user specific) support libraries.

### 1.2.4 Suites and Test Cases

Testing is performed by running test suites (sets of test cases) or individual test cases. A test suite is implemented as an Erlang module named `<suite_name>_SUITE.erl` which contains a number of test cases. A test case is an Erlang function that tests one or more things. The test case is the smallest unit that the Common Test test server deals with.

Sets of test cases, called test case groups, can also be defined. A test case group can have execution properties associated with it. Execution properties specify if the test cases in the group are to be executed in random order, in parallel, or in sequence, and if the execution of the group is to be repeated. Test case groups can also be nested (that is, a group can, besides test cases, contain subgroups).

Besides test cases and groups, the test suite can also contain configuration functions. These functions are meant to be used for setting up (and verifying) environment and state in the SUT (and/or the Common Test host node), required for the tests to execute correctly. Examples of operations are: Opening a connection to the SUT, initializing a database, running an installation script, and so on. Configuration can be performed per suite, per test case group, and per individual test case.

The test suite module must conform to a *callback interface* specified by the Common Test test server. For details, see section *Writing Test Suites*.

A test case is considered successful if it returns to the caller, no matter what the returned value is. However, a few return values have special meaning as follows:

- `{skip,Reason}` indicates that the test case is skipped.
- `{comment,Comment}` prints a comment in the log for the test case.
- `{save_config,Config}` makes the Common Test test server pass `Config` to the next test case.
A test case failure is specified as a runtime error (a crash), no matter what the reason for termination is. If you use Erlang pattern matching effectively, you can take advantage of this property. The result is concise and readable test case functions that look much more like scripts than actual programs. A simple example:

```erlang
session(_Config) ->
    {started,ServerId} = my_server:start(),
    {clients,[]} = my_server:get_clients(ServerId),
    MyId = self(),
    connected = my_server:connect(ServerId, MyId),
    {clients, [MyId]} = my_server:get_clients(ServerId),
    disconnected = my_server:disconnect(ServerId, MyId),
    {clients,[]} = my_server:get_clients(ServerId),
    stopped = my_server:stop(ServerId).
```

As a test suite runs, all information (including output to stdout) is recorded in many different log files. A minimum of information is displayed in the user console (only start and stop information, plus a note for each failed test case). The result from each test case is recorded in a dedicated HTML log file, created for the particular test run. An overview page displays each test case represented by a table row showing total execution time, if the case was successful, failed, or skipped, plus an optional user comment. For a failed test case, the reason for termination is also printed in the comment field. The overview page has a link to each test case log file, providing simple navigation with any standard HTML browser.

1.2.5 External Interfaces

The Common Test test server requires that the test suite defines and exports the following mandatory or optional callback functions:

- `all()`
  - Returns a list of all test cases and groups in the suite. (Mandatory)

- `suite()`
  - Information function used to return properties for the suite. (Optional)

- `groups()`
  - For declaring test case groups. (Optional)

- `init_per_suite(Config)`
  - Suite level configuration function, executed before the first test case. (Optional)

- `end_per_suite(Config)`
  - Suite level configuration function, executed after the last test case. (Optional)

- `group(GroupName)`
  - Information function used to return properties for a test case group. (Optional)

- `init_per_group(GroupName, Config)`
  - Configuration function for a group, executed before the first test case. (Optional)

- `end_per_group(GroupName, Config)`
  - Configuration function for a group, executed after the last test case. (Optional)

- `init_per_testcase(TestCase, Config)`
  - Configuration function for a test case, executed before each test case. (Optional)
end_per_testcase(TestCase, Config)
    Configuration function for a testcase, executed after each test case. (Optional)

For each test case, the Common Test test server expects the following functions:

Testcasename()
    Information function that returns a list of test case properties. (Optional)

Testcasename(Config)
    The test case function.

1.3 Getting Started

1.3.1 Introduction for Newcomers

The purpose of this section is to let the newcomer get started in quickly writing and executing some first simple tests with a "learning by example" approach. Most explanations are left for later sections. If you are not much into "learning by example" and prefer more technical details, go ahead and skip to the next section.

This section demonstrates how simple it is to write a basic (yet for many module testing purposes, often sufficiently complex) test suite and execute its test cases. This is not necessarily obvious when you read the remaining sections in this User's Guide.

Note:
To understand what is discussed and examplified here, we recommended you to first read section Common Test Basics.

1.3.2 Test Case Execution

Execution of test cases is handled as follows:
For each test case that Common Test is ordered to execute, it spawns a dedicated process on which the test case function starts running. (In parallel to the test case process, an idle waiting timer process is started, which is linked to the test case process. If the timer process runs out of waiting time, it sends an exit signal to terminate the test case process. This is called a \textit{timetrap}).

In scenario 1, the test case process terminates normally after \texttt{case A} has finished executing its test code without detecting any errors. The test case function returns a value and Common Test logs the test case as successful.

In scenario 2, an error is detected during test \texttt{case B} execution. This causes the test case \texttt{B} function to generate an exception and, as a result, the test case process exits with reason other than normal. Common Test logs this as an unsuccessful (Failed) test case.

As you can understand from the illustration, Common Test requires a test case to generate a runtime error to indicate failure (for example, by causing a bad match error or by calling \texttt{exit/1}, preferably through the help function \texttt{ct:fail/1,2}). A successful execution is indicated by a normal return from the test case function.

### 1.3.3 A Simple Test Suite

As shown in section Common Test Basics, the test suite module implements callback functions (mandatory or optional) for various purposes, for example:

- Init/end configuration function for the test suite
- Init/end configuration function for a test case
- Init/end configuration function for a test case group
- Test cases
The configuration functions are optional. The following example is a test suite without configuration functions, including one simple test case, to check that module `mymod` exists (that is, can be successfully loaded by the code server):

```
-module(myst_SUITE).
-compile(export_all).

all() ->
    [mod_exists].

mod_exists(_) ->
    {module, mymod} = code:load_file(mymod).
```

If the operation fails, a bad match error occurs that terminates the test case.

### 1.3.4 A Test Suite with Configuration Functions

If you need to perform configuration operations to run your test, you can implement configuration functions in your suite. The result from a configuration function is configuration data, or `Config`. This is a list of key-value tuples that get passed from the configuration function to the test cases (possibly through configuration functions on "lower level"). The data flow looks as follows:
The following example shows a test suite that uses configuration functions to open and close a log file for the test cases (an operation that is unnecessary and irrelevant to perform by each test case):
The test cases verify, by parsing a log file, that our SUT has performed a successful restart and that no unexpected errors are printed.

To execute the test cases in the recent test suite, type the following on the UNIX/Linux command line (assuming that the suite module is in the current working directory):

$ ct_run -dir .

or:

$ ct_run -suite check_log_SUITE

To use the Erlang shell to run our test, you can evaluate the following call:

1> ct:run_test([{dir, "."}]).

or:

1> ct:run_test([{suite, "check_log_SUITE"}]).

The result from running the test is printed in log files in HTML format (stored in unique log directories on a different level). The following illustration shows the log file structure:
## 1.3 Getting Started

### 1.3.5 Questions and Answers

Here follows some questions that you might have after reading this section with corresponding tips and links to the answers:

- **Question:** "How and where can I specify variable data for my tests that must not be hard-coded in the test suites (such as hostnames, addresses, and user login data)?"
  
  **Answer:** See section [*External Configuration Data*](#).

- **Question:** "Is there a way to declare different tests and run them in one session without having to write my own scripts? Also, can such declarations be used for regression testing?"
  
  **Answer:** See section [*Test Specifications*](#) in section [*Running Tests and Analyzing Results*](#).

- **Question:** "Can test cases and/or test runs be automatically repeated?"
  
  **Answer:** Learn more about [*Test Case Groups*](#) and read about start flags/options in section [*Running Tests*](#) and in the Reference Manual.

- **Question:** "Does Common Test execute my test cases in sequence or in parallel?"
  
  **Answer:** See [*Test Case Groups*](#) in section [*Writing Test Suites*](#).

- **Question:** "What is the syntax for timetraps (mentioned earlier), and how do I set them?"
  
  **Answer:** This is explained in the [*Timetrap Time-Outs*](#) part of section [*Writing Test Suites*](#).

- **Question:** "What functions are available for logging and printing?"
  
  **Answer:** See [*Logging*](#) in section [*Writing Test Suites*](#).

- **Question:** "I need data files for my tests. Where do I store them preferably?"
  
  **Answer:** See [*Data and Private Directories*](#).

- **Question:** "Can I start with a test suite example, please?"
  
  **Answer:** Welcome!
You probably want to get started on your own first test suites now, while at the same time digging deeper into the Common Test User's Guide and Reference Manual. There are much more to learn about the things that have been introduced in this section. There are also many other useful features to learn, so please continue to the other sections and have fun.

1.4 Installation

1.4.1 General Information

The two main interfaces for running tests with Common Test are an executable program named `ct_run` and the Erlang module `ct.ct_run` is compiled for the underlying operating system (for example, Unix/Linux or Windows) during the build of the Erlang/OTP system, and is installed automatically with other executable programs in the top level `bin` directory of Erlang/OTP. The `ct` interface functions can be called from the Erlang shell, or from any Erlang function, on any supported platform.

The Common Test application is installed with the Erlang/OTP system. No extra installation step is required to start using Common Test through the `ct_run` executable program, and/or the interface functions in the `ct` module.

1.5 Writing Test Suites

1.5.1 Support for Test Suite Authors

The `ct` module provides the main interface for writing test cases. This includes for example, the following:

- Functions for printing and logging
- Functions for reading configuration data
- Function for terminating a test case with error reason
- Function for adding comments to the HTML overview page

For details about these functions, see module `ct`.

The Common Test application also includes other modules named `ct_<component>`, which provide various support, mainly simplified use of communication protocols such as RPC, SNMP, FTP, Telnet, and others.

1.5.2 Test Suites

A test suite is an ordinary Erlang module that contains test cases. It is recommended that the module has a name on the form `*_SUITE.erl`. Otherwise, the directory and auto compilation function in Common Test cannot locate it (at least not by default).

It is also recommended that the `ct.hrl` header file is included in all test suite modules.

Each test suite module must export function `all/0`, which returns the list of all test case groups and test cases to be executed in that module.

The callback functions to be implemented by the test suite are all listed in module `common_test`. They are also described in more detail later in this User's Guide.

1.5.3 Init and End per Suite

Each test suite module can contain the optional configuration functions `init_per_suite/1` and `end_per_suite/1`. If the init function is defined, so must the end function be.

If `init_per_suite` exists, it is called initially before the test cases are executed. It typically contains initializations common for all test cases in the suite, which are only to be performed once. `init_per_suite` is recommended for
setting up and verifying state and environment on the System Under Test (SUT) or the Common Test host node, or both, so that the test cases in the suite executes correctly. The following are examples of initial configuration operations:

- Opening a connection to the SUT
- Initializing a database
- Running an installation script

end_per_suite is called as the final stage of the test suite execution (after the last test case has finished). The function is meant to be used for cleaning up after init_per_suite.

init_per_suite and end_per_suite execute on dedicated Erlang processes, just like the test cases do. The result of these functions is however not included in the test run statistics of successful, failed, and skipped cases.

The argument to init_per_suite is Config, that is, the same key-value list of runtime configuration data that each test case takes as input argument. init_per_suite can modify this parameter with information that the test cases need. The possibly modified Config list is the return value of the function.

If init_per_suite fails, all test cases in the test suite are skipped automatically (so called auto skipped), including end_per_suite.

Notice that if init_per_suite and end_per_suite do not exist in the suite, Common Test calls dummy functions (with the same names) instead, so that output generated by hook functions can be saved to the log files for these dummies. For details, see Common Test Hooks.

1.5.4 Init and End per Test Case

Each test suite module can contain the optional configuration functions init_per_testcase/2 and end_per_testcase/2. If the init function is defined, so must the end function be.

If init_per_testcase exists, it is called before each test case in the suite. It typically contains initialization that must be done for each test case (analog to init_per_suite for the suite).

end_per_testcase/2 is called after each test case has finished, enabling cleanup after init_per_testcase.

The first argument to these functions is the name of the test case. This value can be used with pattern matching in function clauses or conditional expressions to choose different initialization and cleanup routines for different test cases, or perform the same routine for many, or all, test cases.

The second argument is the Config key-value list of runtime configuration data, which has the same value as the list returned by init_per_suite. init_per_testcase/2 can modify this parameter or return it "as is". The return value of init_per_testcase/2 is passed as parameter Config to the test case itself.

The return value of end_per_testcase/2 is ignored by the test server, with exception of the save_config and fail tuple.

end_per_testcase can check if the test case was successful. (which in turn can determine how cleanup is to be performed). This is done by reading the value tagged with tc_status from Config. The value is one of the following:

- ok
- {failed,Reason}
  where Reason is timetrap_timeout, information from exit/1, or details of a runtime error
- {skipped,Reason}
  where Reason is a user-specific term

Function end_per_testcase/2 is even called if a test case terminates because of a call to ct:abort_current_testcase/1, or after a timetrap time-out. However, end_per_testcase then executes on a different process than the test case function. In this situation, end_per_testcase cannot change the reason for test case termination by returning {fail,Reason} or save data with {save_config,Data}.
1.5 Writing Test Suites

The test case is skipped in the following two cases:

- If `init_per_testcase` crashes (called **auto skipped**).
- If `init_per_testcase` returns a tuple `{skip,Reason}` (called **user skipped**).

The test case can also be marked as failed without executing it by returning a tuple `{fail,Reason}` from `init_per_testcase`.

**Note:**

If `init_per_testcase` crashes, or returns `{skip,Reason}` or `{fail,Reason}`, function `end_per_testcase` is not called.

If it is determined during execution of `end_per_testcase` that the status of a successful test case is to be changed to failed, `end_per_testcase` can return the tuple `{fail,Reason}` (where `Reason` describes why the test case fails).

As `init_per_testcase` and `end_per_testcase` execute on the same Erlang process as the test case, printouts from these configuration functions are included in the test case log file.

1.5.5 Test Cases

The smallest unit that the test server is concerned with is a test case. Each test case can test many things, for example, make several calls to the same interface function with different parameters.

The author can choose to put many or few tests into each test case. Some things to keep in mind follows:

- Many small test cases tend to result in extra, and possibly duplicated code, as well as slow test execution because of large overhead for initializations and cleanups. Avoid duplicated code, for example, by using common help functions. Otherwise, the resulting suite becomes difficult to read and understand, and expensive to maintain.
- Larger test cases make it harder to tell what went wrong if it fails. Also, large portions of test code risk being skipped when errors occur.
- Readability and maintainability suffer when test cases become too large and extensive. It is not certain that the resulting log files reflect very well the number of tests performed.

The test case function takes one argument, `Config`, which contains configuration information such as `data_dir` and `priv_dir`. (For details about these, see section Data and Private Directories. The value of `Config` at the time of the call, is the same as the return value from `init_per_testcase`, mentioned earlier.

**Note:**

The test case function argument `Config` is not to be confused with the information that can be retrieved from the configuration files (using `ct:get_config/1/2`). The test case argument `Config` is to be used for runtime configuration of the test suite and the test cases, while configuration files are to contain data related to the SUT. These two types of configuration data are handled differently.

As parameter `Config` is a list of key-value tuples, that is, a data type called a property list, it can be handled by the `proplists` module. A value can, for example, be searched for and returned with function `proplists:get_value/2`. Also, or alternatively, the general `lists` module contains useful functions. Normally, the only operations performed on `Config` is insert (adding a tuple to the head of the list) and lookup. Common Test provides a simple macro named `?config`, which returns a value of an item in `Config` given the key (exactly like `proplists:get_value`). Example: `PrivDir = ?config(priv_dir, Config)`.

If the test case function crashes or exits purposely, it is considered **failed**. If it returns a value (no matter what value), it is considered successful. An exception to this rule is the return value `{skip,Reason}`. If this tuple is returned, the test case is considered skipped and is logged as such.
If the test case returns the tuple `{comment, Comment}`, the case is considered successful and `Comment` is printed in the overview log file. This is equal to calling `ct:comment(Comment)`.

### 1.5.6 Test Case Information Function

For each test case function there can be an extra function with the same name but without arguments. This is the test case information function. It is expected to return a list of tagged tuples that specifies various properties regarding the test case.

The following tags have special meaning:

- **timetrap**
  - Sets the maximum time the test case is allowed to execute. If this time is exceeded, the test case fails with reason `timetrap_timeout`. Notice that `init_per_testcase` and `end_per_testcase` are included in the timetraps time. For details, see section *Timetrap Time-Outs*.

- **userdata**
  - Specifies any data related to the test case. This data can be retrieved at any time using the `ct:userdata/3` utility function.

- **silent_connections**
  - For details, see section *Silent Connections*.

- **require**
  - Specifies configuration variables required by the test case. If the required configuration variables are not found in any of the test system configuration files, the test case is skipped.

    A required variable can also be given a default value to be used if the variable is not found in any configuration file. To specify a default value, add a tuple on the form `{default_config, ConfigVariableName, Value}` to the test case information list (the position in the list is irrelevant).

**Examples:**

```erlang

testcase1() ->
    [{require, ftp},
     {default_config, ftp, [{ftp, "my_ftp_host"},
                            {username, "aladdin"},
                            {password, "sesame"}]不多}].

testcase2() ->
    [{require, unix_telnet, unix},
     {require, {unix, [telnet, username, password]}},
     {default_config, unix, [{telnet, "my_telnet_host"},
                             {username, "aladdin"},
                             {password, "sesame"}]}].

```

For more information about `require`, see section *Requiring and Reading Configuration Data* in section External Configuration Data and function `ct:require/1/2`.

**Note:**

Specifying a default value for a required variable can result in a test case always getting executed. This might not be a desired behavior.

If `timetrap` or `require`, or both, is not set specifically for a particular test case, default values specified by function `suite/0` are used.
Tags other than the earlier mentioned are ignored by the test server.

An example of a test case information function follows:

```erlang
reboot_node() ->
    [
     {timetrap,{seconds,60}},
     {require,interfaces},
     {userdata,
      [{description,"System Upgrade: RpuAddition Normal RebootNode"},
       {fts,"http://someserver.ericsson.se/test_doc4711.pdf"}]}
    ].
```

### 1.5.7 Test Suite Information Function

Function `suite/0` can, for example, be used in a test suite module to set a default `timetrap` value and to `require` external configuration data. If a test case, or a group information function also specifies any of the information tags, it overrides the default values set by `suite/0`. For details, see **Test Case Information Function** and **Test Case Groups**.

The following options can also be specified with the suite information list:

- `stylesheet`, see **HTML Style Sheets**
- `userdata`, see **Test Case Information Function**
- `silent_connections`, see **Silent Connections**

An example of the suite information function follows:

```erlang
suite() ->
    [
     {timetrap,{minutes,10}},
     {require,global_names},
     {userdata,[{info,"This suite tests database transactions."}]},
     {silent_connections,[telnet]},
     {stylesheet,"db_testing.css"}
    ].
```

### 1.5.8 Test Case Groups

A test case group is a set of test cases sharing configuration functions and execution properties. Test case groups are defined by function `groups/0` according to the following syntax:

```erlang
groups() -> GroupDefs
Types:
GroupDefs = [GroupDef]
GroupDef = {GroupName,Properties,GroupsAndTestCases}
GroupName = atom()
GroupsAndTestCases = [GroupDef | {group,GroupName} | TestCase |
                      {testcase,TestCase,TCRepeatProps}]
TestCase = atom()
TCRepeatProps = [{repeat,N} | {repeat_until_ok,N} | {repeat_until_fail,N}]
```

`GroupName` is the name of the group and must be unique within the test suite module. Groups can be nested, by including a group definition within the `GroupsAndTestCases` list of another group. `Properties` is the list of execution properties for the group. The possible values are as follows:
1.5 Writing Test Suites

Properties = [parallel | sequence | Shuffle | {GroupRepeatType,N}]
Shuffle = shuffle | {shuffle,Seed}
Seed = {integer(),integer(),integer()}
GroupRepeatType = repeat | repeat_until_all_ok | repeat_until_all_fail |
            repeat_until_any_ok | repeat_until_any_fail
N = integer() | forever

Explanations:

parallel

Common Test executes all test cases in the group in parallel.

sequence

The cases are executed in a sequence as described in section Sequences in section Dependencies Between Test Cases and Suites.

shuffle

The cases in the group are executed in random order.

repeat, repeat_until_ *

Orders Common Test to repeat execution of all the cases in the group a given number of times, or until any, or all, cases fail or succeed.

Example:

groups() -> 
  [{group1, [parallel], [test1a,test1b]},
   {group2, [shuffle,sequence], [test2a,test2b,test2c]}].

To specify in which order groups are to be executed (also with respect to test cases that are not part of any group), add tuples on the form {group,GroupName} to the all/0 list.

Example:

all() -> [testcase1, {group,group1}, {testcase,testcase2,[{repeat,10}]}, {group,group2}].

Execution properties with a group tuple in all/0: {group,GroupName,Properties} can also be specified. These properties override those specified in the group definition (see groups/0 earlier). This way, the same set of tests can be run, but with different properties, without having to make copies of the group definition in question.

If a group contains subgroups, the execution properties for these can also be specified in the group tuple: {group,GroupName,Properties,SubGroups} Where, SubGroups is a list of tuples, {GroupName,Properties} or {GroupName,Properties,SubGroups} representing the subgroups. Any subgroups defined in group/0 for a group, that are not specified in the SubGroups list, executes with their predefined properties.

Example:

groups() -> {tests1, [], [{tests2, [], [t2a,t2b]},
   {tests3, [], [t31,t3b]}]}. 

To execute group tests1 twice with different properties for tests2 each time:

all() ->
  [{group, tests1, default, [{tests2, [parallel]]}],
   {group, tests1, default, [{tests2, [shuffle,[repeat,10]]}]}].
This is equivalent to the following specification:

```erlang
all() ->
    [{group, tests1, default, [{tests2, [parallel]},
                              {tests3, default}]}],
    [{group, tests1, default, [{tests2, [shuffle,{repeat,10}]},
                              {tests3, default}]}].
```

Value **default** states that the predefined properties are to be used.

The following example shows how to override properties in a scenario with deeply nested groups:

```erlang
groups() ->
    [{tests1, [], [{group, tests2}]}],
    [{tests2, [], [{group, tests3}]}],
    [{tests3, [{repeat,2}], [t3a,t3b,t3c}]}].

call() ->
    [{group, tests1, default, [{tests2, default,
                              [{tests3, [parallel,{repeat,100}]}}]}}].
```

The described syntax can also be used in test specifications to change group properties at the time of execution, without having to edit the test suite. For more information, see section *Test Specifications* in section Running Tests and Analyzing Results.

As illustrated, properties can be combined. If, for example, *shuffle*, *repeat_until_any_fail*, and *sequence* are all specified, the test cases in the group are executed repeatedly, and in random order, until a test case fails. Then execution is immediately stopped and the remaining cases are skipped.

Before execution of a group begins, the configuration function `init_per_group(GroupName, Config)` is called. The list of tuples returned from this function is passed to the test cases in the usual manner by argument `Config`. The `init_per_group/2` is meant to be used for initializations common for the test cases in the group. After execution of the group is finished, function `end_per_group(GroupName, Config)` is called. This function is meant to be used for cleaning up after `init_per_group/2`. If the `init` function is defined, so must the end function be.

Whenever a group is executed, if `init_per_group` and `end_per_group` do not exist in the suite, Common Test calls dummy functions (with the same names) instead. Output generated by hook functions are saved to the log files for these dummies. For more information, see section *Manipulating Tests* in section Common Test Hooks.

**Note:**

`init_per_testcase/2` and `end_per_testcase/2` are always called for each individual test case, no matter if the case belongs to a group or not.

The properties for a group are always printed in the top of the HTML log for `init_per_group/2`. The total execution time for a group is included at the bottom of the log for `end_per_group/2`.

Test case groups can be nested so sets of groups can be configured with the same `init_per_group/2` and `end_per_group/2` functions. Nested groups can be defined by including a group definition, or a group name reference, in the test case list of another group.

**Example:**
1.5 Writing Test Suites

```
groups() -> [{'group1', [shuffle], [test1a, 
    {group2, [], [test2a,test2b]}, 
    test1b]},
    {group3, [], [{group,group4},
    {group,group5}]),
    {group4, [parallel], [test4a,test4b]},
    {group5, [sequence], [test5a,test5b,test5c]}].
```

In the previous example, if `all/0` returns group name references in the order `{'group',group1},
{group,group3}`, the order of the configuration functions and test cases becomes the following (notice that
init_per_testcase/2 and end_per_testcase/2: are also always called, but not included in this example for simplification):

```
init_per_group(group1, Config) -> Config1 (*)
    test1a(Config1)
    init_per_group(group2, Config1) -> Config2
    test2a(Config2), test2b(Config2)
    end_per_group(group2, Config2)
    test1b(Config1)
    end_per_group(group1, Config1)
init_per_group(group3, Config) -> Config3
    init_per_group(group4, Config3) -> Config4
    test4a(Config4), test4b(Config4) (**)
    end_per_group(group4, Config4)
    init_per_group(group5, Config3) -> Config5
    test5a(Config5), test5b(Config5), test5c(Config5)
    end_per_group(group5, Config5)
    end_per_group(group3, Config3)
```

(*) The order of test case test1a, test1b, and group2 is undefined, as group1 has a shuffle property.

(**) These cases are not executed in order, but in parallel.

Properties are not inherited from top-level groups to nested subgroups. For instance, in the previous example, the test cases in group2 are not executed in random order (which is the property of group1).

### 1.5.9 Parallel Property and Nested Groups

If a group has a parallel property, its test cases are spawned simultaneously and get executed in parallel. However, a test case is not allowed to execute in parallel with end_per_group/2, which means that the time to execute a parallel group is equal to the execution time of the slowest test case in the group. A negative side effect of running test cases in parallel is that the HTML summary pages are not updated with links to the individual test case logs until function end_per_group/2 for the group has finished.

A group nested under a parallel group starts executing in parallel with previous (parallel) test cases (no matter what properties the nested group has). However, as test cases are never executed in parallel with init_per_group/2 or end_per_group/2 of the same group, it is only after a nested group has finished that remaining parallel cases in the previous group become spawned.

### 1.5.10 Parallel Test Cases and I/O

A parallel test case has a private I/O server as its group leader. (For a description of the group leader concept, see ERTS). The central I/O server process, which handles the output from regular test cases and configuration functions, does not respond to I/O messages during execution of parallel groups. This is important to understand to avoid certain traps, like the following:

If a process, P, is spawned during execution of, for example, init_per_suite/1, it inherits the group leader of the init_per_suite process. This group leader is the central I/O server process mentioned earlier. If, at a later
time, during parallel test case execution, some event triggers process $P$ to call \texttt{io:format/1/2}, that call never returns (as the group leader is in a non-responsive state) and causes $P$ to hang.

### 1.5.11 Repeated Groups

A test case group can be repeated a certain number of times (specified by an integer) or indefinitely (specified by \texttt{forever}). The repetition can also be stopped too early if any or all cases fail or succeed, that is, if any of the properties \texttt{repeat_until_any_fail}, \texttt{repeat_until_any_ok}, \texttt{repeat_until_all_fail}, or \texttt{repeat_until_all_ok} is used. If the basic \texttt{repeat} property is used, status of test cases is irrelevant for the repeat operation.

The status of a subgroup can be returned (\texttt{ok} or \texttt{failed}), to affect the execution of the group on the level above. This is accomplished by, in \texttt{end_per_group/2}, looking up the value of \texttt{tc_group_properties} in the \texttt{Config} list and checking the result of the test cases in the group. If status failed is to be returned from the group as a result, \texttt{end_per_group/2} is to return the value \{\texttt{return_group_result,failed}\}. The status of a subgroup is taken into account by Common Test when evaluating if execution of a group is to be repeated or not (unless the basic \texttt{repeat} property is used).

The value of \texttt{tc_group_properties} is a list of status tuples, each with the key \texttt{ok}, \texttt{skipped}, and \texttt{failed}. The value of a status tuple is a list with names of test cases that have been executed with the corresponding status as result.

The following is an example of how to return the status from a group:

```erlang
end_per_group(Group, Config) ->
    Status = ?config(tc_group_result, Config),
    case proplists:get_value(failed, Status) of
        [] -> {return_group_result,ok};         % no failed cases
        _Failed -> {return_group_result,failed}  % one or more failed
    end.
```

It is also possible, in \texttt{end_per_group/2}, to check the status of a subgroup (maybe to determine what status the current group is to return). This is as simple as illustrated in the previous example, only the group name is stored in a tuple \{\texttt{group_result,GroupName}\}, which can be searched for in the status lists.

**Example:**

```erlang
end_per_group(group1, Config) ->
    Status = ?config(tc_group_result, Config),
    Failed = proplists:get_value(failed, Status),
    case lists:member({group_result,group2}, Failed) of
        true -> {return_group_result,failed};
        false -> {return_group_result,ok}
    end;
...
```

**Note:**

When a test case group is repeated, the configuration functions \texttt{init_per_group/2} and \texttt{end_per_group/2} are also always called with each repetition.
1.5 Writing Test Suites

1.5.12 Shuffled Test Case Order

The order in which test cases in a group are executed is under normal circumstances the same as the order specified in the test case list in the group definition. With property `shuffle` set, however, Common Test instead executes the test cases in random order.

You can provide a seed value (a tuple of three integers) with the shuffle property `{shuffle,Seed}`. This way, the same shuffling order can be created every time the group is executed. If no seed value is specified, Common Test creates a "random" seed for the shuffling operation (using the return value of `erlang:timestamp/0`). The seed value is always printed to the `init_per_group/2` log file so that it can be used to recreate the same execution order in a subsequent test run.

**Note:**

| If a shuffled test case group is repeated, the seed is not reset between turns. |

If a subgroup is specified in a group with a `shuffle` property, the execution order of this subgroup in relation to the test cases (and other subgroups) in the group, is random. The order of the test cases in the subgroup is however not random (unless the subgroup has a `shuffle` property).

1.5.13 Group Information Function

The test case group information function, `group(GroupName)`, serves the same purpose as the suite- and test case information functions previously described. However, the scope for the group information function, is all test cases and subgroups in the group in question (GroupName).

**Example:**

```
group(connection_tests) ->
    [{require,login_data},
     {timetrap,1000}].
```

The group information properties override those set with the suite information function, and can in turn be overridden by test case information properties. For a list of valid information properties and more general information, see the Test Case Information Function.

1.5.14 Information Functions for Init- and End-Configuration

Information functions can also be used for functions `init_per_suite, end_per_suite, init_per_group, and end_per_group`, and they work the same way as with the Test Case Information Function. This is useful, for example, for setting timetraps and requiring external configuration data relevant only for the configuration function in question (without affecting properties set for groups and test cases in the suite).

The information function `init/end_per_suite()` is called for `init/end_per_suite(Config)`, and information function `init/end_per_group(GroupName)` is called for `init/end_per_group(GroupName,Config)`. However, information functions cannot be used with `init/end_per_testcase(TestCase, Config)`, as these configuration functions execute on the test case process and use the same properties as the test case (that is, the properties set by the test case information function, `TestCase()`). For a list of valid information properties and more general information, see the Test Case Information Function.

1.5.15 Data and Private Directories

In the data directory, `data_dir`, the test module has its own files needed for the testing. The name of `data_dir` is the the name of the test suite followed by "_data". For example, "some_path/foo_SUITE.beam" has the
data directory "some_path/foo_SUITE_data/". Use this directory for portability, that is, to avoid hardcoding directory names in your suite. As the data directory is stored in the same directory as your test suite, you can rely on its existence at runtime, even if the path to your test suite directory has changed between test suite implementation and execution.

priv_dir is the private directory for the test cases. This directory can be used whenever a test case (or configuration function) needs to write something to file. The name of the private directory is generated by Common Test, which also creates the directory.

By default, Common Test creates one central private directory per test run, shared by all test cases. This is not always suitable. Especially if the same test cases are executed multiple times during a test run (that is, if they belong to a test case group with property repeat) and there is a risk that files in the private directory get overwritten. Under these circumstances, Common Test can be configured to create one dedicated private directory per test case and execution instead. This is accomplished with the flag/option create_priv_dir (to be used with the ct_run program, the ct:run_test/1 function, or as test specification term). There are three possible values for this option as follows:

- auto_per_run
- auto_per_tc
- manual_per_tc

The first value indicates the default priv_dir behavior, that is, one private directory created per test run. The two latter values tell Common Test to generate a unique test directory name per test case and execution. If the auto version is used, all private directories are created automatically. This can become very inefficient for test runs with many test cases or repetitions, or both. Therefore, if the manual version is used instead, the test case must tell Common Test to create priv_dir when it needs it. It does this by calling the function ct:make_priv_dir/0.

Note:
Do not depend on the current working directory for reading and writing data files, as this is not portable. All scratch files are to be written in the priv_dir and all data files are to be located in data_dir. Also, the Common Test server sets the current working directory to the test case log directory at the start of every case.

1.5.16 Execution Environment

Each test case is executed by a dedicated Erlang process. The process is spawned when the test case starts, and terminated when the test case is finished. The configuration functions init_per_testcase and end_per_testcase execute on the same process as the test case.

The configuration functions init_per_suite and end_per_suite execute, like test cases, on dedicated Erlang processes.

1.5.17 Timetrap Time-Outs

The default time limit for a test case is 30 minutes, unless a timetrap is specified either by the suite-, group-, or test case information function. The timetrap time-out value defined by suite/0 is the value that is used for each test case in the suite (and for the configuration functions init_per_suite/1, end_per_suite/1, init_per_group/2, and end_per_group/2). A timetrap value defined by group(GroupName) overrides one defined by suite() and is used for each test case in group GroupName, and any of its subgroups. If a timetrap value is defined by group/1 for a subgroup, it overrides that of its higher level groups. Timetrap values set by individual test cases (by the test case information function) override both group- and suite- level timetraps.

A timetrap can also be set or reset dynamically during the execution of a test case, or configuration function. This is done by calling ct:timetrap/1. This function cancels the current timetrap and starts a new one (that stays active until time-out, or end of the current function).
Timetrap values can be extended with a multiplier value specified at startup with option `multiply_timetraps`. It is also possible to let the test server decide to scale up timetrap time-out values automatically. That is, if tools such as `cover` or `trace` are running during the test. This feature is disabled by default and can be enabled with start option `scale_timetraps`.

If a test case needs to suspend itself for a time that also gets multiplied by `multiply_timetraps` (and possibly also scaled up if `scale_timetraps` is enabled), the function `ct:sleep/1` can be used (instead of, for example, `timer:sleep/1`).

A function (fun/0 or `{Mod,Func,Args}` (MFA) tuple) can be specified as timetrap value in the suite-, group- and test case information function, and as argument to function `ct:timetrap/1`.

**Examples:**

```
{timetrap, {my_test_utils, timetrap, [?MODULE, system_start]}}
ct:timetrap(fun() ->
  my_timetrap(TestCaseName, Config) end)
```

The user timetrap function can be used for two things as follows:

- To act as a timetrap. The time-out is triggered when the function returns.
- To return a timetrap time value (other than a function).

Before execution of the timetrap function (which is performed on a parallel, dedicated timetrap process), Common Test cancels any previously set timer for the test case or configuration function. When the timetrap function returns, the time-out is triggered, unless the return value is a valid timetrap time, such as an integer, or a `{SecMinOrHourTag, Time}` tuple (for details, see module `common_test`). If a time value is returned, a new timetrap is started to generate a time-out after the specified time.

The user timetrap function can return a time value after a delay. The effective timetrap time is then the delay time plus the returned time.

1.5.18 Logging - Categories and Verbosity Levels

**Common Test** provides the following three main functions for printing strings:

- `ct:log(Category, Importance, Format, FormatArgs, Opts)`
- `ct:print(Category, Importance, Format, FormatArgs)`
- `ct:pal(Category, Importance, Format, FormatArgs)`

The `log/1,2,3,4,5` function prints a string to the test case log file. The `print/1,2,3,4` function prints the string to screen. The `pal/1,2,3,4` function prints the same string both to file and screen. The functions are described in module `ct`.

The optional Category argument can be used to categorize the log printout. Categories can be used for two things as follows:

- To compare the importance of the printout to a specific verbosity level.
- To format the printout according to a user-specific HTML Style Sheet (CSS).

Argument Importance specifies a level of importance that, compared to a verbosity level (general and/or set per category), determines if the printout is to be visible. Importance is any integer in the range 0..99. Predefined constants exist in the `ct.hrl` header file. The default importance level, `?STD_IMPORTANCE` (used if argument Importance is not provided), is 50. This is also the importance used for standard I/O, for example, from printouts made with `io:format/2`, `io:put_chars/1`, and so on.

Importance is compared to a verbosity level set by the `verbosity` start flag/option. The level can be set per category or generally, or both. If `verbosity` is not set by the user, a level of 100 (`?MAX_VERBOSITY = all printouts visible`) is used as default value. **Common Test** performs the following test:
Importance >= (100-VerbosityLevel)

The constant `?STD_VERBOSITY` has value 50 (see `ct.hrl`). At this level, all standard I/O gets printed. If a lower verbosity level is set, standard I/O printouts are ignored. Verbosity level 0 effectively turns all logging off (except from printouts made by Common Test itself).

The general verbosity level is not associated with any particular category. This level sets the threshold for the standard I/O printouts, uncategorized `ct:log/print/pal` printouts, and printouts for categories with undefined verbosity level.

**Examples:**

Some printouts during test case execution:

<table>
<thead>
<tr>
<th>Printout Description</th>
<th>Importance</th>
</tr>
</thead>
<tbody>
<tr>
<td>io:format(&quot;1. Standard IO, importance = ~w-n&quot;, [?STD_IMPORTANCE]),</td>
<td>50</td>
</tr>
<tr>
<td>ct:log(&quot;2. Uncategorized, importance = ~w&quot;, [?STD_IMPORTANCE]),</td>
<td>50</td>
</tr>
<tr>
<td>ct:log(info, &quot;3. Categorized info, importance = ~w&quot;, [?STD_IMPORTANCE]),</td>
<td>50</td>
</tr>
<tr>
<td>ct:log(error, ?HI_IMPORTANCE, &quot;5. Categorized error, importance = ~w&quot;, [?HI_IMPORTANCE]),</td>
<td>75</td>
</tr>
</tbody>
</table>

If starting the test with a general verbosity level of 50 (`?STD_VERBOSITY`):

```
$ ct_run -verbosity 50
```

the following is printed:

1. Standard IO, importance = 50
2. Uncategorized, importance = 50
3. Categorized info, importance = 50
5. Categorized error, importance = 75
6. Categorized error, importance = 99

If starting the test with:

```
$ ct_run -verbosity 1 and info 75
```

the following is printed:

3. Categorized info, importance = 50
4. Categorized info, importance = 25
6. Categorized error, importance = 99

Note that the category argument is not required in order to only specify the importance of a printout. Example:

```
ct:pal(?LOW_IMPORTANCE, "Info report: ~p", [Info])
```

Or perhaps in combination with constants:

```
-define(INFO, ?LOW_IMPORTANCE).
-define(ERROR, ?HI_IMPORTANCE).
ct:log(?INFO, "Info report: ~p", [Info])
ct:pal(?ERROR, "Error report: ~p", [Error])
```
The functions `ct:set_verbosity/2` and `ct:get_verbosity/1` may be used to modify and read verbosity levels during test execution.

The arguments `Format` and `FormatArgs` in `ct:log/print/pal` are always passed on to the STDLIB function `io:format/3` (For details, see the `io` manual page).

`ct:pal/4` and `ct:log/5` add headers to strings being printed to the log file. The strings are also wrapped in div tags with a CSS class attribute, so that stylesheet formatting can be applied. To disable this feature for a printout (i.e. to get a result similar to using `io:format/2`), call `ct:log/5` with the `no_css` option.

How categories can be mapped to CSS tags is documented in section HTML Style Sheets in section Running Tests and Analyzing Results.

Common Test will escape special HTML characters (<, > and &&) in printouts to the log file made with `ct:pal/4` and `io:format/2`. In order to print strings with HTML tags to the log, use the `ct:log/3, 4, 5` function. The character escaping feature is per default disabled for `ct:log/3, 4, 5` but can be enabled with the `esc_chars` option in the `Opts` list, see `ct:log/3, 4, 5`.

If the character escaping feature needs to be disabled (typically for backwards compatibility reasons), use the `ct_run` start flag `-no_esc_chars`, or the `ct:run_test/1` start option `{esc_chars,Bool}` (this start option is also supported in test specifications).

For more information about log files, see section Log Files in section Running Tests and Analyzing Results.

### 1.5.19 Illegal Dependencies

Even though it is highly efficient to write test suites with the Common Test framework, mistakes can be made, mainly because of illegal dependencies. Some of the more frequent mistakes from our own experience with running the Erlang/OTP test suites follows:

- **Depending on current directory, and writing there:**
  
  This is a common error in test suites. It is assumed that the current directory is the same as the author used as current directory when the test case was developed. Many test cases even try to write scratch files to this directory. Instead `data_dir` and `priv_dir` are to be used to locate data and for writing scratch files.

- **Depending on execution order:**
  
  During development of test suites, make no assumptions on the execution order of the test cases or suites. For example, a test case must not assume that a server it depends on is already started by a previous test case. Reasons for this follows:
  
  - The user/operator can specify the order at will, and maybe a different execution order is sometimes more relevant or efficient.
  - If the user specifies a whole directory of test suites for the test, the execution order of the suites depends on how the files are listed by the operating system, which varies between systems.
  - If a user wants to run only a subset of a test suite, there is no way one test case could successfully depend on another.

- **Depending on Unix:**
  
  Running Unix commands through `os:cmd` are likely not to work on non-Unix platforms.

- **Nested test cases:**
  
  Starting a test case from another not only tests the same thing twice, but also makes it harder to follow what is being tested. Also, if the called test case fails for some reason, so do the caller. This way, one error gives cause to several error reports, which is to be avoided.

  Functionality common for many test case functions can be implemented in common help functions. If these functions are useful for test cases across suites, put the help functions into common help modules.

- **Failure to crash or exit when things go wrong:**
Making requests without checking that the return value indicates success can be OK if the test case fails later, but it is never acceptable just to print an error message (into the log file) and return successfully. Such test cases do harm, as they create a false sense of security when overviewing the test results.

- Messing up for subsequent test cases:
  
  Test cases are to restore as much of the execution environment as possible, so that subsequent test cases do not crash because of their execution order. The function `end_per_testcase` is suitable for this.

### 1.6 Test Structure

#### 1.6.1 General

A test is performed by running one or more test suites. A test suite consists of test cases, configuration functions, and information functions. Test cases can be grouped in so called test case groups. A test suite is an Erlang module and test cases are implemented as Erlang functions. Test suites are stored in test directories.

#### 1.6.2 Skipping Test Cases

Certain test cases can be skipped, for example, if you know beforehand that a specific test case fails. The reason can be functionality that is not yet implemented, a bug that is known but not yet fixed, or some functionality that does not work or is not applicable on a specific platform.

Test cases can be skipped in the following ways:

- Using `skip_suites` and `skip_cases` terms in test specifications.
- Returning `{skip,Reason}` from function `init_per_testcase/2` or `init_per_suite/1`.
- Returning `{skip,Reason}` from the execution clause of the test case. The execution clause is called, so the author must ensure that the test case does not run.

When a test case is skipped, it is noted as SKIPPED in the HTML log.

#### 1.6.3 Definition of Terms

**Auto-skipped test case**

When a configuration function fails (that is, terminates unexpectedly), the test cases depending on the configuration function are skipped automatically by Common Test. The status of the test cases is then "auto-skipped". Test cases are also "auto-skipped" by Common Test if the required configuration data is unavailable at runtime.

**Configuration function**

A function in a test suite that is meant to be used for setting up, cleaning up, and/or verifying the state and environment on the System Under Test (SUT) and/or the Common Test host node, so that a test case (or a set of test cases) can execute correctly.

**Configuration file**

A file containing data related to a test and/or an SUT, for example, protocol server addresses, client login details, and hardware interface addresses. That is, any data that is to be handled as variable in the suite and not be hardcoded.

**Configuration variable**

A name (an Erlang atom) associated with a data value read from a configuration file.
1.7 Examples and Templates

**data_dir**

Data directory for a test suite. This directory contains any files used by the test suite, for example, extra Erlang modules, binaries, or data files.

**Information function**

A function in a test suite that returns a list of properties (read by the Common Test server) that describes the conditions for executing the test cases in the suite.

**Major log file**

An overview and summary log file for one or more test suites.

**Minor log file**

A log file for one particular test case. Also called the test case log file.

**priv_dir**

Private directory for a test suite. This directory is to be used when the test suite needs to write to files.

**ct_run**

The name of an executable program that can be used as an interface for specifying and running tests with Common Test.

**Test case**

A single test included in a test suite. A test case is implemented as a function in a test suite module.

**Test case group**

A set of test cases sharing configuration functions and execution properties. The execution properties specify if the test cases in the group are to be executed in random order, in parallel, or in sequence, and if the execution of the group is be repeated. Test case groups can also be nested. That is, a group can, besides test cases, contain subgroups.

**Test suite**

An Erlang module containing a collection of test cases for a specific functional area.

**Test directory**

A directory containing one or more test suite modules, that is, a group of test suites.

**Argument Config**

A list of key-value tuples (that is, a property list) containing runtime configuration data passed from the configuration functions to the test cases.

**User-skipped test case**

The status of a test case explicitly skipped in any of the ways described in section Skipping Test Cases.

1.7 Examples and Templates

1.7.1 Test Suite Example

The following example test suite shows some tests of a database server:
-module(db_data_type_SUITE).

-import_lib("common_test/include/ct.hrl").

%% Test server callbacks
-export([suite/0, all/0,
         init_per_suite/1, end_per_suite/1,
         init_per_testcase/2, end_per_testcase/2]).

%% Test cases
-export([string/1, integer/1]).

-declare(CONNECT_STR, "DSN=sqlserver;UID=alladin;PWD=sesame").

%%% COMMON TEST CALLBACK FUNCTIONS
%%%--------------------------------------------------------------------

%%% Function: suite() -> Info
%%% Info = [tuple()]
%%% List of key/value pairs.
%%% Description: Returns list of tuples to set default properties
%%%              for the suite.

suite() ->
    [{timetrap, {minutes, 1}}].

%%% Function: init_per_suite(Config0) -> Config1
%%% Config0 = Config1 = [tuple()]
%%% A list of key/value pairs, holding the test case configuration.
%%% Description: Initialization before the suite.

init_per_suite(Config) ->
    {ok, Ref} = db:connect(CONNECT_STR, []),
    TableName = db_lib:unique_table_name(),
    [{con_ref, Ref}, {table_name, TableName}| Config].

%%% Function: end_per_suite(Config) -> term()
%%% Config = [tuple()]
%%% A list of key/value pairs, holding the test case configuration.
%%% Description: Cleanup after the suite.

db:disconnect(Ref),
end_per_suite(Config) ->
    ok.

%%% Function: init_per_testcase(TestCase, Config0) -> Config1
%%% TestCase = atom()
%%% Name of the test case that is about to run.
%%% Config0 = Config1 = [tuple()]
%%% A list of key/value pairs, holding the test case configuration.
%%% Description: Initialization before each test case.
1.7 Examples and Templates

1.7.2 Test Suite Templates

The Erlang mode for the Emacs editor includes two Common Test test suite templates, one with extensive information in the function headers, and one with minimal information. A test suite template provides a quick start for
implementing a suite from scratch and gives a good overview of the available callback functions. The two templates follows:

Large Common Test Suite
1.7 Examples and Templates

%% GroupName = atom()
%% Name of the test case group that is about to run.
%% Config0 = Config1 = [tuple()]
%% A list of key/value pairs, holding configuration data for the group.
%% Reason = term()
%% The reason for skipping all test cases and subgroups in the group.
%%
%% Description: Initialization before each test case group.

init_per_group(_GroupName, Config) ->
    Config.

%% Function: end_per_group(GroupName, Config0) ->
%% term() | {save_config,Config1}
%%
%% GroupName = atom()
%% Name of the test case group that is finished.
%% Config0 = Config1 = [tuple()]
%% A list of key/value pairs, holding configuration data for the group.
%%
%% Description: Cleanup after each test case group.

d end_per_group(_GroupName, _Config) ->
    ok.

%% Function: init_per_testcase(TestCase, Config0) ->
%% Config1 | {skip,Reason} | {skip_and_save,Reason,Config1}
%%
%% TestCase = atom()
%% Name of the test case that is about to run.
%% Config0 = Config1 = [tuple()]
%% A list of key/value pairs, holding the test case configuration.
%% Reason = term()
%% The reason for skipping the test case.
%%
%% Description: Initialization before each test case.

init_per_testcase(_TestCase, Config) ->
    Config.

%% Function: end_per_testcase(TestCase, Config0) ->
%% term() | {save_config,Config1} | {fail,Reason}
%%
%% TestCase = atom()
%% Name of the test case that is finished.
%% Config0 = Config1 = [tuple()]
%% A list of key/value pairs, holding the test case configuration.
%% Reason = term()
%% The reason for failing the test case.
%%
%% Description: Cleanup after each test case.

d end_per_testcase(_TestCase, _Config) ->
    ok.

%% Function: groups() -> [Group]
%%
%% Group = {GroupName,Properties,GroupsAndTestCases}
% GroupName = atom()
% The name of the group.
% Properties = [parallel | sequence | Shuffle | {RepeatType,N}]
% Group properties that may be combined.
% GroupsAndTestCases = [Group | (group,GroupName) | TestCase]
% TestCase = atom()
% The name of a test case.
% Shuffle = shuffle | {shuffle,Seed}
% To get cases executed in random order.
% Seed = {integer(),integer(),integer()}
% RepeatType = repeat | repeat_until_all_ok | repeat_until_all_fail |
% repeat_until_any_ok | repeat_until_any_fail
% To get execution of cases repeated.
% N = integer() | forever
% Description: Returns a list of test case group definitions.
%----------------------------------------------------------------------
groups() ->
%]
%----------------------------------------------------------------------
% Function: all() -> GroupsAndTestCases | {skip,Reason}
% GroupsAndTestCases = [{group,GroupName} | TestCase]
% GroupName = atom()
% Name of a test case group.
% TestCase = atom()
% Name of a test case.
% Reason = term()
% The reason for skipping all groups and test cases.
% Description: Returns the list of groups and test cases that 
% are to be executed.
%----------------------------------------------------------------------
all() ->
[my_test_case].
%----------------------------------------------------------------------
% TEST CASES
%----------------------------------------------------------------------
% Function: TestCase() -> Info
% Info = [tuple()]
% List of key/value pairs.
% Description: Test case info function - returns list of tuples to set 
% properties for the test case.
% Note: This function is only meant to be used to return a list of 
% values, not perform any other operations.
%----------------------------------------------------------------------
my_test_case() ->
[].
%----------------------------------------------------------------------
% Function: TestCase(Config0) -> ok | exit() | {skip,Reason} | {comment,Comment} |
% {save_config,Config1} | {skip_and_save,Reason,Config1}
% Config0 = Config1 = [tuple()]
% A list of key/value pairs, holding the test case configuration.
% Reason = term()
Small Common Test Suite

```erlang
%% The reason for skipping the test case.
%% Comment = term()
%% A comment about the test case that will be printed in the html log.
%%
%% Description: Test case function. (The name of it must be specified in
%% the all/0 list or in a test case group for the test case
%% to be executed).
%%--------------------------------------------------------------------
my_test_case(_Config) ->
    ok.
```
-module(example_SUITE).
-compile(export_all).
-included_lib("common_test/include/ct.hrl").

suite() -> [{timetrap,{seconds,30}}].

init_per_suite(Config) -> Config.

end_per_suite(_Config) -> ok.

init_per_group(_GroupName, _Config) -> ok.

end_per_group(_GroupName, _Config) -> ok.

init_per_testcase(_TestCase, Config) -> Config.
1.8 Running Tests and Analyzing Results

1.8.1 Using the Common Test Framework

The Common Test framework provides a high-level operator interface for testing, providing the following features:

- Automatic compilation of test suites (and help modules)
- Creation of extra HTML pages for improved overview.
- Single-command interface for running all available tests
1.8 Running Tests and Analyzing Results

- Handling of configuration files specifying data related to the System Under Test (SUT) (and any other variable data)
- Mode for running multiple independent test sessions in parallel with central control and configuration

1.8.2 Automatic Compilation of Test Suites and Help Modules

When Common Test starts, it automatically attempts to compile any suites included in the specified tests. If particular suites are specified, only those suites are compiled. If a particular test object directory is specified (meaning all suites in this directory are to be part of the test), Common Test runs function make:all/1 in the directory to compile the suites.

If compilation fails for one or more suites, the compilation errors are printed to tty and the operator is asked if the test run is to proceed without the missing suites, or be aborted. If the operator chooses to proceed, the tests having missing suites are noted in the HTML log. If Common Test is unable to prompt the user after compilation failure (if Common Test does not control stdin), the test run proceeds automatically without the missing suites. This behavior can however be modified with the ct_run flag -abort_if_missing_suites, or the ct:run_test/1 option {abort_if_missing_suites,TrueOrFalse}. If abort_if_missing_suites is set to true, the test run stops immediately if some suites fail to compile.

Any help module (that is, regular Erlang module with name not ending with "_SUITE") that resides in the same test object directory as a suite, which is part of the test, is also automatically compiled. A help module is not mistaken for a test suite (unless it has a "_SUITE" name). All help modules in a particular test object directory are compiled, no matter if all or only particular suites in the directory are part of the test.

If test suites or help modules include header files stored in other locations than the test directory, these include directories can be specified by using flag -include with ct_run, or option include with ct:run_test/1. Also, an include path can be specified with an OS environment variable, CT_INCLUDE_PATH.

Example (bash):

```bash
$ export CT_INCLUDE_PATH=~testuser/common_suite_files/include:~testuser/common_lib_files/include
```

Common Test passes all include directories (specified either with flag/option include, or variable CT_INCLUDE_PATH, or both, to the compiler.

Include directories can also be specified in test specifications, see Test Specifications.

If the user wants to run all test suites for a test object (or an OTP application) by specifying only the top directory (for example, with start flag/option dir), Common Test primarily looks for test suite modules in a subdirectory named test. If this subdirectory does not exist, the specified top directory is assumed to be the test directory, and test suites are read from there instead.

To disable the automatic compilation feature, use flag -no_auto_compile with ct_run, or option (auto_compile,false) with ct:run_test/1. With automatic compilation disabled, the user is responsible for compiling the test suite modules (and any help modules) before the test run. If the modules cannot be loaded from the local file system during startup of Common Test, the user must preload the modules before starting the test. Common Test only verifies that the specified test suites exist (that is, that they are, or can be, loaded). This is useful, for example, if the test suites are transferred and loaded as binaries through RPC from a remote node.

1.8.3 Running Tests from the OS Command Line

The ct_run program can be used for running tests from the OS command line, for example, as follows:

- ct_run -config <configfilenames> -dir <dirs>
- ct_run -config <configfilenames> -suite <suiteswithfullpath>
- ct_run -userconfig <callbackmodulename> <configfilenames> -suite <suiteswithfullpath>
1.8 Running Tests and Analyzing Results

- ct_run -config <configfilenames> -suite <suitewithfullpath> -group <groups> -case <casenames>

Examples:

$ ct_run -config $CFGS/sys1.cfg $CFGS/sys2.cfg -dir $SYS1_TEST $SYS2_TEST
$ ct_run -userconfig ct_config_xml $CFGS/sys1.xml $CFGS/sys2.xml -dir $SYS1_TEST $SYS2_TEST
$ ct_run -suite $SYS1_TEST/setup_SUITE $SYS2_TEST/config_SUITE
$ ct_run -suite $SYS1_TEST/setup_SUITE -case start stop
$ ct_run -suite $SYS1_TEST/setup_SUITE -group installation -case start stop

The flags dir, suite, and group/case can be combined. For example, to run x_SUITE and y_SUITE in directory testdir, as follows:

$ ct_run -dir ./testdir -suite x_SUITE y_SUITE

This has the same effect as the following:

$ ct_run -suite ./testdir/x_SUITE ./testdir/y_SUITE

For details, see Test Case Group Execution.

The following flags can also be used with ct_run:

- help
  Lists all available start flags.
- logdir <dir>
  Specifies where the HTML log files are to be written.
- label <name_of_test_run>
  Associates the test run with a name that gets printed in the overview HTML log files.
- refresh_logs
  Refreshes the top-level HTML index files.
- vts
  Starts web-based GUI (described later).
- shell
  Starts interactive shell mode (described later).
- step [step_opts]
  Steps through test cases using the Erlang Debugger (described later).
- spec <testspects>
  Uses test specification as input (described later).
- allow_user_terms
  Allows user-specific terms in a test specification (described later).
- silent_connections [conn_types]
  Tells Common Test to suppress printouts for specified connections (described later).
1.8 Running Tests and Analyzing Results

-stylesheet <css_file>
  Points out a user HTML style sheet (described later).

-cover <cover_cfg_file>
  To perform code coverage test (see Code Coverage Analysis).

-cover_stop <bool>
  To specify if the cover tool is to be stopped after the test is completed (see Code Coverage Analysis).

-event_handler <event_handlers>
  To install event handlers.

-event_handler_init <event_handlers>
  To install event handlers including start arguments.

-ct_hooks <ct_hooks>
  To install Common Test Hooks including start arguments.

-enable_builtin_hooks <bool>
  To enable or disable Built-in Common Test Hooks. Default is true.

-include
  Specifies include directories (described earlier).

-no_auto_compile
  Disables the automatic test suite compilation feature (described earlier).

-abort_if_missing_suites
  Aborts the test run if one or more suites fail to compile (described earlier).

-multiply_timetraps <n>
  Extends timetrap time-out values.

-scale_timetraps <bool>
  Enables automatic timetrap time-out scaling.

-repeat <n>
  Tells Common Test to repeat the tests n times (described later).

-duration <time>
  Tells Common Test to repeat the tests for duration of time (described later).

-until <stop_time>
  Tells Common Test to repeat the tests until stop_time (described later).

-force_stop [skip_rest]
  On time-out, the test run is aborted when the current test job is finished. If skip_rest is provided, the remaining test cases in the current test job are skipped (described later).

-decrypt_key <key>
  Provides a decryption key for encrypted configuration files.

-decrypt_file <key_file>
  Points out a file containing a decryption key for encrypted configuration files.
1.8 Running Tests and Analyzing Results

- `--basic_html`
  Switches off HTML enhancements that can be incompatible with older browsers.

- `--logopts <opts>`
  Enables modification of the logging behavior, see Log options.

- `--verbosity <levels>`
  Sets verbosity levels for printouts.

- `--no_esc_chars`
  Disables automatic escaping of special HTML characters. See the Logging chapter.

---

**Note:**
Directories passed to Common Test can have either relative or absolute paths.

---

**Note:**
Any start flags to the Erlang runtime system (application ERTS) can also be passed as parameters to `ct_run`. It is, for example, useful to be able to pass directories to be added to the Erlang code server search path with flag `-pa` or `-pz`. If you have common help- or library modules for test suites (separately compiled), stored in other directories than the test suite directories, these `help/lib` directories are preferably added to the code path this way.

**Example:**
```
$ ct_run -dir ./chat_server -logdir ./chat_server/testlogs -pa $PWD/chat_server/ebin
```

The absolute path of directory `chat_server/ebin` is here passed to the code server. This is essential because relative paths are stored by the code server as relative, and Common Test changes the current working directory of ERTS during the test run.

The `ct_run` program sets the exit status before shutting down. The following values are defined:

- 0 indicates a successful test run, that is, without failed or auto-skipped test cases.
- 1 indicates that one or more test cases have failed, or have been auto-skipped.
- 2 indicates that the test execution has failed because of, for example, compilation errors, or an illegal return value from an information function.

If auto-skipped test cases do not affect the exit status. The default behavior can be changed using start flag:

```
--exit_status ignore_config
```

---

**Note:**
Executing `ct_run` without start flags is equal to the command: `ct_run -dir ./`

For more information about the `ct_run` program, see module `ct_run` and section Installation.

### 1.8.4 Running Tests from the Erlang Shell or from an Erlang Program

Common Test provides an Erlang API for running tests. The main (and most flexible) function for specifying and executing tests is `ct:run_test/1`. It takes the same start parameters as `ct_run`, but the flags are instead specified as options in a list of key-value tuples. For example, a test specified with `ct_run` as follows:
## 1.8 Running Tests and Analyzing Results

```bash
$ ct_run -suite ./my_SUITE -logdir ./results
```
is with `ct:run_test/1` specified as:

```erlang
1> ct:run_test([{suite, "./my_SUITE"}, {logdir, "./results")}].
```
The function returns the test result, represented by the tuple `{Ok, Failed, {UserSkipped, AutoSkipped}}`, where each element is an integer. If test execution fails, the function returns the tuple `{error, Reason}`, where the term `Reason` explains the failure.

The default start option `{dir, Cwd}` (to run all suites in the current working directory) is used if the function is called with an empty list of options.

### Releasing the Erlang Shell

During execution of tests started with `ct:run_test/1`, the Erlang shell process, controlling `stdin`, remains the top-level process of the Common Test system of processes. Consequently, the Erlang shell is not available for interaction during the test run. If this is not desirable, for example, because the shell is needed for debugging purposes or for interaction with the SUT during test execution, set start option `release_shell` to `true` (in the call to `ct:run_test/1` or by using the corresponding test specification term, described later). This makes Common Test release the shell immediately after the test suite compilation stage. To accomplish this, a test runner process is spawned to take control of the test execution. The effect is that `ct:run_test/1` returns the pid of this process rather than the test result, which instead is printed to tty at the end of the test run.

**Note:**

To use the functions `ct:break/1,2` and `ct:continue/0,1`, `release_shell` must be set to `true`.

For details, see `ct:run_test/1` manual page.

### 1.8.5 Test Case Group Execution

With the `ct_run` flag, or `ct:run_test/1` option `group`, one or more test case groups can be specified, optionally in combination with specific test cases. The syntax for specifying groups on the command line is as follows:

```bash
$ ct_run -group <group_names_or_paths> [-case <cases>]
```
The syntax in the Erlang shell is as follows:

```erlang
1> ct:run_test([{group,GroupsNamesOrPaths}, {case,Cases}]).
```
Parameter `group_names_or_paths` specifies one or more group names and/or one or more group paths. At startup, Common Test searches for matching groups in the group definitions tree (that is, the list returned from `Suite:groups/0`; for details, see section Test Case Groups).

Given a group name, say `g`, Common Test searches for all paths leading to `g`. By path is meant a sequence of nested groups, which must be followed to get from the top-level group to `g`. To execute the test cases in group `g`, Common Test must call the `init_per_group/2` function for each group in the path to `g`, and all corresponding `end_per_group/2` functions afterwards. This is because the configuration of a test case in `g` (and its `Config` input data) depends on `init_per_testcase(TestCase, Config)` and its return value, which in turn depends on `init_per_group(g, Config)` and its return value, which in turn depends on `init_per_group/2` of the group above `g`, and so on, all the way up to the top-level group.

This means that if there is more than one way to locate a group (and its test cases) in a path, the result of the group search operation is a number of tests, all of which are to be performed. Common Test interprets a group specification that consists of a single name as follows:
"Search and find all paths in the group definitions tree that lead to the specified group and, for each path, create a test that does the following, in order:

• Executes all configuration functions in the path to the specified group.
• Executes all, or all matching, test cases in this group.
• Executes all, or all matching, test cases in all subgroups of the group."

The user can specify a specific group path with parameter group_names_or_paths. With this type of specification execution of unwanted groups (in otherwise matching paths), and/or the execution of subgroups can be avoided. The command line syntax of the group path is a list of group names in the path, for example:

$ ct_run -suite "./x_SUITE" -group [g1,g3,g4] -case tc1 tc5

The syntax in the Erlang shell is as follows (requires a list within the groups list):

1> ct:run_test([{suite,"./x_SUITE"}, {group,[{g1,g3,g4}]), {testcase, [tc1,tc5])}]).

The last group in the specified path is the terminating group in the test, that is, no subgroups following this group are executed. In the previous example, g4 is the terminating group. Hence, Common Test executes a test that calls all init configuration functions in the path to g4, that is, g1..g3..g4. It then calls test cases tc1 and tc5 in g4, and finally all end configuration functions in order g4..g3..g1.

Note:
The group path specification does not necessarily have to include all groups in the path to the terminating group. Common Test searches for all matching paths if an incomplete group path is specified.

Note:
Group names and group paths can be combined with parameter group_names_or_paths. Each element is treated as an individual specification in combination with parameter cases. The following examples illustrates this.

Examples:

-module(x_SUITE).
...
%% The group definitions:
group() ->
    [{top1,[]}, [tc11,tc12, {sub11,[]}, [tc12,tc13]],
     {sub12,[]}, [tc14,tc15, {sub121,[]}, [tc12,tc16])],
    [{top2,[]}, [{group,sub21}, {group,sub22}]],
     {sub21,[]}, [tc21, {group,sub2X2}]],
     {sub22,[]}, [{group,sub221}, tc21,tc22, {group,sub2X2}]],
     {sub221,[]}, [tc21,tc23]],
     {sub2X2,[]}, [tc21,tc24])].

The following executes two tests, one for all cases and all subgroups under top1, and one for all under top2:

$ ct_run -suite "x_SUITE" -group all
1> ct:run_test([{suite,"x_SUITE"}, {group,all}]).

Using -group top1 top2, or {group, [top1,top2]} gives the same result.
1.8 Running Tests and Analyzing Results

The following executes one test for all cases and subgroups under `top1`:

```
$ ct_run -suite "x_SUITE" -group top1
1> ct:run_test([{suite,"x_SUITE"}, {group,[top1]}]).
```

The following runs a test executing `tc12` in `top1` and any subgroup under `top1` where it can be found (sub11 and sub121):

```
$ ct_run -suite "x_SUITE" -group top1 -case tc12
1> ct:run_test([{suite,"x_SUITE"}, {group,[top1]}, {testcase,[tc12]}]).
```

The following executes `tc12` only in group `top1`:

```
$ ct_run -suite "x_SUITE" -group [top1] -case tc12
1> ct:run_test([{suite,"x_SUITE"}, {group,[top1]}, {testcase,[tc12]}]).
```

The following searches `top1` and all its subgroups for `tc16` resulting in that this test case executes in group `sub121`:

```
$ ct_run -suite "x_SUITE" -group top1 -case tc16
1> ct:run_test([{suite,"x_SUITE"}, {group,[top1]}, {testcase,[tc16]}]).
```

Using the specific path `-group [sub121]` or `{group,[[sub121]]}` gives the same result in this example. The following executes two tests, one including all cases and subgroups under `sub12`, and one with only the test cases in `sub12`:

```
$ ct_run -suite "x_SUITE" -group sub12 [sub12]
1> ct:run_test([{suite,"x_SUITE"}, {group,[sub12,[sub12]]]}).
```

In the following example, Common Test finds and executes two tests, one for the path from `top2` to `sub2X2` through `sub21`, and one from `top2` to `sub2X2` through `sub22`:

```
$ ct_run -suite "x_SUITE" -group sub2X2
1> ct:run_test([{suite,"x_SUITE"}, {group,[sub2X2]}]).
```

In the following example, by specifying the unique path `top2 -> sub21 -> sub2X2`, only one test is executed. The second possible path, from `top2` to `sub2X2` (from the former example) is discarded:

```
$ ct_run -suite "x_SUITE" -group [sub21,sub2X2]
1> ct:run_test([{suite,"x_SUITE"}, {group,[sub21,sub2X2]}]).
```

The following executes only the test cases for `sub22` and in reverse order compared to the group definition:

```
$ ct_run -suite "x_SUITE" -group [sub22] -case tc22 tc21
1> ct:run_test([{suite,"x_SUITE"}, {group,[sub22]}, {testcase,[tc22,tc21]}]).
```

If a test case belonging to a group (according to the group definition) is executed without a group specification, that is, simply by (using the command line):

```
$ ct_run -suite "my_SUITE" -case my_tc
```
or (using the Erlang shell):

```
1> ct:run_test([{suite,"my_SUITE"}, {testcase,my_tc]}).
```
then Common Test ignores the group definition and executes the test case in the scope of the test suite only (no group configuration functions are called).

The group specification feature, as presented in this section, can also be used in Test Specifications (with some extra features added).

### 1.8.6 Running the Interactive Shell Mode

You can start Common Test in an interactive shell mode where no automatic testing is performed. Instead, Common Test starts its utility processes, installs configuration data (if any), and waits for the user to call functions (typically test case support functions) from the Erlang shell.

The shell mode is useful, for example, for debugging test suites, analyzing and debugging the SUT during "simulated" test case execution, and trying out various operations during test suite development.

To start the interactive shell mode, start an Erlang shell manually and call `ct:install/1` to install any configuration data you might need (use [] as argument otherwise). Then call `ct:start_interactive/0` to start Common Test.

If you use the `ct_run` program, you can start the Erlang shell and Common Test in one go by using the flag `-shell` and, optionally, flag `-config` and/or `-userconfig`.

**Examples:**

- `ct_run -shell`
- `ct_run -shell -config cfg/db.cfg`
- `ct_run -shell -userconfig db_login testuser x523qZ`

If no configuration file is specified with command `ct_run`, a warning is displayed. If Common Test has been run from the same directory earlier, the same configuration file(s) are used again. If Common Test has not been run from this directory before, no configuration files are available.

If any functions using "required configuration data" (for example, functions `ct_telnet` or `ct_ftp`) are to be called from the Erlang shell, first require configuration data with `ct:require/1,2`. This is equivalent to a require statement in the Test Suite Information Function or in the Test Case Information Function.

**Example:**

```erlang
1> ct:require(unix_telnet, unix).
ok
2> ct_telnet:open(unix_telnet).
{ok,<0.105.0>}
4> ct_telnet:cmd(unix_telnet, "ls .").
{ok, ["ls .","file1 ....","file2 ...."]}
```

Everything that Common Test normally prints in the test case logs, are in the interactive mode written to a log named `ctlog.html` in directory `ct_run.<timestamp>`. A link to this file is available in the file named `last_interactive.html` in the directory from which you execute `ct_run`. Specifying a different root directory for the logs than the current working directory is not supported.

If you wish to exit the interactive mode (for example, to start an automated test run with `ct:run_test/1`), call function `ct:stop_interactive/0`. This shuts down the running `ct` application. Associations between configuration names and data created with require are consequently deleted. Function `ct:start_interactive/0` takes you back into interactive mode, but the previous state is not restored.

### 1.8.7 Step-by-Step Execution of Test Cases with the Erlang Debugger

Using `ct_run -step [opts]`, or by passing option `{step,Opts}` to `ct:run_test/1`, the following is possible:
1.8 Running Tests and Analyzing Results

• Get the Erlang Debugger started automatically.
• Use its graphical interface to investigate the state of the current test case.
• Execute the test case step-by-step and/or set execution breakpoints.

If no extra options are specified with flag/option step, breakpoints are set automatically on the test cases that are to be executed by Common Test, and those functions only. If step option config is specified, breakpoints are also initially set on the configuration functions in the suite, that is, init_per_suite/1, end_per_suite/1, init_per_group/2, end_per_group/2, init_per_testcase/2 and end_per_testcase/2.

Common Test enables the Debugger auto-attach feature, which means that for every new interpreted test case function that starts to execute, a new trace window automatically pops up (as each test case executes on a dedicated Erlang process). Whenever a new test case starts, Common Test attempts to close the inactive trace window of the previous test case. However, if you prefer Common Test to leave inactive trace windows, use option keep_inactive.

The step functionality can be used together with flag/option suite and suite+case/testcase, but not together with dir.

1.8.8 Test Specifications

General Description

The most flexible way to specify what to test, is to use a test specification, which is a sequence of Erlang terms. The terms are normally declared in one or more text files (see ct:run_test/1), but can also be passed to Common Test on the form of a list (see ct:run_testspec/1). There are two general types of terms: configuration terms and test specification terms.

With configuration terms it is, for example, possible to do the following:
• Label the test run (similar to ct_run -label).
• Evaluate any expressions before starting the test.
• Import configuration data (similar to ct_run -config/-userconfig).
• Specify the top-level HTML log directory (similar to ct_run -logdir).
• Enable code coverage analysis (similar to ct_run -cover).
• Install Common Test Hooks (similar to ct_run -ch_hooks).
• Install event_handler plugins (similar to ct_run -event_handler).
• Specify include directories to be passed to the compiler for automatic compilation (similar to ct_run -include).
• Disable the auto-compilation feature (similar to ct_run -no_auto_compile).
• Set verbosity levels (similar to ct_run -verbosity).

Configuration terms can be combined with ct_run start flags or ct:run_test/1 options. The result is, for some flags/options and terms, that the values are merged (for example, configuration files, include directories, verbosity levels, and silent connections) and for others that the start flags/options override the test specification terms (for example, log directory, label, style sheet, and auto-compilation).

With test specification terms, it is possible to state exactly which tests to run and in which order. A test term specifies either one or more suites, one or more test case groups (possibly nested), or one or more test cases in a group (or in multiple groups) or in a suite.

Any number of test terms can be declared in sequence. Common Test compiles by default the terms into one or more tests to be performed in one resulting test run. A term that specifies a set of test cases "swallows" one that only specifies a subset of these cases. For example, the result of merging one term specifying that all cases in suite S are to be executed, with another term specifying only test case X and Y in S, is a test of all cases in S. However, if a term specifying test case X and Y in S is merged with a term specifying case Z in S, the result is a test of X, Y, and
Z in S. To disable this behavior, that is, to instead perform each test sequentially in a "script-like" manner, set term `merge_tests` to `false` in the test specification.

A test term can also specify one or more test suites, groups, or test cases to be skipped. Skipped suites, groups, and cases are not executed and show up in the HTML log files as `SKIPPED`.

### Using Multiple Test Specification Files

When multiple test specification files are specified at startup (either with `ct_run -spec file1 file2 ...` or `ct:run_test([{{spec, [File1,File2,...]}}])`). Common Test either executes one test run per specification file, or joins the files and performs all tests within one single test run. The first behavior is the default one. The latter requires that start flag/option `join_specs` is provided, for example, `run_test -spec ./my_tests1.ts ./my_tests2.ts -join_specs`.

Joining a number of specifications, or running them separately, can also be accomplished with (and can be combined with) test specification file inclusion.

### Test Specification File Inclusion

With the term `specs`, a test specification can include other specifications. An included specification can either be joined with the source specification or used to produce a separate test run (as with start flag/option `join_specs` above).

**Example:**

```plaintext
%% In specification file "a.spec"
{specs, join, ["b.spec", "c.spec"]}.
{specs, separate, ["d.spec", "e.spec"]}.
%% Config and test terms follow
...
```

In this example, the test terms defined in files "b.spec" and "c.spec" are joined with the terms in source specification "a.spec" (if any). The inclusion of specifications "d.spec" and "e.spec" results in two separate, and independent, test runs (one for each included specification).

Option `join` does not imply that the test terms are merged, only that all tests are executed in one single test run.

Joined specifications share common configuration settings, such as the list of `config` files or `include` directories. For configurations that cannot be combined, such as settings for `logdir` or `verbosity`, it is up to the user to ensure there are no clashes when the test specifications are joined. Specifications included with option `separate` do not share configuration settings with the source specification. This is useful, for example, if there are clashing configuration settings in included specifications, making it them impossible to join.

If `{merge_tests,true}` is set in the source specification (which is the default setting), terms in joined specifications are merged with terms in the source specification (according to the description of `{merge_tests,true}` earlier).

Notice that it is always the `{merge_tests` setting in the source specification that is used when joined with other specifications. Say, for example, that a source specification A, with tests TA1 and TA2, has `{merge_tests,false}` set, and that it includes another specification, B, with tests TB1 and TB2, that has `{merge_tests,true}` set. The result is that the test series TA1,TA2,merge(TB1,TB2) is executed. The opposite `{merge_tests` settings would result in the test series merge(TA1,TA2),TB1,TB2).

The term `specs` can be used to nest specifications, that is, have one specification include other specifications, which in turn include others, and so no

### Test Case Groups

When a test case group is specified, the resulting test executes function `init_per_group`, followed by all test cases and subgroups (including their configuration functions), and finally function `end_per_group`. Also, if particular
test cases in a group are specified, init_per_group and end_per_group, for the group in question, are called. If a group defined (in Suite:group/0) as a subgroup of another group, is specified (or if particular test cases of a subgroup are), Common Test calls the configuration functions for the top-level groups and for the subgroup in question (making it possible to pass configuration data all the way from init_per_suite down to the test cases in the subgroup).

The test specification uses the same mechanism for specifying test case groups through names and paths, as explained in section Test Case Group Execution, with the addition of element GroupSpec. Element GroupSpec makes it possible to specify group execution properties that overrides those in the group definition (that is, in groups/0). Execution properties for subgroups might be overridden as well. This feature makes it possible to change properties of groups at the time of execution, without having to edit the test suite. The same feature is available for group elements in the Suite:all/0 list. For details and examples, see section Test Case Groups.

Test Specification Syntax

Test specifications can be used to run tests both in a single test host environment and in a distributed Common Test environment (Large Scale Testing). The node parameters in term init are only relevant in the latter (see section Test Specifications in Large Scale Testing). For details about the various terms, see the corresponding sections in the User's Guide, for example, the following:

- The ct_run program for an overview of available start flags (as most flags have a corresponding configuration term)
- Logging (for terms verbosity, stylesheet, basic_html and esc_chars)
- External Configuration Data (for terms config and userconfig)
- Event Handling (for the event_handler term)
- Common Test Hooks (for term ct_hooks)

Configuration terms:
{merge_tests, Bool}.
{define, Constant, Value}.
{specs, InclSpecsOption, TestSpecs}.
{node, NodeAlias, Node}.
{init, InitOptions}.
{init, [NodeAlias], InitOptions}.
{label, Label}.
{label, NodeRefs, Label}.
{verbosity, VerbosityLevels}.
{verbosity, NodeRefs, VerbosityLevels}.
{stylesheet, CSSFile}.
{stylesheet, NodeRefs, CSSFile}.
{silent_connections, ConnTypes}.
{silent_connections, NodeRefs, ConnTypes}.
{multiply_timetraps, N}.
{multiply_timetraps, NodeRefs, N}.
{scale_timetraps, Bool}.
{scale_timetraps, NodeRefs, Bool}.
{cover, CoverSpecFile}.
{cover, NodeRefs, CoverSpecFile}.
{cover_stop, Bool}.
{cover_stop, NodeRefs, Bool}.
{include, IncludeDirs}.
{include, NodeRefs, IncludeDirs}.
{auto_compile, Bool}.
{auto_compile, NodeRefs, Bool}.
{abort_if_missingSuites, Bool}.
{abort_if_missingSuites, NodeRefs, Bool}.
{config, ConfigFiles}.
{config, ConfigDir, ConfigBaseNames}.
{config, NodeRefs, ConfigFiles}.
{config, NodeRefs, ConfigDir, ConfigBaseNames}.
{userconfig, {CallbackModule, ConfigStrings}}.
{userconfig, NodeRefs, {CallbackModule, ConfigStrings}}.
{logdir, LogDir}.
{logdir, NodeRefs, LogDir}.
{logopts, LogOpts}.
{logopts, NodeRefs, LogOpts}.
{create_priv_dir, PrivDirOption}.
{create_priv_dir, NodeRefs, PrivDirOption}.
{event_handler, EventHandlers}.
{event_handler, NodeRefs, EventHandlers}.
{event_handler, EventHandlers, InitArgs}.
1.8 Running Tests and Analyzing Results

{event_handler, NodeRefs, EventHandlers, InitArgs}.
{ct_hooks, CTHModules}.
{ct_hooks, NodeRefs, CTHModules}.
{enable_builtin_hooks, Bool}.
{basic_html, Bool}.
{basic_html, NodeRefs, Bool}.
{esc_chars, Bool}.
{esc_chars, NodeRefs, Bool}.
{release_shell, Bool}.

Test terms:

{suites, Dir, Suites}.
{suites, NodeRefs, Dir, Suites}.
{groups, Dir, Suite, Groups}.
{groups, NodeRefs, Dir, Suite, Groups}.
{groups, Dir, Suite, Groups, {cases,Cases}}.
{groups, NodeRefs, Dir, Suite, Groups, {cases,Cases}}.
{cases, Dir, Suite, Cases}.
{cases, NodeRefs, Dir, Suite, Cases}.
{skip_suites, Dir, Suites, Comment}.
{skip_suites, NodeRefs, Dir, Suites, Comment}.
{skip_groups, Dir, Suite, GroupNames, Comment}.
{skip_groups, NodeRefs, Dir, Suite, GroupNames, Comment}.
{skip_cases, Dir, Suite, Cases, Comment}.
{skip_cases, NodeRefs, Dir, Suite, Cases, Comment}.

Types:
1.8 Running Tests and Analyzing Results

The difference between the config terms above is that with ConfigDir, ConfigBaseNames is a list of base names, that is, without directory paths. ConfigFiles must be full names, including paths. For example, the following two terms have the same meaning:

```{config, ["/home/testuser/tests/config/nodeA.cfg", 
"/home/testuser/tests/config/nodeB.cfg"]}.```
1.8 Running Tests and Analyzing Results

### Note:

Any relative paths, specified in the test specification, are relative to the directory containing the test specification file if `ct_run -spec TestSpecFile ... or ct:run:test(\{\{spec,TestSpecFile\},...\})` executes the test.

The path is relative to the top-level log directory if `ct:run:tests\{spec\}(TestSpec)` executes the test.

### Constants

The term `define` introduces a constant that is used to replace the name `Constant` with `Value`, wherever it is found in the test specification. This replacement occurs during an initial iteration through the test specification. Constants can be used anywhere in the test specification, for example, in any lists and tuples, and even in strings and inside the value part of other constant definitions. A constant can also be part of a node name, but that is the only place where a constant can be part of an atom.

#### Note:

For the sake of readability, the name of the constant must always begin with an uppercase letter, or a $, ?, or _. This means that it must always be single quoted (as the constant name is an atom, not text).

The main benefit of constants is that they can be used to reduce the size (and avoid repetition) of long strings, such as file paths.

#### Examples:

```%
% 1a. no constant
{config, "/home/testuser/tests/config", ["nodeA.cfg","nodeB.cfg"]}.
{suites, "/home/testuser/tests/suites", all}.

% 1b. with constant
{define, 'TESTDIR', "/home/testuser/tests"}.
{config, "'TESTDIR'/config", ["nodeA.cfg","nodeB.cfg"]}.
{suites, "'TESTDIR'/suites", all}.

% 2a. no constants
{config, [testnode@host1, testnode@host2], "/config", ["nodeA.cfg","nodeB.cfg"]}.
{suites, [testnode@host1, testnode@host2], "/suites", [x_SUITE, y_SUITE]}.

% 2b. with constants
{define, 'NODE', testnode}.
{define, 'NODES', ['NODE'@host1, 'NODE'@host2]}
{config, 'NODES', "/config", ["nodeA.cfg","nodeB.cfg"]}.
{suites, 'NODES', "/suites", [x_SUITE, y_SUITE]}
```

Constants make the test specification term `alias`, in previous versions of Common Test, redundant. This term is deprecated but remains supported in upcoming Common Test releases. Replacing alias terms with `define` is strongly recommended though. An example of such replacement follows:
1.8 Running Tests and Analyzing Results

%% using the old alias term
{config, "/home/testuser/tests/config/nodeA.cfg"}.
{alias, suite_dir, "/home/testuser/tests/suites"}.
{groups, suite_dir, x_SUITE, group1}.

%% replacing with constants
{define, 'TestDir', "/home/testuser/tests"}.
{define, 'CfgDir', "TestDir/config"}.
{define, 'SuiteDir', "TestDir/suites"}.
{config, 'CfgDir', "nodeA.cfg"}.
{groups, 'SuiteDir', x_SUITE, group1}.

Constants can well replace term node also, but this still has a declarative value, mainly when used in combination with NodeRefs == all_nodes (see Types).

Example

Here follows a simple test specification example:

{define, 'Top', "/home/test"}.
{define, 'T1', "Top/t1"}.
{define, 'T2', "Top/t2"}.
{define, 'T3', "Top/t3"}.
{define, 'CfgFile', "config.cfg"}.

{logdir, "Top/logs"}.

{config, ["T1/CfgFile", "T2/CfgFile", "T3/CfgFile"]}.

{suites, 'T1', all}.
{skip_suites, 'T1', [t1B_SUITE,t1D_SUITE], "Not implemented"}.
{skip_cases, 'T1', t1A_SUITE, [test3,test4], "Irrelevant"}.
{skip_cases, 'T1', t1C_SUITE, [test1], "Ignore"}.

{suites, 'T2', [t2B_SUITE,t2C_SUITE]}.
{cases, 'T2', t2A_SUITE, [test4,test1,test7]}.

{skip_suites, 'T3', all, "Not implemented"}.

The example specifies the following:

- The specified logdir directory is used for storing the HTML log files (in subdirectories tagged with node name, date, and time).
- The variables in the specified test system configuration files are imported for the test.
- The first test to run includes all suites for system t1. Suites t1B and t1D are excluded from the test. Test cases test3 and test4 in t1A and test1 case in t1C are also excluded from the test.
- The second test to run is for system t2. The included suites are t2B and t2C. Test cases test4, test1, and test7 in suite t2A are also included. The test cases are executed in the specified order.
- The last test to run is for system t3. Here, all suites are skipped and this is explicitly noted in the log files.

The init Term

With term init it is possible to specify initialization options for nodes defined in the test specification. There are options to start the node and to evaluate any function on the node. For details, see section Automatic Startup of Test Target Nodes in section Using Common Test for Large Scale Testing.
User-Specific Terms

The user can provide a test specification including (for Common Test) unrecognizable terms. If this is desired, use flag `-allow_user_terms` when starting tests with `ct_run`. This forces Common Test to ignore unrecognizable terms. In this mode, Common Test is not able to check the specification for errors as efficiently as if the scanner runs in default mode. If `ct:run_test/1` is used for starting the tests, the relaxed scanner mode is enabled by tuple `{allow_user_terms, true}`.

Reading Test Specification Terms

Terms in the current test specification (that is, the specification that has been used to configure and run the current test) can be looked up. The function `get_testspec_terms()` returns a list of all test specification terms (both configuration terms and test terms), and `get_testspec_terms(Tags)` returns the term (or a list of terms) matching the tag (or tags) in `Tags`.

For example, in the test specification:

```erl
...
{label, my_server_smoke_test}.
{config, "./.../my_server_setup.cfg"}.
{config, "./.../my_server_interface.cfg"}.
...
```

And in, for example, a test suite or a Common Test Hook function:

```erl
...
[{label, [{_Node, TestType}]}, {config, CfgFiles}] =
ct:get_testspec_terms([{label, config}],
[verify_my_server_cfg(TestType, CfgFile) || {Node, CfgFile} <- CfgFiles,
     Node == node()].
...
```

1.8.9 Running Tests from the Web-Based GUI

The web-based GUI, Virtual Test Server (VTS), is started with the `ct_run` program. From the GUI, you can load configuration files and select directories, suites, and cases to run. You can also state the configuration files, directories, suites, and cases on the command line when starting the web-based GUI.

Examples:

- `ct_run -vts`
- `ct_run -vts -config <configfilename>`
- `ct_run -vts -config <configfilename> -suite <suitewithfullpath> -case <casename>`

From the GUI you can run tests and view the result and the logs.

`ct_run -vts` tries to open the Common Test start page in an existing web browser window, or start the browser if it is not running. Which browser to start can be specified with the browser start command option:

```sh
ct_run -vts -browser <browser_start_cmd>
```

Example:

```bash
$ ct_run -vts -browser 'firefox&'
```
1.8.10 Log Files

As the execution of the test suites proceed, events are logged in the following four different ways:

- Text to the operator console.
- Suite-related information is sent to the major log file.
- Case-related information is sent to the minor log file.
- The HTML overview log file is updated with test results.
- A link to all runs executed from a certain directory is written in the log named all_runs.html and direct links to all tests (the latest results) are written to the top-level index.html.

Typically the operator, possibly running hundreds or thousands of test cases, does not want to fill the console with details about, or printouts from, specific test cases. By default, the operator only sees the following:

- A confirmation that the test has started and information about how many test cases are executed in total.
- A small note about each failed test case.
- A summary of all the run test cases.
- A confirmation when the test run is complete.
- Some special information, such as error reports, progress reports, and printouts written with erlang:display/1, or io:format/3 specifically addressed to a receiver other than standard_io (for example, the default group leader process user).

To dig deeper into the general results, or the result of a specific test case, the operator can do so by following the links in the HTML presentation and read the major or minor log files. The "all_runs.html" page is a good starting point. It is located in logdir and contains a link to each test run, including a quick overview (with date and time, node name, number of tests, test names, and test result totals).

An "index.html" page is written for each test run (that is, stored in the ct_run directory tagged with node name, date, and time). This file provides an overview of all individual tests performed in the same test run. The test names follow the following convention:

- TopLevelDir.TestDir (all suites in TestDir executed)
- TopLevelDir.TestDir:suites (specific suites executed)
- TopLevelDir.TestDir.Suite (all cases in Suite executed)
- TopLevelDir.TestDir.Suite:cases (specific test cases executed)
- TopLevelDir.TestDir.Suite.Case (only Case executed)

The "test run index" page includes a link to the Common Test Framework Log file in which information about imported configuration data and general test progress is written. This log file is useful to get snapshot information about the test run during execution. It can also be helpful when analyzing test results or debugging test suites.

The "test run index" page indicates if a test has missing suites (that is, suites that Common Test failed to compile). Names of the missing suites can be found in the Common Test Framework Log file.

The major log file shows a detailed report of the test run. It includes test suite and test case names, execution time, the exact reason for failures, and so on. The information is available in both a file with textual and with HTML
representation. The HTML file shows a summary that gives a good overview of the test run. It also has links to each individual test case log file for quick viewing with an HTML browser.

The minor log files contain full details of every single test case, each in a separate file. This way, it is straightforward to compare the latest results to that of previous test runs, even if the set of test cases changes. If application SASL is running, its logs are also printed to the current minor log file by the `cth_log_redirect` built-in hook.

The full name of the minor log file (that is, the name of the file including the absolute directory path) can be read during execution of the test case. It comes as value in tuple `{tc_logfile,LogFileName}` in the Config list (which means it can also be read by a pre- or post Common Test Hook function). Also, at the start of a test case, this data is sent with an event to any installed event handler. For details, see section Event Handling.

The log files are written continuously during a test run and links are always created initially when a test starts. The test progress can therefore be followed simply by refreshing pages in the HTML browser. Statistics totals are not presented until a test is complete however.

Log Options

With start flag `logopts` options that modify some aspects of the logging behavior can be specified. The following options are available:

`no_src`

The HTML version of the test suite source code is not generated during the test run (and is consequently not available in the log file system).

`no_nl`

Common Test does not add a newline character (`\n`) to the end of an output string that it receives from a call to, for example, `io:format/2`, and which it prints to the test case log.

For example, if a test is started with:

```
$ ct_run -suite my_SUITE -logopts no_nl
```

then printouts during the test made by successive calls to `io:format("x")`, appears in the test case log as:

```
xxx
```

instead of each `x` printed on a new line, which is the default behavior.

Sorting HTML Table Columns

By clicking the name in the column header of any table (for example, "Ok", "Case", "Time", and so on), the table rows are sorted in whatever order makes sense for the type of value (for example, numerical for "Ok" or "Time", and alphabetical for "Case"). The sorting is performed through JavaScript code, automatically inserted into the HTML log files. Common Test uses the jQuery library and the tablesorter plugin, with customized sorting functions, for this implementation.

The Unexpected I/O Log

The test suites overview page includes a link to the Unexpected I/O Log. In this log, Common Test saves printouts made with `ct:log/1,2,3,4,5` and `ct:pal/1,2,3,4,5`, as well as captured system error- and progress reports, which cannot be associated with particular test cases and therefore cannot be written to individual test case log files. This occurs, for example, if a log printout is made from an external process (not a test case process), or if an error- or progress report comes in, during a short interval while Common Test is not executing a test case or configuration function, or while Common Test is currently executing a parallel test case group.

The Pre- and Post Test I/O Log

The Common Test Framework Log page includes links to the Pre- and Post Test I/O Log. In this log, Common Test saves printouts made with `ct:log/1,2,3,4,5` and `ct:pal/1,2,3,4,5`, as well as captured system
error- and progress reports, which take place before, and after, the test run. Examples of this are printouts from a CT hook init- or terminate function, or progress reports generated when an OTP application is started from a CT hook init function. Another example is an error report generated because of a failure when an external application is stopped from a CT hook terminate function. All information in these examples ends up in the Pre- and Post Test I/O Log. For more information on how to synchronize test runs with external user applications, see section Synchronizing in section Common Test Hooks.

Note:

Logging to file with ct:log/1,2,3,4,5 or ct:pal/1,2,3,4,5 only works when Common Test is running. Printouts with ct:pal/1,2,3,4,5 are however always displayed on screen.

Delete Old Logs

Common Test can automatically delete old log. This is specified with the keep_logs option. The default value for this option is all, which means that no logs are deleted. If the value is set to an integer, N, Common Test deletes all ct_run.<timestamp> directories, except the N newest.

1.8.11 HTML Style Sheets

Common Test uses an HTML Style Sheet (CSS file) to control the look of the HTML log files generated during test runs. If the log files are not displayed correctly in the browser of your choice, or you prefer a more primitive ("pre Common Test v1.6") look of the logs, use the start flag/option:

```
basic_html
```

This disables the use of style sheets and JavaScripts (see Sorting HTML Table Columns).

Common Test includes an optional feature to allow user HTML style sheets for customizing printouts. The functions in ct that print to a test case HTML log file (log/3,4,5 and pal/3,4,5) accept Category as first argument. With this argument a category can be specified that can be mapped to a named div selector in a CSS rule-set. This is useful, especially for coloring text differently depending on the type of (or reason for) the printout. Say you want one particular background color for test system configuration information, a different one for test system state information, and finally one for errors detected by the test case functions. The corresponding style sheet can look as follows:

```
div.sys_config  { background:blue }
div.sys_state   { background:yellow }
div.error       { background:red }
```

Common Test prints the text from ct:log/3,4,5 or ct:pal/3,4,5 inside a pre element nested under the named div element. Since the pre selector has a predefined CSS rule (in file ct_default.css) for the attributes color, font-family and font-size, if a user wants to change any of the predefined attribute settings, a new rule for pre must be added to the user stylesheet. Example:

```
div.error pre { color:white }
```

Here, white text is used instead of the default black for div.error printouts (and no other attribute settings for pre are affected).

To install the CSS file (Common Test inlines the definition in the HTML code), the file name can be provided when executing ct_run.

Example:
1.8 Running Tests and Analyzing Results

Categories in a CSS file installed with flag `-stylesheet` are on a global test level in the sense that they can be used in any suite that is part of the test run.

Style sheets can also be installed on a per suite and per test case basis.

Example:

```
-module(my_SUITE).

suite() -> [..., {stylesheet,"suite_categories.css"}, ...].
...
my_testcase(_) ->
  ...
  ct:log(sys_config, "Test node version: ~p", [VersionInfo]),
  ...
  ct:log(sys_state, "Connections: ~p", [ConnectionInfo]),
  ...
  ct:pal(error, "Error ~p detected! Info: ~p", [SomeFault,ErrorInfo]),
  ct:fail(SomeFault).
```

If the style sheet is installed as in this example, the categories are private to the suite in question. They can be used by all test cases in the suite, but cannot be used by other suites. A suite private style sheet, if specified, is used in favor of a global style sheet (one specified with flag `-stylesheet`). A stylesheet tuple (as returned by `suite/0` above) can also be returned from a test case information function. In this case the categories specified in the style sheet can only be used in that particular test case. A test case private style sheet is used in favor of a suite or global level style sheet.

In a tuple `{stylesheet,CSSFile}`, if CSSFile is specified with a path, for example, `"$TEST/styles/categories.css"`, this full name is used to locate the file. However, if only the file name is specified, for example, `categories.css`, the CSS file is assumed to be located in the data directory, `data_dir`, of the suite. The latter use is recommended, as it is portable compared to hard coding path names in the suite.

Argument Category in the previous example can have the value (atom) `sys_config` (blue background), `sys_state` (yellow background), or `error` (white text on red background).

1.8.12 Repeating Tests

You can order Common Test to repeat the tests you specify. You can choose to repeat tests a number of times, repeat tests for a specific period of time, or repeat tests until a particular stop time is reached. If repetition is controlled by time, an action for Common Test to take upon time-out can be specified. Either Common Test performs all tests in the current run before stopping, or it stops when the current test job is finished. Repetition can be activated by `ct_run` start flags, or tuples in the `ct:run:test/1` option list argument. The flags (options in parentheses) are the following:

- `-repeat N ({repeat,N})`, where `N` is a positive integer
- `-duration DurTime ({duration,DurTime})`, where `DurTime` is the duration
- `-until StopTime ({until,StopTime})`, where `StopTime` is finish time
- `-force_stop` ({force_stop,true})
- `-force_stop skip_rest` ({force_stop,skip_rest})

`DurTime`

The duration time is specified as `HHMMSS`, for example, `-duration 012030` or `{duration,"012030"}`, which means that the tests are executed and (if time allows) repeated until time-out occurs after 1 hour, 20 minutes, and 30 seconds.
StopTime

The finish time can be specified as HHMMSS and is then interpreted as a time today (or possibly tomorrow), but can also be specified as YYMoMoDDHHMMSS, for example, ~until 071001120000 or {until,"071001120000"}. This means that the tests are executed and (if time allows) repeated, until 12 o'clock on the 1st of October 2007.

When time-out occurs, Common Test never aborts the ongoing test case, as this can leave the SUT in an undefined, and possibly bad, state. Instead Common Test, by default, finishes the current test run before stopping. If flag force_stop is specified, Common Test stops when the current test job is finished. If flag force_stop is specified with skip_rest, Common Test only completes the current test case and skips the remaining tests in the test job.

Note:
As Common Test always finishes at least the current test case, the time specified with duration or until is never definitive.

Log files from every repeated test run is saved in normal Common Test fashion (described earlier).

Common Test might later support an optional feature to only store the last (and possibly the first) set of logs of repeated test runs, but for now the user must be careful not to run out of disk space if tests are repeated during long periods of time.

For each test run that is part of a repeated session, information about the particular test run is printed in the Common Test Framework Log. The information includes the repetition number, remaining time, and so on.

Example 1:

```
$ ct_run -dir $TEST_ROOT/to1 $TEST_ROOT/to2 -duration 001000 -force_stop
```

Here, the suites in test directory to1, followed by the suites in to2, are executed in one test run. A time-out event occurs after 10 minutes. As long as there is time left, Common Test repeats the test run (that is, starting over with test to1). After time-out, Common Test stops when the current job is finished (because of flag force_stop). As a result, the specified test run can be aborted after test to1 and before test to2.

Example 2:

```
$ ct_run -dir $TEST_ROOT/to1 $TEST_ROOT/to2 -duration 001000 -forces_stop skip_rest
```

Here, the same tests as in Example 1 are run, but with flag force_stop set to skip_rest. If time-out occurs while executing tests in directory to1, the remaining test cases in to1 are skipped and the test is aborted without running the tests in to2 another time. If time-out occurs while executing tests in directory to2, the remaining test cases in to2 are skipped and the test is aborted.

Example 3:

```
$ date
Fri Sep 28 15:00:00 MEST 2007
$ ct_run -dir $TEST_ROOT/to1 $TEST_ROOT/to2 -until 160000
```

Here, the same test run as in the previous examples are executed (and possibly repeated). However, when the time-out occurs, after 1 hour, Common Test finishes the entire test run before stopping (that is, both to1 and to2 are always executed in the same test run).

Example 4:
1.8 Running Tests and Analyzing Results

$ ct_run -dir $TEST_ROOT/to1 $TEST_ROOT/to2 -repeat 5

Here, the test run, including both the to1 and the to2 test, is repeated five times.

**Note:**

Do not confuse this feature with the `repeat` property of a test case group. The options described here are used to repeat execution of entire test runs, while the `repeat` property of a test case group makes it possible to repeat execution of sets of test cases within a suite. For more information about the latter, see section *Test Case Groups* in section Writing Test Suites.

1.8.13 Silent Connections

The protocol handling processes in Common Test, implemented by `ct_telnet`, `ct_ssh`, `ct_ftp`, and so on, do verbose printing to the test case logs. This can be switched off with flag `-silent_connections`:

```
crct.Run -silent_connections [conn_types]
```

Here, `conn_types` specifies SSH, Telnet, FTP, RPC, and/or SNMP.

**Example 1:**

```
crct.Run ... -silent_connections ssh telnet
```

This switches off logging for SSH and Telnet connections.

**Example 2:**

```
crct.Run ... -silent_connections
```

This switches off logging for all connection types.

Fatal communication error and reconnection attempts are always printed, even if logging has been suppressed for the connection type in question. However, operations such as sending and receiving data are performed silently.

`silent_connections` can also be specified in a test suite. This is accomplished by returning a tuple, `(silent_connection, ConnTypes)`, in the `suite/0` or test case information list. If `ConnTypes` is a list of atoms (SSH, Telnet, FTP, RPC and/or SNMP), output for any corresponding connections are suppressed. Full logging is by default enabled for any connection of type not specified in `ConnTypes`. Hence, if `ConnTypes` is the empty list, logging is enabled for all connections.

**Example 3:**

```
In this example, `suite/0` tells Common Test to suppress printouts from Telnet and SSH connections. This is valid for all test cases. However, `my_testcase1/0` specifies that for this test case, only SSH is to be silent. The result is that `my_testcase1` gets Telnet information (if any) printed in the log, but not SSH information. `my_testcase2` gets no information from either connection printed.

`silent_connections` can also be specified with a term in a test specification (see section `Test Specifications` in section Running Tests and Analyzing Results). Connections provided with start flag/option `silent_connections` are merged with any connections listed in the test specification.

Start flag/option `silent_connections` and the test specification term override any settings made by the information functions inside the test suite.

Note:

In the current Common Test version, the `silent_connections` feature only works for Telnet and SSH connections. Support for other connection types can be added in future Common Test versions.

1.9 External Configuration Data

1.9.1 General

To avoid hard-coding data values related to the test and/or System Under Test (SUT) in the test suites, the data can instead be specified through configuration files or strings that Common Test reads before the start of a test run. External configuration data makes it possible to change test properties without modifying the test suites using the data. Examples of configuration data follows:

- Addresses to the test plant or other instruments
- User login information
- Names of files needed by the test
- Names of programs to be executed during the test
- Any other variable needed by the test

1.9.2 Syntax

A configuration file can contain any number of elements of the type:

```疼痛
{CfgVarName,Value}.
```

where
Cfv

1.9 External Configuration Data

1.9.3 Requiring and Reading Configuration Data

In a test suite, one must **require** that a configuration variable (\texttt{CfgVarName} in the previous definition) exists before attempting to read the associated value in a test case or configuration function.

**require** is an assert statement, which can be part of the *Test Suite Information Function* or *Test Case Information Function*. If the required variable is unavailable, the test is skipped (unless a default value has been specified, see section *Test Case Information Function* for details). Also, function \texttt{ct:require/1,2} can be called from a test case to check if a specific variable is available. The return value from this function must be checked explicitly and appropriate action be taken depending on the result (for example, to skip the test case if the variable in question does not exist).

A **require** statement in the test suite information case or test case information-list is to look like \{\texttt{require, CfgVarName}\} or \{\texttt{require, AliasName, CfgVarName}\}. The arguments \texttt{AliasName} and \texttt{CfgVarName} are the same as the arguments to \texttt{ct:require/1,2}. \texttt{AliasName} becomes an alias for the configuration variable, and can be used as reference to the configuration data value. The configuration variable can be associated with any number of alias names, but each name must be unique within the same test suite. The two main uses for alias names follows:

- To identify connections (described later).
- To help adapt configuration data to a test suite (or test case) and improve readability.

To read the value of a configuration variable, use function \texttt{get_config/1,2,3}.

**Example:**

```erlang
suite() ->
    [{require, domain, 'CONN_SPEC_DNS_SUFFIX'}].
...

testcase(Config) ->
    Domain = ct:get_config(domain),
    ...
```

1.9.4 Using Configuration Variables Defined in Multiple Files

If a configuration variable is defined in multiple files and you want to access all possible values, use function \texttt{ct:get_config/3} and specify all in the options list. The values are then returned in a list and the order of the elements corresponds to the order that the configuration files were specified at startup.

1.9.5 Encrypted Configuration Files

Configuration files containing sensitive data can be encrypted if they must be stored in open and shared directories.

To have \texttt{Common Test} encrypt a specified file using function \texttt{DES3} in application \texttt{Crypto}, call \texttt{ct:encrypt_config_file/2,3} The encrypted file can then be used as a regular configuration file in combination with other encrypted files or normal text files. However, the key for decrypting the configuration file must be provided when running the test. This can be done with flag/option \texttt{decrypt_key} or \texttt{decrypt_file}, or a key file in a predefined location.

\texttt{Common Test} also provides decryption functions, \texttt{ct:decrypt_config_file/2,3}, for recreating the original text files.
1.9.6 Opening Connections Using Configuration Data

Two different methods for opening a connection using the support functions in, for example, `ct_ssh`, `ct_ftp`, and `ct_telnet` follows:

- Using a configuration target name (an alias) as reference.
- Using the configuration variable as reference.

When a target name is used for referencing the configuration data (that specifies the connection to be opened), the same name can be used as connection identity in all subsequent calls related to the connection (also for closing it). Only one open connection per target name is possible. If you attempt to open a new connection using a name already associated with an open connection, **Common Test** returns the already existing handle so the previously opened connection is used. This feature makes it possible to call the function for opening a particular connection whenever useful. An action like this does not necessarily open any new connections unless it is required (which could be the case if, for example, the previous connection has been closed unexpectedly by the server). Using named connections also removes the need to pass handle references around in the suite for these connections.

When a configuration variable name is used as reference to the data specifying the connection, the handle returned as a result of opening the connection must be used in all subsequent calls (also for closing the connection). Repeated calls to the open function with the same variable name as reference results in multiple connections being opened. This can be useful, for example, if a test case needs to open multiple connections to the same server on the target node (using the same configuration data for each connection).

1.9.7 User-Specific Configuration Data Formats

The user can specify configuration data on a different format than key-value tuples in a text file, as described so far. The data can, for example, be read from any files, fetched from the web over HTTP, or requested from a user-specific process. To support this, **Common Test** provides a callback module plugin mechanism to handle configuration data.

**Default Callback Modules for Handling Configuration Data**

**Common Test** includes default callback modules for handling configuration data specified in standard configuration files (described earlier) and in XML files as follows:

- `ct_config_plain` - for reading configuration files with key-value tuples (standard format). This handler is used to parse configuration files if no user callback is specified.
- `ct_config_xml` - for reading configuration data from XML files.

**Using XML Configuration Files**

An example of an XML configuration file follows:

```xml
<config>
    <ftp_host>
        <ftp>targethost</ftp>
        <username>tester</username>
        <password>letmein</password>
    </ftp_host>
    <lm_directory>/test/loadmodules</lm_directory>
</config>
```

Once read, this file produces the same configuration variables as the following text file:
Implement a User-Specific Handler

The user-specific handler can be written to handle special configuration file formats. The parameter can be either file names or configuration strings (the empty list is valid).

The callback module implementing the handler is responsible for checking the correctness of configuration strings.

To validate the configuration strings, the callback module is to have function `Callback:check_parameter/1` exported.

The input argument is passed from Common Test, as defined in the test specification, or specified as an option to `ct_run` or `ct:run_test`.

The return value is to be any of the following values, indicating if the specified configuration parameter is valid:

- `{ok, {file, FileName}}` - the parameter is a file name and the file exists.
- `{ok, {config, ConfigString}}` - the parameter is a configuration string and it is correct.
- `{error, {nofile, FileName}}` - there is no file with the specified name in the current directory.
- `{error, {wrong_config, ConfigString}}` - the configuration string is wrong.

The function `Callback:read_config/1` is to be exported from the callback module to read configuration data, initially before the tests start, or as a result of data being reloaded during test execution. The input argument is the same as for function `check_parameter/1`.

The return value is to be either of the following:

- `{ok, Config}` - if the configuration variables are read successfully.
- `{error, {Error, ErrorDetails}}` - if the callback module fails to proceed with the specified configuration parameters.

Config is the proper Erlang key-value list, with possible key-value sublists as values, like the earlier configuration file example:

```
{{ftp_host, [{ftp, "targethost"},
    {username, "tester"},
    {password, "letmein"}]},
{lm_directory, "/test/loadmodules"}}
```

### 1.9.8 Examples of Configuration Data Handling

A configuration file for using the FTP client to access files on a remote host can look as follows:

```
{ftp_host, [{ftp, "targethost"},
    {username, "tester"},
    {password, "letmein"}]},
{lm_directory, "/test/loadmodules"}.
```

The XML version shown earlier can also be used, but it is to be explicitly specified that the `ct_config_xml` callback module is to be used by Common Test.

The following is an example of how to assert that the configuration data is available and can be used for an FTP session:
1.9 External Configuration Data

```
init_per_testcase(ftptest, Config) ->
    {ok,} = ct_ftp:open(ftp),
    Config.
end_per_testcase(ftptest, _Config) ->
    ct_ftp:close(ftp).
ftptest() ->
    [{require,ftp,ftp_host},
     {require,lm_directory}].
ftptest(Config) ->
    Remote = filename:join(ct:get_config(lm_directory), "loadmodX"),
    Local = filename:join(?config(priv_dir,Config), "loadmodule"),
    ok = ct_ftp:recv(ftp, Remote, Local),
    ...
```

The following is an example of how the functions in the previous example can be rewritten if it is necessary to open multiple connections to the FTP server:

```
init_per_testcase(ftptest, Config) ->
    {ok,Handle1} = ct_ftp:open(ftp_host),
    {ok,Handle2} = ct_ftp:open(ftp_host),
    [{ftp_handles,[Handle1,Handle2]} | Config].
end_per_testcase(ftptest, Config) ->
    lists:foreach(fun(Handle) -> ct_ftp:close(Handle) end,
                  ?config(ftp_handles,Config)).
ftptest() ->
    [{require,ftp_host},
     {require,lm_directory}].
ftptest(Config) ->
    Remote = filename:join(ct:get_config(lm_directory), "loadmodX"),
    Local = filename:join(?config(priv_dir,Config), "loadmodule"),
    [Handle | MoreHandles] = ?config(ftp_handles,Config),
    ok = ct_ftp:recv(Handle, Remote, Local),
    ...
```

1.9.9 Example of User-Specific Configuration Handler

A simple configuration handling driver, asking an external server for configuration data, can be implemented as follows:
1.9 External Configuration Data

The configuration string for this driver can be `config_server`, if the `config_server.erl` module that follows is compiled and exists in the code path during test execution:

```erlang
-module(config_driver).
-export([read_config/1, check_parameter/1]).

read_config(ServerName) ->
    ServerModule = list_to_atom(ServerName),
    ServerModule:start(),
    ServerModule:get_config().

check_parameter(ServerName) ->
    ServerModule = list_to_atom(ServerName),
    case code:is_loaded(ServerModule) of
        {file, _} ->
            ok, {config, ServerName};
        false ->
            case code:load_file(ServerModule) of
                {module, ServerModule} ->
                    ok, {config, ServerName};
                {error, nofile} ->
                    error, {wrong_config, "File not found: " ++ ServerName ++ ".beam"}
            end
        end.
```

Ericsson AB. All Rights Reserved.: Common Test
-module(config_server).
-export([start/0, stop/0, init/1, get_config/0, loop/0]).

-define(REGISTERED_NAME, ct_test_config_server).

start()->
   case whereis(?REGISTERED_NAME) of
      undefined->
         spawn(?MODULE, init, [?REGISTERED_NAME]),
         wait();
         Pid->
         ok
         end,
         ?REGISTERED_NAME.
   init(Name)->
      register(Name, self()),
      loop().
   get_config()->
      call(self(), get_config).
   stop()->
      call(self(), stop).
   call(Client, Request)->
      case whereis(?REGISTERED_NAME) of
         undefined->
            {error, {not_started, Request}};
         Pid->
            Pid ! {Client, Request},
            receive
               Reply->
                  {ok, Reply}
               after 4000->
                  {error, {timeout, Request}}
            end
         end.
   loop()->
      receive
         {Pid, stop}->
            Pid ! ok;
         {Pid, get_config}->
            {D,T} = erlang:localtime(),
            Pid !
               [{localtime, [{date, D}, {time, T}]},
                {node, erlang:node()},
                {now, erlang:now()},
                {config_server_pid, self()},
                {config_server_vsn, ?vsn}],
                ?MODULE:loop()
      end.
   wait()->
      case whereis(?REGISTERED_NAME) of
         undefined->
            wait();
         _Pid->
            ok
      end.

Here, the handler also provides for dynamically reloading of configuration variables. If `ct:reload_config(localtime)` is called from the test case function, all variables loaded with `config_driver:read_config/1` are updated with their latest values, and the new value for variable `localtime` is returned.

## 1.10 Code Coverage Analysis

### 1.10.1 General

Although Common Test was created primarily for black-box testing, nothing prevents it from working perfectly as a white-box testing tool as well. This is especially true when the application to test is written in Erlang. Then the test ports are easily realized with Erlang function calls.

When white-box testing an Erlang application, it is useful to be able to measure the code coverage of the test. Common Test provides simple access to the OTP Cover tool for this purpose. Common Test handles all necessary communication with the Cover tool (starting, compiling, analysing, and so on). The Common Test user only needs to specify the extent of the code coverage analysis.

### 1.10.2 Use

To specify the modules to be included in the code coverage test, provide a cover specification file. With this file you can point out specific modules or specify directories containing modules to be included in the analysis. You can also specify modules to be excluded from the analysis.

If you are testing a distributed Erlang application, it is likely that code you want included in the code coverage analysis gets executed on another Erlang node than the one Common Test is running on. If so, you must specify these other nodes in the cover specification file or add them dynamically to the code coverage set of nodes. For details on the latter, see module `ct_cover`.

In the cover specification file you can also specify your required level of the code coverage analysis; details or overview. In detailed mode, you get a coverage overview page, showing per module and total coverage percentages. You also get an HTML file printed for each module included in the analysis showing exactly what parts of the code have been executed during the test. In overview mode, only the code coverage overview page is printed.

You can choose to export and import code coverage data between tests. If you specify the name of an export file in the cover specification file, Common Test exports collected coverage data to this file at the end of the test. You can similarly specify previously exported data to be imported and included in the analysis for a test (multiple import files can be specified). This way, the total code coverage can be analyzed without necessarily running all tests at once.

To activate the code coverage support, specify the name of the cover specification file as you start Common Test. Do this by using flag `-cover` with `ct_run`, for example:

```
$ ct_run -dir $TESTOBJS/db -cover $TESTOBJS/db/config/db.coverspec
```

You can also pass the cover specification file name in a call to `ct:run_test/1`, by adding a `{cover, CoverSpec}` tuple to argument `Opts`.

You can also enable code coverage in your test specifications (see section `Test Specifications` in section Running Tests and Analyzing Results).

### 1.10.3 Stopping the Cover Tool When Tests Are Completed

By default, the Cover tool is automatically stopped when the tests are completed. This causes the original (non-cover compiled) modules to be loaded back into the test node. If a process at this point still runs old code of any of the modules that are cover compiled, meaning that it has not done any fully qualified function call after the cover compilation, the process is killed. To avoid this, set the value of option `cover_stop` to `false`. This means that the modules stay
1.10 Code Coverage Analysis

cover compiled. Therefore, this is only recommended if the Erlang nodes under test are terminated after the test is completed, or if cover can be manually stopped.

The option can be set by using flag `-cover_stop` with `ct_run`, by adding `{cover_stop,true|false}` to argument `Opts` to `ct:run_test/1`, or by adding a `cover_stop` term in the test specification (see section Test Specifications in section Running Tests and Analyzing Results).

1.10.4 The Cover Specification File

The following terms are allowed in a cover specification file:

```erlang
%% List of Nodes on which cover will be active during test.
%% Nodes = [atom()]
{nodes, Nodes}.

%% Files with previously exported cover data to include in analysis.
%% CoverDataFiles = [string()]
{import, CoverDataFiles}.

%% Cover data file to export from this session.
%% CoverDataFile = string()
{export, CoverDataFile}.

%% Cover analysis level.
%% Level = details | overview
{level, Level}.

%% Directories to include in cover.
%% Dirs = [string()]
{incl_dirs, Dirs}.

%% Directories, including subdirectories, to include.
{incl_dirs_r, Dirs}.

%% Specific modules to include in cover.
%% Mods = [atom()]
{incl.mods, Mods}.

%% Directories to exclude in cover.
{excl_dirs, Dirs}.

%% Directories, including subdirectories, to exclude.
{excl_dirs_r, Dirs}.

%% Specific modules to exclude in cover.
{excl.mods, Mods}.

%% Cross cover compilation
%% Tag = atom(), an identifier for a test run
%% Mod = [atom()], modules to compile for accumulated analysis
{cross,[{Tag,Mods}]}.
```

The terms `incl_dirs_r` and `excl_dirs_r` tell Common Test to search the specified directories recursively and include or exclude any module found during the search. The terms `incl_dirs` and `excl_dirs` result in a non-recursive search for modules (that is, only modules found in the specified directories are included or excluded).
1.10 Code Coverage Analysis

Note:
Directories containing Erlang modules to be included in a code coverage test must exist in the code server path. Otherwise, the Cover tool fails to recompile the modules. It is not sufficient to specify these directories in the cover specification file for Common Test.

1.10.5 Cross Cover Analysis

The cross cover mechanism allows cover analysis of modules across multiple tests. It is useful if some code, for example, a library module, is used by many different tests and the accumulated cover result is desirable.

This can also be achieved in a more customized way by using parameter export in the cover specification and analysing the result off line. However, the cross cover mechanism is a built-in solution that also provides logging.

The mechanism is easiest explained by an example:

Assume that there are two systems, s1 and s2, that are tested in separate test runs. System s1 contains a library module m1 tested by test run s1 and is included in the cover specification of s1 as follows:

```
s1.cover:
{incl_mods,[m1]}.
```

When analysing code coverage, the result for m1 can be seen in the cover log in the s1 test result.

Now, imagine that as m1 is a library module, it is also often used by system s2. Test run s2 does not specifically test m1, but it can still be interesting to see which parts of m1 that are covered by the s2 tests. To do this, m1 can be included also in the cover specification of s2 as follows:

```
s2.cover:
{incl_mods,[m1]}.
```

This gives an entry for m1 also in the cover log for test run s2. The problem is that this only reflects the coverage by s2 tests, not the accumulated result over s1 and s2. This is where the cross cover mechanism comes in handy.

If instead the cover specification for s2 is like the following:

```
s2.cover:
{cross,([{s1,[m1]}]).
```

Then m1 is cover compiled in test run s2, but not shown in the coverage log. Instead, if `ct_cover:cross_cover_analyse/2` is called after both s1 and s2 test runs are completed, the accumulated result for m1 is available in the cross cover log for test run s1.

The call to the analyze function must be as follows:

```
ct_cover:cross_cover_analyse(Level, [{s1,S1LogDir},{s2,S2LogDir}]).
```

Here, S1LogDir and S2LogDir are the directories named <TestName>.logs for each test respectively.

Notice the tags s1 and s2, which are used in the cover specification file and in the call to `ct_cover:cross_cover_analyse/2`. The purpose of these is only to map the modules specified in the cover specification to the log directory specified in the call to the analyze function. The tag name has no meaning beyond this.

1.10.6 Logging

To view the result of a code coverage test, click the button labeled "COVER LOG" in the top-level index page for the test run.
Before Erlang/OTP 17.1, if your test run consisted of multiple tests, cover would be started and stopped for each test within the test run. Separate logs would be available through the “Coverage log” link on the test suite result pages. These links are still available, but now they all point to the same page as the button on the top-level index page. The log contains the accumulated results for the complete test run. For details about this change, see the release notes.

The button takes you to the code coverage overview page. If you have successfully performed a detailed coverage analysis, links to each individual module coverage page are found here.

If cross cover analysis is performed, and there are accumulated coverage results for the current test, the link “Coverdata collected over all tests” takes you to these results.

1.11 Using Common Test for Large-Scale Testing

1.11.1 General

Large-scale automated testing requires running multiple independent test sessions in parallel. This is accomplished by running some Common Test nodes on one or more hosts, testing different target systems. Configuring, starting, and controlling the test nodes independently can be a cumbersome operation. To aid this kind of automated large-scale testing, Common Test offers a master test node component, Common Test Master, which handles central configuration and control in a system of distributed Common Test nodes.

The Common Test Master server runs on one dedicated Erlang node and uses distributed Erlang to communicate with any number of Common Test test nodes, each hosting a regular Common Test server. Test specifications are used as input to specify what to test on which test nodes, using what configuration.

The Common Test Master server writes progress information to HTML log files similarly to the regular Common Test server. The logs contain test statistics and links to the log files written by each independent Common Test server.

The Common Test Master API is exported by module ct_master.

1.11.2 Use

Common Test Master requires all test nodes to be on the same network and share a common file system. Common Test Master cannot start test nodes automatically. The nodes must be started in advance for Common Test Master to be able to start test sessions on them.

Tests are started by calling ct_master:run(TestSpecs) or ct_master:run(TestSpecs, InclNodes, ExclNodes)

TestSpecs is either the name of a test specification file (string) or a list of test specifications. If it is a list, the specifications are handled (and the corresponding tests executed) in sequence. An element in a TestSpecs list can also be list of test specifications. The specifications in such a list are merged into one combined specification before test execution.

Example:

```erlang
ct_master:run( ["ts1","ts2", ["ts3","ts4"]])
```

Here, the tests specified by "ts1" run first, then the tests specified by "ts2", and finally the tests specified by both "ts3" and "ts4".

The InclNodes argument to run/3 is a list of node names. Function run/3 runs the tests in TestSpecs just like run/1, but also takes any test in TestSpecs, which is not explicitly tagged with a particular node name, and execute it on the nodes listed in InclNodes. By using run/3 this way, any test specification can be used, with or without node information, in a large-scale test environment.
1.11 Using Common Test for Large-Scale Testing

ExclNodes is a list of nodes to be excluded from the test. That is, tests that are specified in the test specification to run on a particular node are not performed if that node is listed in ExclNodes at runtime.

If Common Test Master fails initially to connect to any of the test nodes specified in a test specification or in the InclNodes list, the operator is prompted with the option to either start over again (after manually checking the status of the nodes in question), to run without the missing nodes, or to abort the operation.

When tests start, Common Test Master displays information to console about the involved nodes. Common Test Master also reports when tests finish, successfully or unsuccessfully. If connection is lost to a node, the test on that node is considered finished. Common Test Master does not attempt to re-establish contact with the failing node.

At any time, to get the current status of the test nodes, call function ct_master:progress().

To stop one or more tests, use function ct_master:abort() (to stop all) or ct_master:abort(Nodes).

For details about the Common Test Master API, see module ct_master.

1.11.3 Test Specifications

The test specifications used as input to Common Test Master are fully compatible with the specifications used as input to the regular Common Test server. The syntax is described in section Test Specifications in section Running Tests and Analyzing Results.

All test specification terms can have a NodeRefs element. This element specifies which node or nodes a configuration operation or a test is to be executed on. NodeRefs is defined as follows:

NodeRefs = all_nodes | [NodeRef] | NodeRef

NodeRef = NodeAlias | node() | master

A NodeAlias(atom()) is used in a test specification as a reference to a node name (so the node name only needs to be declared once, which also can be achieved using constants). The alias is declared with a node term as follows:

{node, NodeAlias, NodeName}

If NodeRefs has the value all_nodes, the operation or test is performed on all specified test nodes. (Declaring a term without a NodeRefs element has the same effect). If NodeRefs has the value master, the operation is only performed on the Common Test Master node (namely set the log directory or install an event handler).

Consider the example in section Test Specifications in section Running Tests and Analysing Results, now extended with node information and intended to be executed by Common Test Master:
1.11 Using Common Test for Large-Scale Testing

This example specifies the same tests as the original example. But now if started with a call to `ct_master:run(TestSpecName)` test `t1` is executed on node `ct_node@host_x` (node1), test `t2` on `ct_node@host_y` (node2) and test `t3` on both node1 and node2. Configuration file `t1` is only read on node1 and configuration file `t2` only on node2, while the configuration file `t3` is read on both node1 and node2. Both test nodes write log files to the same directory. (However, the Common Test Master node uses a different log directory than the test nodes.)

If the test session is instead started with a call to `ct_master:run(TestSpecName,[ct_node@host_z],[ct_node@host_x])`, the result is that test `t1` does not run on `ct_node@host_x` (or any other node) while test `t3` runs on both `ct_node@host_y` and `ct_node@host_z`.

A nice feature is that a test specification that includes node information can still be used as input to the regular Common Test server (as described in section Test Specifications). The result is that any test specified to run on a node with the same name as the Common Test node in question (typically `ct@somehost` if started with the `ct_run` program), is performed. Tests without explicit node association are always performed too, of course.

1.11.4 Automatic Startup of Test Target Nodes

Initial actions can be started and performed automatically on test target nodes using test specification term `init`.

Two subterms are supported, `node_start` and `eval`.

Example:

```erlang
{define, 'Top', "/home/test").
{define, 'T1', "Top\t1").
{define, 'T2', "Top\t2").
{define, 'T3', "Top\t3").
{define, 'CfgFile', "config.cfg").
{define, 'Node', ct_node).
{node, node1, 'Node@host_x').
{node, node2, 'Node@host_y').
{logdir, master, "Top\master_logs").
{logdir, "Top\logs").
{config, node1, "T1'/\CfgFile'").
{config, node2, "T2'/\CfgFile'").
{config, "T3'/\CfgFile'").
{suites, node1, 'T1', all).
{skip_suites, node1, 'T1', [t1B_SUITE,t1D_SUITE], "Not implemented")
{skip_cases, node1, 'T1', t1A_SUITE, [test3,test4], "Irrelevant")
{skip_cases, node1, 'T1', t1C_SUITE, [test1], "Ignore")
{suites, node2, 'T2', [t2B_SUITE,t2C_SUITE]).
{cases, node2, 'T2', t2A_SUITE, [test4,test1,test7]).
{skip_cases, 'T3', all, "Not implemented")
```

This example specifies the same tests as the original example. But now if started with a call to `ct_master:run(TestSpecName)`, test `t1` is executed on node `ct_node@host_x` (node1), test `t2` on `ct_node@host_y` (node2) and test `t3` on both node1 and node2. Configuration file `t1` is only read on node1 and configuration file `t2` only on node2, while the configuration file `t3` is read on both node1 and node2. Both test nodes write log files to the same directory. (However, the Common Test Master node uses a different log directory than the test nodes.)

If the test session is instead started with a call to `ct_master:run(TestSpecName, [ct_node@host_z], [ct_node@host_x])`, the result is that test `t1` does not run on `ct_node@host_x` (or any other node) while test `t3` runs on both `ct_node@host_y` and `ct_node@host_z`.

A nice feature is that a test specification that includes node information can still be used as input to the regular Common Test server (as described in section Test Specifications). The result is that any test specified to run on a node with the same name as the Common Test node in question (typically `ct@somehost` if started with the `ct_run` program), is performed. Tests without explicit node association are always performed too, of course.
This test specification declares that node1@host1 is to be started using the user callback function `callback_module:my_slave_callback/0`, and nodes node1@host2 and node2@host2 are to be started with the default callback module `ct_slave`. The specified username and password are used to log on to remote host host2. Also, function `module:function/0` is evaluated on node1@host3, and the result of this call is printed to the log.

The default callback module `ct_slave`, has the following features:

- Starting Erlang target nodes on local or remote hosts (application SSH is used for communication).
- Ability to start an Erlang emulator with more flags (any flags supported by `erl` are supported).
- Supervision of a node being started using internal callback functions. Used to prevent hanging nodes. (Configurable.)
- Monitoring of the master node by the slaves. A slave node can be stopped if the master node terminates. (Configurable.)
- Execution of user functions after a slave node is started. Functions can be specified as a list of `{Module, Function, Arguments}` tuples.

**Note:**

An `eval` term for the node and `startup_functions` in the `node_start` options list can be specified. In this case, the node is started first, then the `startup_functions` are executed, and finally functions specified with `eval` are called.

### 1.12 Event Handling

#### 1.12.1 General

The operator of a Common Test system can receive event notifications continuously during a test run. For example, Common Test reports when a test case starts and stops, the current count of successful, failed, and skipped cases, and so on. This information can be used for different purposes such as logging progress and results in another format than HTML, saving statistics to a database for report generation, and test system supervision.

Common Test has a framework for event handling based on the OTP event manager concept and `gen_event` behavior. When the Common Test server starts, it spawns an event manager. During test execution the manager gets a notification from the server when something of potential interest happens. Any event handler plugged into the event manager can match on events of interest, take action, or pass the information on. The event handlers are Erlang modules implemented by the Common Test user according to the `gen_event` behavior (for details, see module `gen_event` and section `gen_event Behaviour in OTP Design Principles in the System Documentation`).

A Common Test server always starts an event manager. The server also plugs in a default event handler, which only purpose is to relay notifications to a globally registered Common Test Master event manager (if a Common Test Master server is running in the system). The Common Test Master also spawns an event manager at startup. Event handlers plugged into this manager receives the events from all the test nodes, plus information from the Common Test Master server.

User-specific event handlers can be plugged into a Common Test event manager, either by telling Common Test to install them before the test run (described later), or by adding the handlers dynamically during the test run using `gen_event:add_handler/3` or `gen_event:add_sup_handler/3`. In the latter scenario, the reference of the Common Test event manager is required. To get it, call `ct:get_event_mgr_ref/0` or (on the Common Test Master node) `ct_master:get_event_mgr_ref/0`. 

---

72 | Ericsson AB. All Rights Reserved.: Common Test
1.12.2 Use

Event handlers can be installed by an `event_handler` start flag (`ct_run`) or option `ct:run_test/1`, where the argument specifies the names of one or more event handler modules.

**Example:**

```
$ ct_run -suite test/my_SUITE -event_handler handlers/my_evh1 handlers/my_evh2 -pa $PWD/handlers
```

To pass start arguments to the event handler init function, use option `ct_run -event_handler_init` instead of `-event_handler`.

**Note:**

All event handler modules must have `gen_event` behavior. These modules must be precompiled and their locations must be added explicitly to the Erlang code server search path (as in the previous example).

An event_handler tuple in argument `Opts` has the following definition (see `ct:run_test/1`):

```
{event_handler,EventHandlers}
```

- `EventHandlers` = `EH | [EH]`  
  - `EH = atom() | {atom(),InitArgs} | {[atom()],InitArgs}`  
  - `InitArgs = [term()]`

In the following example, two event handlers for the `my_SUITE` test are installed:

```
1> ct:run_test([\{suite,"test/my_SUITE"\},\{event_handler,\{my_evh1,\{my_evh2,\{node()\}\}\}\}\}]).
```

Event handler `my_evh1` is started with `[]` as argument to the init function. Event handler `my_evh2` is started with the name of the current node in the init argument list.

Event handlers can also be plugged in using one of the following `test specification` terms:

- `{event_handler, EventHandlers}`
- `{event_handler, EventHandlers, InitArgs}`
- `{event_handler, NodeRefs, EventHandlers}`
- `{event_handler, NodeRefs, EventHandlers, InitArgs}`

`EventHandlers` is a list of module names. Before a test session starts, the init function of each plugged in event handler is called (with the `InitArgs` list as argument or `[]` if no start arguments are specified).

To plug in a handler to the Common Test Master event manager, specify `master` as the node in `NodeRefs`.

To be able to match on events, the event handler module must include the header file `ct_event.hrl`. An event is a record with the following definition:

```
#event{name, node, data}
```

- `name`  
  - Label (type) of the event.
- `node`  
  - Name of the node that the event originated from (only relevant for Common Test Master event handlers).
- `data`  
  - Specific for the event.
### General Events

The general events are as follows:

- **#event**{name = start_logging, data = LogDir}
  
  LogDir = string(), top-level log directory for the test run.
  
  This event indicates that the logging process of **Common Test** has started successfully and is ready to receive I/O messages.

- **#event**{name = stop_logging, data = []}
  
  This event indicates that the logging process of **Common Test** was shut down at the end of the test run.

- **#event**{name = test_start, data = {StartTime,LogDir}}
  
  StartTime = {date(),time()}, test run start date and time.
  
  LogDir = string(), top-level log directory for the test run.
  
  This event indicates that **Common Test** has finished initial preparations and begins executing test cases.

- **#event**{name = test_done, data = EndTime}
  
  EndTime = {date(),time()}, date and time the test run finished.
  
  This event indicates that the last test case has been executed and **Common Test** is shutting down.

- **#event**{name = start_info, data = {Tests,Suites,Cases}}
  
  Tests = integer(), number of tests.
  
  Suites = integer(), total number of suites.
  
  Cases = integer() | unknown, total number of test cases.
  
  This event gives initial test run information that can be interpreted as: "This test run will execute Tests separate tests, in total containing Cases number of test cases, in Suites number of suites". However, if a test case group with a repeat property exists in any test, the total number of test cases cannot be calculated (unknown).

- **#event**{name = tc_start, data = {Suite,FuncOrGroup}}
  
  Suite = atom(), name of the test suite.
  
  FuncOrGroup = Func | {Conf,GroupName,GroupProperties}
  
  Func = atom(), name of test case or configuration function.
  
  Conf = init_per_group | end_per_group, group configuration function.
  
  GroupName = atom(), name of the group.
  
  GroupProperties = list(), list of execution properties for the group.
  
  This event informs about the start of a test case, or a group configuration function. The event is sent also for init_per_suite and end_per_suite, but not for init_per_testcase and end_per_testcase. If a group configuration function starts, the group name and execution properties are also specified.

- **#event**{name = tc_logfile, data = {{Suite,Func},LogFileName}}
  
  Suite = atom(), name of the test suite.
  
  Func = atom(), name of test case or configuration function.
  
  LogFileName = string(), full name of the test case log file.
  
  This event is sent at the start of each test case (and configuration function except init/end_per_testcase) and carries information about the full name (that is, the file name including the absolute directory path) of the current test case log file.
1.12 Event Handling

#event{name = tc_done, data = {Suite, FuncOrGroup, Result}}
  Suite = atom(), name of the suite.
  FuncOrGroup = Func | {Conf, GroupName, GroupProperties}
  Func = atom(), name of test case or configuration function.
  Conf = init_per_group | end_per_group. group configuration function.
  GroupName = unknown | atom(). name of the group (unknown if init- or end function times out).
  GroupProperties = list(). list of execution properties for the group.
  Result = ok | {auto_skipped, SkipReason} | {skipped, SkipReason} | {failed, FailReason}, the result.
  SkipReason = {require_failed, RequireInfo} | {require_failed_in_suite0, RequireInfo} | {failed, FailReason}, why the case was skipped.
  FailReason = {error, FailInfo} | {error, {RunTimeError, StackTrace}} | {timetrap_timeout, integer()} | {failed, {Suite, end_per_testcase, FailInfo}}, reason for failure.
  RequireInfo = {not_available, atom() | tuple()}. why require failed.
  FailInfo = {timetrap_timeout, integer()} | {RunTimeError, StackTrace} | UserTerm, error details.
  RunTimeError = term(), a runtime error, for example, badmatch or undef.
  StackTrace = list(). list of function calls preceding a runtime error.
  UserTerm = term(), any data specified by user, or exit/1 information.

This event informs about the end of a test case or a configuration function (see event tc_start for details on element FuncOrGroup). With this event comes the final result of the function in question. It is possible to determine on the top level of Result if the function was successful, skipped (by the user), or if it failed.

It is also possible to dig deeper and, for example, perform pattern matching on the various reasons for skipped or failed. Notice that {'EXIT', Reason} tuples are translated into {error, Reason}. Notice also that if a {failed, {Suite, end_per_testcase, FailInfo}} result is received, the test case was successful, but end_per_testcase for the case failed.

#event{name = tc_auto_skip, data = {Suite, TestName, Reason}}
  Suite = atom(), the name of the suite.
  TestName = init_per_suite | end_per_suite | {init_per_group, GroupName} | {end_per_group, GroupName} | {FuncName, GroupName} | FuncName
  FuncName = atom(), the name of the test case or configuration function.
  GroupName = atom(), the name of the test case group.
  Reason = {failed, FailReason} | {require_failed_in_suite0, RequireInfo}. reason for auto-skipping Func.
  FailReason = {Suite, ConfigFunc, FailInfo} | {Suite, FailedCaseInSequence}. reason for failure.
  RequireInfo = {not_available, atom() | tuple()}. why require failed.
  ConfigFunc = init_per_suite | init_per_group
1.12 Event Handling

FailInfo = {timetraps_timeout,integer()} | {RunTimeError,StackTrace} | bad_return | UserTerm, error details.

FailedCaseInSequence = atom(), the name of a case that failed in a sequence.

RunTimeError = term(), a runtime error, for example badmatch or undefined.

StackTrace = list(), list of function calls preceding a runtime error.

UserTerm = term(), any data specified by user, or exit/1 information.

This event is sent for every test case or configuration function that Common Test has skipped automatically because of either a failed init_per_suite, a failed require in suite/0, or a failed test case in a sequence. Notice that this event is never received as a result of a test case getting skipped because of init_per_testcase failing, as that information is carried with event tc_done. If a failed test case belongs to a test case group, the second data element is a tuple {FuncName,GroupName}, otherwise only the function name.

#event{name = tc_user_skip, data = {Suite,TestName,Comment}}

Suite = atom(), the name of the suite.

TestName = init_per_suite | end_per_suite | {init_per_group,GroupName} | {end_per_group,GroupName} | {FuncName,GroupName} | FuncName

FuncName = atom(), the name of the test case or configuration function.

GroupName = atom(), the name of the test case group.

Comment = string(), why the test case was skipped.

This event specifies that a test case was skipped by the user. It is only received if the skip is declared in a test specification. Otherwise, user skip information is received as a {skipped,SkipReason} result in event tc_done for the test case. If a skipped test case belongs to a test case group, the second data element is a tuple {FuncName,GroupName}, otherwise only the function name.

#event{name = test_stats, data = {Ok,Failed,Skipped}}

Ok = integer(), current number of successful test cases.

Failed = integer(), current number of failed test cases.

Skipped = {UserSkipped,AutoSkipped}

UserSkipped = integer(), current number of user-skipped test cases.

AutoSkipped = integer(), current number of auto-skipped test cases.

This is a statistics event with current count of successful, skipped, and failed test cases so far. This event is sent after the end of each test case, immediately following event tc_done.

Internal Events

The internal events are as follows:

#event{name = start_make, data = Dir}

Dir = string(), running make in this directory.

This internal event says that Common Test starts compiling modules in directory Dir.

#event{name = finished_make, data = Dir}

Dir = string(), finished running make in this directory.

This internal event says that Common Test is finished compiling modules in directory Dir.
#event{name = start_write_file, data = FullNameFile}
    FullNameFile = string(), full name of the file.

This internal event is used by the Common Test Master process to synchronize particular file operations.

#event{name = finished_write_file, data = FullNameFile}
    FullNameFile = string(), full name of the file.

This internal event is used by the Common Test Master process to synchronize particular file operations.

Notes

The events are also documented in ct_event.erl. This module can serve as an example of what an event handler for the Common Test event manager can look like.

<table>
<thead>
<tr>
<th>Note:</th>
</tr>
</thead>
<tbody>
<tr>
<td>To ensure that printouts to stdout (or printouts made with ct:log/2,3 or ct:pal,2,3) get written to the test case log file, and not to the Common Test framework log, you can synchronize with the Common Test server by matching on events tc_start and tc_done. In the period between these events, all I/O is directed to the test case log file. These events are sent synchronously to avoid potential timing problems (for example, that the test case log file is closed just before an I/O message from an external process gets through). Knowing this, you need to be careful that your handle_event/2 callback function does not stall the test execution, possibly causing unexpected behavior as a result.</td>
</tr>
</tbody>
</table>

1.13 Dependencies between Test Cases and Suites

1.13.1 General

When creating test suites, it is strongly recommended to not create dependencies between test cases, that is, letting test cases depend on the result of previous test cases. There are various reasons for this, such as, the following:

- It makes it impossible to run test cases individually.
- It makes it impossible to run test cases in a different order.
- It makes debugging difficult (as a fault can be the result of a problem in a different test case than the one failing).
- There are no good and explicit ways to declare dependencies, so it can be difficult to see and understand these in test suite code and in test logs.
- Extending, restructuring, and maintaining test suites with test case dependencies is difficult.

There are often sufficient means to work around the need for test case dependencies. Generally, the problem is related to the state of the System Under Test (SUT). The action of one test case can change the system state. For some other test case to run properly, this new state must be known.

Instead of passing data between test cases, it is recommended that the test cases read the state from the SUT and perform assertions (that is, let the test case run if the state is as expected, otherwise reset or fail). It is also recommended to use the state to set variables necessary for the test case to execute properly. Common actions can often be implemented as library functions for test cases to call to set the SUT in a required state. (Such common actions can also be separately tested, if necessary, to ensure that they work as expected). It is sometimes also possible, but not always desirable, to group tests together in one test case, that is, let a test case perform a “scenario” test (a test consisting of subtests).

Consider, for example, a server application under test. The following functionality is to be tested:

- Starting the server
- Configuring the server
1.13 Dependencies between Test Cases and Suites

- Connecting a client to the server
- Disconnecting a client from the server
- Stopping the server

There are obvious dependencies between the listed functions. The server cannot be configured if it has not first been started, a client cannot be connected until the server is properly configured, and so on. If we want to have one test case for each function, we might be tempted to try to always run the test cases in the stated order and carry possible data (identities, handles, and so on) between the cases and therefore introduce dependencies between them.

To avoid this, we can consider starting and stopping the server for every test. We can thus implement the start and stop action as common functions to be called from `init_per_testcase` and `end_per_testcase`. (Remember to test the start and stop functionality separately.) The configuration can also be implemented as a common function, maybe grouped with the start function. Finally, the testing of connecting and disconnecting a client can be grouped into one test case. The resulting suite can look as follows:
%% Dependencies between Test Cases and Suites

-module(my_server_SUITE).
-compile(export_all).
-include_lib("ct.hrl").

%% init and end functions...

suite() -> [{require,my_server_cfg}].
init_per_testcase(start_and_stop, Config) ->
    Config;
init_per_testcase(config, Config) ->
    [{server_pid,start_server()} | Config];
init_per_testcase(_, Config) ->
    ServerPid = start_server(),
    configure_server(),
    [{server_pid,ServerPid} | Config].
end_per_testcase(start_and_stop, _) -> ok;
end_per_testcase(_, _) -> ServerPid = ?config(server_pid),
                        stop_server(ServerPid).

%% test cases...

all() -> [start_and_stop, config, connect_and_disconnect].
%% test that starting and stopping works
start_and_stop(_) ->
    ServerPid = start_server(),
    stop_server(ServerPid).
%% configuration test
config(Config) ->
    ServerPid = ?config(server_pid, Config),
    configure_server(ServerPid).
%% test connecting and disconnecting client
connect_and_disconnect(Config) ->
    ServerPid = ?config(server_pid, Config),
    {ok,SessionId} = my_server:connect(ServerPid),
    ok = my_server:disconnect(ServerPid, SessionId).

%% common functions...

start_server() ->
    {ok,ServerPid} = my_server:start(),
    ServerPid.
stop_server(ServerPid) ->
    ok = my_server:stop(),
    ok.
configure_server(ServerPid) ->
    ServerCfgData = ct:get_config(my_server_cfg),
    ok = my_server:configure(ServerPid, ServerCfgData),
    ok.
1.13.2 Saving Configuration Data

Sometimes it is impossible, or infeasible, to implement independent test cases. Maybe it is not possible to read the SUT state. Maybe resetting the SUT is impossible and it takes too long time to restart the system. In situations where test case dependency is necessary, CT offers a structured way to carry data from one test case to the next. The same mechanism can also be used to carry data from one test suite to the next.

The mechanism for passing data is called save_config. The idea is that one test case (or suite) can save the current value of Config, or any list of key-value tuples, so that the next executing test case (or test suite) can read it. The configuration data is not saved permanently but can only be passed from one case (or suite) to the next.

To save Config data, return tuple \{save_config,ConfigList\} from end_per_testcase or from the main test case function.

To read data saved by a previous test case, use macro config with a saved_config key as follows:

\{Saver,ConfigList\} = ?config(saved_config, Config)

Saver(atom()) is the name of the previous test case (where the data was saved). The config macro can be used to extract particular data also from the recalled ConfigList. It is strongly recommended that Saver is always matched to the expected name of the saving test case. This way, problems because of restructuring of the test suite can be avoided. Also, it makes the dependency more explicit and the test suite easier to read and maintain.

To pass data from one test suite to another, the same mechanism is used. The data is to be saved by function end_per_suite and read by function init_per_suite in the suite that follows. When passing data between suites, Saver carries the name of the test suite.

Example:
1.13 Dependencies between Test Cases and Suites

To save Config data from a test case that is to be skipped, return tuple (skip_and_save, Reason, ConfigList).

The result is that the test case is skipped with Reason printed to the log file (as described earlier) and ConfigList is saved for the next test case. ConfigList can be read using ?config(saved_config, Config), as described earlier. skip_and_save can also be returned from init_per_suite. In this case, the saved data can be read by init_per_suite in the suite that follows.

1.13.3 Sequences

Sometimes test cases depend on each other so that if one case fails, the following tests are not to be executed. Typically, if the save_config facility is used and a test case that is expected to save data crashes, the following case cannot run. Common Test offers a way to declare such dependencies, called sequences.

A sequence of test cases is defined as a test case group with a sequence property. Test case groups are defined through function groups/0 in the test suite (for details, see section Test Case Groups.

For example, to ensure that if allocate in server_b_SUITE crashes, deallocate is skipped, the following sequence can be defined:

```
groups() -> [{alloc_and_dealloc, [sequence], [alloc,dealloc]}].
```

Assume that the suite contains the test case get_resource_status that is independent of the other two cases, then function all can look as follows:
all() -> [{group, alloc_and_dealloc}, get_resource_status].

If alloc succeeds, dealloc is also executed. If alloc fails however, dealloc is not executed but marked as SKIPPED in the HTML log. get_resource_status runs no matter what happens to the alloc_and_dealloc cases.

Test cases in a sequence are executed in order until all succeed or one fails. If one fails, all following cases in the sequence are skipped. The cases in the sequence that have succeeded up to that point are reported as successful in the log. Any number of sequences can be specified.

Example:

groups() -> [{scenarioA, [sequence], [testA1, testA2]},
{scenarioB, [sequence], [testB1, testB2, testB3]}].

all() -> [test1,
  test2,
  {group, scenarioA},
test3,
  {group, scenarioB},
test4].

A sequence group can have subgroups. Such subgroups can have any property, that is, they are not required to also be sequences. If you want the status of the subgroup to affect the sequence on the level above, return \{return_group_result, Status\} from \text{end_per_group/2}, as described in section Repeated Groups in Writing Test Suites. A failed subgroup (Status == failed) causes the execution of a sequence to fail in the same way a test case does.

1.14 Common Test Hooks

1.14.1 General

The Common Test Hook (CTH) framework allows extensions of the default behavior of Common Test using hooks before and after all test suite calls. CTHs allow advanced Common Test users to abstract out behavior that is common to multiple test suites without littering all test suites with library calls. This can be used for logging, starting, and monitoring external systems, building C files needed by the tests, and so on.

In brief, CTH allows you to do the following:

- Manipulate the runtime configuration before each suite configuration call.
- Manipulate the return of all suite configuration calls, and in extension, the result of the tests themselves.

The following sections describe how to use CTHs, when they are run, and how to manipulate the test results in a CTH.

Warning:

When executing within a CTH, all timetraps are shut off. So if your CTH never returns, the entire test run is stalled.

1.14.2 Installing a CTH

A CTH can be installed in multiple ways in your test run. You can do it for all tests in a run, for specific test suites, and for specific groups within a test suite. If you want a CTH to be present in all test suites within your test run, there are three ways to accomplish that, as follows:
• Add `-ct_hooks` as an argument to `ct_run`. To add multiple CTHs using this method, append them to each other using the keyword `and`, that is, `ct_run -ct_hooks cth1 [{debug,true}] and cth2 ...`.
• Add tag `ct_hooks` to your `Test Specification`.
• Add tag `ct_hooks` to your call to `ct:run_test/1`.

CTHs can also be added within a test suite. This is done by returning `{ct_hooks, [CTH]}` in the configuration list from `suite/0`, `init_per_suite/1`, or `init_per_group/2`.

In this case, `CTH` can either be only the module name of the CTH or a tuple with the module name and the initial arguments, and optionally the hook priority of the CTH. For example, one of the following:

• `{ct_hooks, [my_cth_module]}`
• `{ct_hooks, [{my_cth_module, [{debug,true}]}]}`
• `{ct_hooks, [{my_cth_module, [{debug,true}],500}]}`

### Overriding CTHs

By default, each installation of a CTH causes a new instance of it to be activated. This can cause problems if you want to override CTHs in test specifications while still having them in the suite information function. The `id/1` callback exists to address this problem. By returning the same `id` in both places, Common Test knows that this CTH is already installed and does not try to install it again.

### CTH Execution Order

By default, each CTH installed is executed in the order that they are installed for init calls, and then reversed for end calls. This is not always desired, so Common Test allows the user to specify a priority for each hook. The priority can either be specified in the CTH function `init/2` or when installing the hook. The priority specified at installation overrides the priority returned by the CTH.

### 1.14.3 CTH Scope

Once the CTH is installed into a certain test run it remains there until its scope is expired. The scope of a CTH depends on when it is installed, see the following table. Function `init/2` is called at the beginning of the scope and function `terminate/1` is called when the scope ends.

<table>
<thead>
<tr>
<th>CTH installed in</th>
<th>CTH scope begins before</th>
<th>CTH scope ends after</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ct_run</code></td>
<td>the first test suite is to be run</td>
<td>the last test suite has been run</td>
</tr>
<tr>
<td><code>ct:run_test</code></td>
<td>the first test suite is run</td>
<td>the last test suite has been run</td>
</tr>
<tr>
<td><code>Test Specification</code></td>
<td>the first test suite is run</td>
<td>the last test suite has been run</td>
</tr>
<tr>
<td><code>suite/0</code></td>
<td><code>pre_init_per_suite/3</code> is called</td>
<td><code>post_end_per_suite/4</code> has been called for that test suite</td>
</tr>
<tr>
<td><code>init_per_suite/1</code></td>
<td><code>post_init_per_suite/4</code> is called</td>
<td><code>post_end_per_suite/4</code> has been called for that test suite</td>
</tr>
<tr>
<td><code>init_per_group/2</code></td>
<td><code>post_init_per_group/5</code> is called</td>
<td><code>post_end_per_group/5</code> has been called for that group</td>
</tr>
</tbody>
</table>

Table 14.1: Scope of a CTH
1.14 Common Test Hooks

CTH Processes and Tables
CTHs are run with the same process scoping as normal test suites, that is, a different process executes the init_per_suite hooks then the init_per_group or per_testcase hooks. So if you want to spawn a process in the CTH, you cannot link with the CTH process, as it exits after the post hook ends. Also, if you for some reason need an ETS table with your CTH, you must spawn a process that handles it.

External Configuration Data and Logging
Configuration data values in the CTH can be read by calling ct:get_config/1,2,3 (as explained in section Requiring and Reading Configuration Data). The configuration variables in question must, as always, first have been required by a suite-, group-, or test case information function, or by function ct:require/1/2. The latter can also be used in CT hook functions.

The CT hook functions can call any logging function in the ct interface to print information to the log files, or to add comments in the suite overview page.

1.14.4 Manipulating Tests
Through CTHs the results of tests and configuration functions can be manipulated. The main purpose to do this with CTHs is to allow common patterns to be abstracted out from test suites and applied to multiple test suites without duplicating any code. All the callback functions for a CTH follow a common interface described hereafter.

Common Test always calls all available hook functions, even pre- and post hooks for configuration functions that are not implemented in the suite. For example, pre_init_per_suite(x_SUITE, ...) and post_init_per_suite(x_SUITE, ...) are called for test suite x_SUITE, even if it does not export init_per_suite/1. With this feature hooks can be used as configuration fallbacks, and all configuration functions can be replaced with hook functions.

Pre Hooks
In a CTH, the behavior can be hooked in before the following functions:

- init_per_suite
- init_per_group
- init_per_testcase
- end_per_testcase
- end_per_group
- end_per_suite

This is done in the CTH functions called pre_<name of function>. These functions take the arguments SuiteName, Name (group or test case name, if applicable), Config, and CTHState. The return value of the CTH function is always a combination of a result for the suite/group/test and an updated CTHState.

To let the test suite continue on executing, return the configuration list that you want the test to use as the result.

All pre hooks, except pre_end_per_testcase/4, can skip or fail the test by returning a tuple with skip or fail, and a reason as the result.

Example:

```prolog
pre_init_per_suite(SuiteName, Config, CTHState) ->
    case db:connect() of
    {error, Reason} ->
        {{fail, "Could not connect to DB"}, CTHState};
    {ok, Handle} ->
        {{[db_handle, Handle] | Config}, CTHState#state{ handle = Handle }}
end.
```

84 | Ericsson AB. All Rights Reserved.: Common Test
1.14 Common Test Hooks

Note:

If you use multiple CTHs, the first part of the return tuple is used as input for the next CTH. So in the previous example the next CTH can get \{fail, Reason\} as the second parameter. If you have many CTHs interacting, do not let each CTH return fail or skip. Instead, return that an action is to be taken through the Config list and implement a CTH that, at the end, takes the correct action.

Post Hooks

In a CTH, behavior can be hooked in after the following functions:

- \textit{init\_per\_suite} \\
- \textit{init\_per\_group} \\
- \textit{init\_per\_testcase} \\
- \textit{end\_per\_testcase} \\
- \textit{end\_per\_group} \\
- \textit{end\_per\_suite} \\

This is done in the CTH functions called post\_<name of function>. These functions take the arguments SuiteName, Name (group or test case name, if applicable), Config, Return, and CTHState. Config in this case is the same Config as the testcase is called with. Return is the value returned by the testcase. If the testcase fails by crashing, Return is \{'EXIT', \{(Error, Reason), Stacktrace\}\}.

The return value of the CTH function is always a combination of a result for the suite/group/test and an updated CTHState. If you do not want the callback to affect the outcome of the test, return the Return data as it is given to the CTH. You can also modify the test result. By returning the Config list with element tc\_status removed, you can recover from a test failure. As in all the pre hooks, it is also possible to fail/skip the test case in the post hook.

Example:

```erlang
post_end_per_testcase(Suite, TC, Config, {'EXIT', {__, _}}, CTHState) ->
  case db:check_consistency() of
    true ->
      %% DB is good, pass the test.
      {proplists:delete(tc_status, Config), CTHState};
    false ->
      %% DB is not good, mark as skipped instead of failing
      {{skip, "DB is inconsistient!"}, CTHState}
  end;
post_end_per_testcase(Suite, TC, Config, Return, CTHState) ->
  %% Do nothing if tc does not crash.
  {Return, CTHState}.
```

Note:

Do recover from a testcase failure using CTHs only a last resort. If used wrongly, it can be very difficult to determine which tests that pass or fail in a test run.

Skip and Fail Hooks

After any post hook has been executed for all installed CTHs, on\_tc\_fail or on\_tc\_skip is called if the testcase failed or was skipped, respectively. You cannot affect the outcome of the tests any further at this point.
1.14.5 Synchronizing External User Applications with Common Test

CTHs can be used to synchronize test runs with external user applications. The init function can, for example, start and/or communicate with an application that has the purpose of preparing the SUT for an upcoming test run, or initialize a database for saving test data to during the test run. The terminate function can similarly order such an application to reset the SUT after the test run, and/or tell the application to finish active sessions and terminate. Any system error- or progress reports generated during the init- or termination stage are saved in the Pre- and Post Test I/O Log. (This is also true for any printouts made with ct:log/2 and ct:pal/2).

To ensure that Common Test does not start executing tests, or closes its log files and shuts down, before the external application is ready for it, Common Test can be synchronized with the application. During startup and shutdown, Common Test can be suspended, simply by having a CTH evaluate a receive expression in the init- or terminate function. The macros ?CT_HOOK_INIT_PROCESS (the process executing the hook init function) and ?CT_HOOK_TERMINATE_PROCESS (the process executing the hook terminate function) each specifies the name of the correct Common Test process to send a message to. This is done to return from the receive. These macros are defined in ct.hrl.

1.14.6 Example CTH

The following CTH logs information about a test run into a format parseable by file:consult/1 (in Kernel):
%%% Common Test Example Common Test Hook module.
-module(example_cth).

%%% Callbacks
-export([id/1]).
-export([init/2]).

-export([pre_init_per_suite/3]).
-export([post_init_per_suite/4]).
-export([pre_end_per_suite/3]).
-export([post_end_per_suite/4]).

-export([pre_init_per_group/4]).
-export([post_init_per_group/5]).
-export([pre_end_per_group/4]).
-export([post_end_per_group/5]).

-export([pre_init_per_testcase/4]).
-export([post_init_per_testcase/5]).
-export([pre_end_per_testcase/4]).
-export([post_end_per_testcase/5]).

-export([on_tc_fail/4]).
-export([on_tc_skip/4]).

-export([terminate/1]).

-record(state, { file_handle, total, suite_total, ts, tcs, data }).

%%% Return a unique id for this CTH.
id(Opts) ->
    proplists:get_value(filename, Opts, "/tmp/file.log").

%%% Always called before any other callback function. Use this to initiate
%%% any common state.
init(Id, Opts) ->
    {ok,D} = file:open(Id,[write]),
    {ok, #state{ file_handle = D, total = 0, data = [] }}.

%%% Called before init_per_suite is called.
pre_init_per_suite(Suite,Config,State) ->
    {Config, State#state{ suite_total = 0, tcs = [] }}.

%%% Called after init_per_suite.
post_init_per_suite(Suite,Config,Return,State) ->
    Data = {suites, Suite, State#state.suite_total, lists:reverse(State#state.tcs)},
    {Return, State#state{ data = [Data | State#state.data] ,
                           total = State#state.total + State#state.suite_total } }.

%%% Called before each init_per_group.
pre_init_per_group(Suite,Group,Config,State) ->
    {Config, State}.

%%% Called after each init_per_group.
post_init_per_group(Suite,Group,Config,Return,State) ->
    {Return, State}.
1.14 Common Test Hooks

```erlang
%% Called before each end_per_group.
pre_end_per_group(Suite,Group,Config,State) ->
  {Config, State}.

%% Called after each end_per_group.
post_end_per_group(Suite,Group,Config,Return,State) ->
  {Return, State}.

%% Called before each init_per_testcase.
pre_init_per_testcase(Suite,TC,Config,State) ->
  {Config, State#state{ ts = now(), total = State#state.suite_total + 1 } }.

%% Called after each init_per_testcase (immediately before the test case).
post_init_per_testcase(Suite,TC,Config,Return,State) ->
  {Return, State}

%% Called before each end_per_testcase (immediately after the test case).
pre_end_per_testcase(Suite,TC,Config,State) ->
  {Config, State}.

%% Called after each end_per_testcase.
post_end_per_testcase(Suite,TC,Config,Return,State) ->
  TCInfo = {testcase, Suite, TC, Return, timer:now_diff(now(), State#state.ts)},
  {Return, State#state{ ts = undefined, tcs = [TCInfo | State#state.tcs] } }.

%% Called after post_init_per_suite, post_end_per_suite, post_init_per_group,
%% post_end_per_group and post_end_per_testcase if the suite, group or test case failed.
on_tc_fail(Suite, TC, Reason, State) ->
  State.

%% Called when a test case is skipped by either user action
%% or due to an init function failing.
on_tc_skip(Suite, TC, Reason, State) ->
  State.

%% Called when the scope of the CTH is done
terminate(State) ->
  io:format(State#state.file_handle, "-p.-n",
    [{test_run, State#state.total, State#state.data}]),
  file:close(State#state.file_handle),
  ok.
```

1.14.7 Built-In CTHs

Common Test is delivered with some general-purpose CTHs that can be enabled by the user to provide generic testing functionality. Some of these CTHs are enabled by default when common_test is started to run. They can be disabled by setting enable_builtin_hooks to false on the command line or in the test specification. The following two CTHs are delivered with Common Test:

**cth_log_redirect**

*Built-in*

Captures all log events that would normally be printed by the default logger handler, and prints them to the current test case log. If an event cannot be associated with a test case, it is printed in the Common Test framework log. This happens for test cases running in parallel and events occurring in-between test cases. You can configure the level of SASL reports using the normal SASL mechanisms.

**cth_surefire**

*Not built-in*

Captures all test results and outputs them as surefire XML into a file. The created file is by default called junit_report.xml. The file name can be changed by setting option path for this hook, for example:
1.15 Some Thoughts about Testing

1.15.1 Goals

It is not possible to prove that a program is correct by testing. On the contrary, it has been formally proven that it is impossible to prove programs in general by testing. Theoretical program proofs or plain examination of code can be viable options for those wishing to certify that a program is correct. The test server, as it is based on testing, cannot be used for certification. Its intended use is instead to (cost effectively) find bugs. A successful test suite is one that reveals a bug. If a test suite results in OK, then we know very little that we did not know before.

1.15.2 What to Test

There are many kinds of test suites. Some concentrate on calling every function or command (in the documented way) in a certain interface. Some others do the same, but use all kinds of illegal parameters, and verify that the server stays alive and rejects the requests with reasonable error codes. Some test suites simulate an application (typically consisting of a few modules of an application), some try to do tricky requests in general, and some test suites even test internal functions with help of special Load Modules on target.

Another interesting category of test suites is the one checking that fixed bugs do not reoccur. When a bugfix is introduced, a test case that checks for that specific bug is written and submitted to the affected test suites.

Aim for finding bugs. Write whatever test that has the highest probability of finding a bug, now or in the future. Concentrate more on the critical parts. Bugs in critical subsystems are much more expensive than others.

Aim for functionality testing rather than implementation details. Implementation details change quite often, and the test suites are to be long lived. Implementation details often differ on different platforms and versions. If implementation details must be tested, try to factor them out into separate test cases. These test cases can later be rewritten or skipped.

Also, aim for testing everything once, no less, no more. It is not effective having every test case fail only because one function in the interface changed.
2 Reference Manual
The Common Test framework is an environment for implementing and performing automatic and semi-automatic execution of test cases.

In brief, Common Test supports:
- Automated execution of test suites (sets of test cases)
- Logging of events during execution
- HTML presentation of test suite results
- HTML presentation of test suite code
- Support functions for test suite authors
- Step-by-step execution of test cases

The following section describes the mandatory and optional test suite functions that Common Test calls during test execution. For more details, see section Writing Test Suites in the User's Guide.

**Test Case Callback Functions**

The following functions define the callback interface for a test suite.

**Exports**

Module: all() -> Tests | {skip, Reason}

Types:

Tests = [TestCase | {testcase, TestCase, TRepeatProps} | {group, GroupName} |
| {group, GroupName, Properties} | {group, GroupName, Properties, SubGroups}]

TestCase = atom()

TRepeatProps = [{repeat,N} | {repeat_until_ok,N} | {repeat_until_fail,N}]

GroupName = atom()

Properties = [parallel | sequence | Shuffle | {GroupRepeatType,N}] | default

SubGroups = [{GroupName, Properties} | {GroupName, Properties, SubGroups}]

Shuffle = shuffle | {shuffle, Seed}

Seed = {integer(), integer(), integer()}

GroupRepeatType = repeat | repeat_until_all_ok | repeat_until_all_fail | repeat_until_any_ok | repeat_until_any_fail

N = integer() | forever

Reason = term()

**MANDATORY**

Returns the list of all test cases and test case groups in the test suite module to be executed. This list also specifies the order the cases and groups are executed by Common Test. A test case is represented by an atom, the name of the test case function, or a testcase tuple indicating that the test case shall be repeated. A test case group is represented by a group tuple, where GroupName, an atom, is the name of the group (defined in groups/0). Execution properties for groups can also be specified, both for a top-level group and for any of its subgroups. Group execution properties
specified here override properties in the group definition (see groups/0). (With value default, the group definition properties are used).

If \{skip,Reason\} is returned, all test cases in the module are skipped and Reason is printed on the HTML result page.

For details on groups, see section Test Case Groups in the User's Guide.

Module:groups() -> GroupDefs
Types:

GroupDefs = [Group]
  Group = {GroupName,Properties,GroupsAndTestCases}
  GroupName = atom()
  Properties = [parallel | sequence | Shuffle | \{GroupRepeatType,N\}]
  GroupsAndTestCases = [Group | \{group,GroupName\} | TestCase | \{testcase,TestCase,TCRepeatProps\}]
  TestCase = atom()
  TCRepeatProps = [{repeat,N} | \{repeat_until_ok,N\} | \{repeat_until_fail,N\}]
  Shuffle = shuffle | \{shuffle,Seed\}
  Seed = \{integer(),integer(),integer()\}
  GroupRepeatType = repeat | repeat_until_all_ok | repeat_until_all_fail | repeat_until_any_ok | repeat_until_any_fail
  N = integer() | forever

OPTIONAL
Defines test case groups. For details, see section Test Case Groups in the User's Guide.

Module:suite() -> [Info]
Types:

Info = \{timetrap,Time\} | \{require,Required\} | \{require,Name,Required\} | \{userdata,UserData\} | \{silent_connections,Conns\} | \{stylesheet,CSSFile\} | \{ct_hooks,CTHs\}
  Time = TimeVal | TimeFunc
  TimeVal = MilliSec | \{seconds,integer()\} | \{minutes,integer()\} | \{hours,integer()\}
  TimeFunc = \{Mod,Func,Args\} | Fun
  MilliSec = integer()
  Mod = atom()
  Func = atom()
  Args = list()
  Fun = fun()
  Required = Key | \{Key,SubKeys\} | \{Key,SubKey\} | \{Key,SubKey,SubKeys\}
  Key = atom()
  SubKeys = SubKey | [SubKey]
  SubKey = atom()
  Name = atom()
  UserData = term()
Conns = [atom()]
CSSFile = string()
CTHs = [CTHModule |
       {CTHModule, CTHInitArgs} |
       {CTHModule, CTHInitArgs, CTHPriority}]
CTHModule = atom()
CTHInitArgs = term()

OPTIONAL
The test suite information function. Returns a list of tagged tuples specifying various properties related to the execution of this test suite (common for all test cases in the suite).

Tag `timetrap` sets the maximum time that each test case is allowed to execute (including `init_per_testcase/2` and `end_per_testcase/2`). If the timetrap time is exceeded, the test case fails with reason `timetrap_timeout`. A `TimeFunc` function can be used to set a new timetrap by returning a `TimeVal`. It can also be used to trigger a timetrap time-out by, at some point, returning a value other than a `TimeVal`. For details, see section `Timetrap Time-Outs` in the User's Guide.

Tag `require` specifies configuration variables required by test cases (or configuration functions) in the suite. If the required configuration variables are not found in any of the configuration files, all test cases are skipped. For details about the `require` functionality, see function `ct:require/1,2`.

With `userdata`, the user can specify any test suite-related information, which can be read by calling `ct:userdata/2`.

Tag `ct_hooks` specifies the `Common Test Hooks` to be run with this suite.

Other tuples than the ones defined are ignored.

For details about the test suite information function, see section `Test Suite Information Function` in the User's Guide.

```
Module:init_per_suite(Config) -> NewConfig | {skip,Reason} | {skip_and_save,Reason,SaveConfig}
Types:
  Config = NewConfig = SaveConfig = [{Key,Value}]
  Key = atom()
  Value = term()
  Reason = term()
```

OPTIONAL: if this function is defined, then `end_per_suite/1` must also be defined.

This configuration function is called as the first function in the suite. It typically contains initializations that are common for all test cases in the suite, and that must only be done once. Parameter `Config` is the configuration data that can be modified. Whatever is returned from this function is specified as `Config` to all configuration functions and test cases in the suite.

If `{skip,Reason}` is returned, all test cases in the suite are skipped and `Reason` is printed in the overview log for the suite.

For information on `save_config` and `skip_and_save`, see section `Saving Configuration Data` in the User's Guide.

```
Module:end_per_suite(Config) -> term() | {save_config,SaveConfig}
Types:
  Config = SaveConfig = [{Key,Value}]
```
**Key** = atom()

**Value** = term()

OPTIONAL: if this function is defined, then *init_per_suite/1* must also be defined.

This function is called as the last test case in the suite. It is meant to be used for cleaning up after *init_per_suite/1*.

For information on *save_config*, see section *Saving Configuration Data* in the User's Guide.

**Module: group(GroupName) -> [Info]**

**Types:**

- *Info* = {timetrap, Time} | {require, Required} | {require, Name, Required} | {userdata, UserData} | {silent_connections, Conns} | {stylesheet, CSSFile} | {ct_hooks, CTHs}
- *Time* = TimeVal | TimeFunc
- *TimeVal* = MilliSec | {seconds, integer()} | {minutes, integer()} | {hours, integer()}
- *TimeFunc* = {Mod, Func, Args} | Fun
- *MilliSec* = integer()
- *Mod* = atom()
- *Func* = atom()
- *Args* = list()
- *Fun* = fun()
- *Required* = Key | {Key, SubKeys} | {Key, Subkey} | {Key, Subkey, SubKeys}
- *Key* = atom()
- *SubKeys* = SubKey | [SubKey]
- *SubKey* = atom()
- *Name* = atom()
- *UserData* = term()
- *Conns* = [atom()]
- *CSSFile* = string()
- *CTHs* = [CTHModule | {CTHModule, CTHInitArgs} | {CTHModule, CTHInitArgs, CTHPriority}]
- *CTHModule* = atom()
- *CTHInitArgs* = term()

OPTIONAL

The test case group information function. It is supposed to return a list of tagged tuples that specify various properties related to the execution of a test case group (that is, its test cases and subgroups). Properties set by *group/1* override properties with the same key that have been set previously by *suite/0*.

Tag *timetrap* sets the maximum time that each test case is allowed to execute (including *init_per_testcase/2* and *end_per_testcase/2*). If the timetrap time is exceeded, the test case fails with reason *timetrap_timeout*. A TimeFunc function can be used to set a new timetrap by returning a TimeVal. It can also be used to trigger a timetrap time-out by, at some point, returning a value other than a TimeVal. For details, see section *Timetrap Time-Outs* in the User's Guide.
Tag require specifies configuration variables required by test cases (or configuration functions) in the suite. If the required configuration variables are not found in any of the configuration files, all test cases in this group are skipped. For details about the require functionality, see function ct:require/1,2.

With userdata, the user can specify any test case group related information that can be read by calling ct:userdata/2.

Tag ct_hooks specifies the Common Test Hooks to be run with this suite.

Other tuples than the ones defined are ignored.

For details about the test case group information function, see section Group Information Function in the User's Guide.

Module:init_per_group(GroupName, Config) -> NewConfig | {skip,Reason}
Types:
  GroupName = atom()
  Config = NewConfig = [{Key,Value}]
  Key = atom()
  Value = term()
  Reason = term()

OPTIONAL; if this function is defined, then end_per_group/2 must also be defined.

This configuration function is called before execution of a test case group. It typically contains initializations that are common for all test cases and subgroups in the group, and that must only be performed once. GroupName is the name of the group, as specified in the group definition (see groups/0). Parameter Config is the configuration data that can be modified. The return value of this function is given as Config to all test cases and subgroups in the group.

If {skip,Reason} is returned, all test cases in the group are skipped and Reason is printed in the overview log for the group.

For information about test case groups, see section Test Case Groups in the User's Guide.

Module:end_per_group(GroupName, Config) -> term() | {return_group_result,Status}
Types:
  GroupName = atom()
  Config = [{Key,Value}]
  Key = atom()
  Value = term()
  Status = ok | skipped | failed

OPTIONAL; if this function is defined, then init_per_group/2 must also be defined.

This function is called after the execution of a test case group is finished. It is meant to be used for cleaning up after init_per_group/2. A status value for a nested subgroup can be returned with {return_group_result,Status}. The status can be retrieved in end_per_group/2 for the group on the level above. The status is also used by Common Test for deciding if execution of a group is to proceed if property sequence or repeat_until_* is set.

For details about test case groups, see section Test Case Groups in the User's Guide.

Module:init_per_testcase(TestCase, Config) -> NewConfig | {fail,Reason} | {skip,Reason}
Types:
**TestCase** = atom()
**Config** = NewConfig = [{**Key**, **Value**}]
**Key** = atom()
**Value** = term()
**Reason** = term()

OPTIONAL: if this function is defined, then *end_per_testcase/2* must also be defined.

This function is called before each test case. Argument **TestCase** is the test case name, and **Config** (list of key-value tuples) is the configuration data that can be modified. The **NewConfig** list returned from this function is given as **Config** to the test case. If \{**fail**, **Reason**\} is returned, the test case is marked as failed without being executed.

If \{**skip**, **Reason**\} is returned, the test case is skipped and **Reason** is printed in the overview log for the suite.

```erlang
Module: end_per_testcase(**TestCase**, **Config**) -> term() | \{fail, **Reason**\} | \{save_config, **SaveConfig**\}
Types:
  **TestCase** = atom()
  **Config** = **SaveConfig** = [{**Key**, **Value**}]
  **Key** = atom()
  **Value** = term()
  **Reason** = term()

OPTIONAL: if this function is defined, then *init_per_testcase/2* must also be defined.

This function is called after each test case, and can be used to clean up after *init_per_testcase/2* and the test case. Any return value (besides \{**fail**, **Reason**\} and \{save_config, **SaveConfig**\}) is ignored. By returning \{**fail**, **Reason**\}, **TestCase** is marked as faulty (even though it was successful in the sense that it returned a value instead of terminating).

For information on save_config, see section *Saving Configuration Data* in the User's Guide.

```erlang
Module: Testcase() -> [**Info**]
Types:
  **Info** = \{timetrap, **Time**\} | \{require, **Required**\} | \{require, **Name**, **Required**\} | \{userdata, **UserData**\} | \{silent_connections, **Conns**\}
  **Time** = **TimeVal** | **TimeFunc**
  **TimeVal** = MilliSec | \{seconds, integer()\} | \{minutes, integer()\} | \{hours, integer()\}
  **TimeFunc** = \{**Mod**, **Func**, **Args**\} | **Fun**
  MilliSec = integer()
  **Mod** = atom()
  **Func** = atom()
  **Args** = list()
  **Fun** = fun()
  **Required** = **Key** | \{**Key**, **SubKeys**\} | \{**Key**, **Subkey**\} | \{**Key**, **Subkey**, **SubKeys**\}
  **Key** = atom()
  **SubKeys** = **SubKey** | \{**SubKey**\}
  **SubKey** = atom()
  **Name** = atom()
optional

The test case information function. It is supposed to return a list of tagged tuples that specify various properties related to the execution of this particular test case. Properties set by Testcase/0 override properties set previously for the test case by group/1 or suite/0.

Tag timetraps sets the maximum time that the test case is allowed to execute. If the timetraps time is exceeded, the test case fails with reason timetraps_timeout. init_per_testcase/2 and end_per_testcase/2 are included in the timetraps time. A TimeFunc function can be used to set a new timetraps by returning a TimeVal. It can also be used to trigger a timetraps time-out by, at some point, returning a value other than a TimeVal. For details, see section Timetraps Time-Outs in the User's Guide.

Tag require specifies configuration variables that are required by the test case (or init_per_testcase/2 or end_per_testcase/2). If the required configuration variables are not found in any of the configuration files, the test case is skipped. For details about the require functionality, see function ct:require/1,2.

If timetraps or require is not set, the default values specified by suite/0 (or group/1) are used.

With userdata, the user can specify any test case-related information that can be read by calling ct:userdata/3. Other tuples than the ones defined are ignored.

For details about the test case information function, see section Test Case Information Function in the User's Guide.
The ct_run program is automatically installed with Erlang/OTP and the Common Test application (for more information, see section Installation in the User’s Guide). The program accepts different start flags. Some flags trigger ct_run to start Common Test and pass on data to it. Some flags start an Erlang node prepared for running Common Test in a particular mode.

The interface function ct:run_test/1, corresponding to the ct_run program, is used for starting Common Test from the Erlang shell (or an Erlang program). For details, see the ct manual page.

ct_run also accepts Erlang emulator flags. These are used when ct_run calls erl to start the Erlang node (this makes it possible to add directories to the code server path, change the cookie on the node, start more applications, and so on).

With the optional flag -erl_args, options on the ct_run command line can be divided into two groups:

• One group that Common Test is to process (those preceding -erl_args).
• One group that Common Test is to ignore and pass on directly to the emulator (those following -erl_args).

Options preceding -erl_args that Common Test does not recognize are also passed on to the emulator untouched. By -erl_args the user can specify flags with the same name, but with different destinations, on the ct_run command line.

If flags -pa or -pz are specified in the Common Test group of options (preceding -erl_args), relative directories are converted to absolute and reinserted into the code path by Common Test. This is to avoid problems loading user modules when Common Test changes working directory during test runs. However, Common Test ignores flags -pa and -pz following -erl_args on the command line. These directories are added to the code path normally (that is, on specified form).

Exit status is set before the program ends. Value 0 indicates a successful test result, 1 indicates one or more failed or auto-skipped test cases, and 2 indicates test execution failure.

If ct_run is called with option -help, it prints all valid start flags to stdout.
Run Tests from Command Line

ct_run

Run Tests using Test Specification

ct_run -spec TestSpec1 TestSpec2 .. TestSpecN
  [-join specs]
  [-config ConfigFile1 ConfigFile2 .. ConfigFileN]
  [-userconfig CallbackModule1 ConfigString1 and CallbackModule2
     ConfigString2 and .. and CallbackModuleN ConfigStringN]
  [-decrypt key Key] | [-decrypt_file KeyFile]
  [-label Label]
  [-logdir LogDir]
  [-logopts LogOpts]
  [-verbosity GenVLevel | [Category1 VLevel1 and
     Category2 VLevel2 and .. CategoryN VLevelN]]
  [-allow user terms]
  [-silent_connections [ConnType1 ConnType2 .. ConnTypeN]]
  [-stylesheet CSSFile]
  [-cover CoverCfgFile]
  [-cover_stop Bool]
  [-event handler EvHandler1 EvHandler2 .. EvHandlerN] |
  [-event_handler init EvHandler1 InitArg1 and
     EvHandler2 InitArg2 and .. EvHandlerN InitArgN]
  [-include InclDir1 InclDir2 .. InclDirN]
  [-no auto compile]
  [-abort_if_missing_suites]
  [-multiply time traps Multiplier]
  [-scale time traps]
  [-create_priv_dir auto_per_run | auto_per_tc | manual_per_tc]
  [-repeat N] |
  [-duration HHMMSS [-force stop [skip_rest]]] | |
  [-until [YYMoMoDD]HHMMSS [-force stop [skip_rest]]]
  [-basic html]
  [-no esc chars]
  [-keep logs all | NLogs]
  [-ct_hooks CTHModule1 CTHOpts1 and CTHModule2 CTHOpts2 and ..
     CTHModuleN CTHOptsN]
  [-exit_status ignore_config]

Run Tests in Web-Based GUI

ct_run -vts [-browser Browser]
  [-dir TestDir1 TestDir2 .. TestDirN] |
  [[-dir TestDir] -suite Suite [[-group Group] [-case Case]]]
  [-config ConfigFile1 ConfigFile2 .. ConfigFileN]
  [-userconfig CallbackModule1 ConfigString1 and CallbackModule2
     ConfigString2 and .. and CallbackModuleN ConfigStringN]
  [-logopts LogOpts]
  [-verbosity GenVLevel | [Category1 VLevel1 and
     Category2 VLevel2 and .. CategoryN VLevelN]]
  [-decrypt key Key] | [-decrypt_file KeyFile]
  [-include InclDir1 InclDir2 .. InclDirN]
  [-no auto compile]
  [-abort_if_missing_suites]
  [-multiply time traps Multiplier]
  [-scale time traps]
  [-create_priv_dir auto_per_run | auto_per_tc | manual_per_tc]
  [-basic html]
  [-no esc chars]
  [-keep logs all | NLogs]
Refresh HTML Index Files

```
ct_run -refresh_logs [-logdir LogDir] [-basic_html]
[-keep_logs all | NLogs]
```

Run Common Test in Interactive Mode

```
ct_run -shell
[-config ConfigFile1 ConfigFile2 ... ConfigFileN]
[-userconfig CallbackModule1 ConfigString1 and CallbackModule2
CallbackModule2 and ... and CallbackModuleN ConfigStringN]
[-decrypt_key Key] | [-decrypt_file KeyFile]
```

Start a Common Test Master Node

```
ct_run -ctmaster
```

See Also

For information about the start flags, see section Running Tests and Analyzing Results in the User's Guide.
Main user interface for the Common Test framework.

This module implements the command-line interface for running tests and basic functions for Common Test case issues, such as configuration and logging.

Test Suite Support Macros

The config macro is defined in ct.hrl. This macro is to be used to retrieve information from the Config variable sent to all test cases. It is used with two arguments; the first is the name of the configuration variable to retrieve, the second is the Config variable supplied to the test case.

Possible configuration variables include:

- data_dir - Data file directory
- priv_dir - Scratch file directory
- Whatever added by init_per_suite/1 or init_per_testcase/2 in the test suite.

Data Types

handle() = pid()

The identity (handle) of a connection.

cfg_key() = atom()

A configuration key which exists in a configuration file.

target_name() = atom()

A name and association to configuration data introduced through a require statement, or a call to ct:require/2, for example, ct:require(mynodename,{node,[telnet]}).

key_or_name() = config_key() | target_name()

conn_log_options() = [conn_log_option()]

Options that can be given to the cth_conn_log hook, which is used for logging of NETCONF and Telnet connections. See ct_netconfc or ct_telnet for description and examples of how to use this hook.

conn_log_option() = {log_type,conn_log_type()} | {hosts,[key_or_name()]}  

conn_log_type() = raw | pretty | html | silent

cconn_log_mod() = ct_netconfc | ct_telnet

Exports

abort_current_testcase(Reason) -> ok | {error, ErrorReason}

Types:

Reason = term()

ErrorReason = no_testcase_running | parallel_group

Aborts the currently executing test case. The user must know with certainty which test case is currently executing. The function is therefore only safe to call from a function that has been called (or synchronously invoked) by the test case. Reason, the reason for aborting the test case, is printed in the test case log.
add_config(Callback, Config) -> ok | {error, Reason}

Types:
  Callback = atom()
  Config = string()
  Reason = term()

Loads configuration variables using the specified callback module and configuration string. The callback module is to be either loaded or present in the code part. Loaded configuration variables can later be removed using function ct:remove_config/2.

break(Comment) -> ok | {error, Reason}

Types:
  Comment = string()
  Reason = {multiple_cases_running, TestCases} | 'enable break with release_shell option'
  TestCases = [atom()]

Cancels any active timetrap and pauses the execution of the current test case until the user calls function continue/0. The user can then interact with the Erlang node running the tests, for example, for debugging purposes or for manually executing a part of the test case. If a parallel group is executing, ct:break/2 is to be called instead.

A cancelled timetrap is not automatically reactivated after the break, but must be started explicitly with ct:timetraps/1.

In order for the break/continue functionality to work, Common Test must release the shell process controlling stdin. This is done by setting start option release_shell to true. For details, see section Running Tests from the Erlang Shell or from an Erlang Program in the User’s Guide.

break(TestCase, Comment) -> ok | {error, Reason}

Types:
  TestCase = atom()
  Comment = string()
  Reason = 'test case not running' | 'enable break with release_shell option'

Works the same way as ct:break/1, only argument TestCase makes it possible to pause a test case executing in a parallel group. Function ct:continue/1 is to be used to resume execution of TestCase.

For details, see ct:break/1.

capture_get() -> ListOfStrings

Types:
  ListOfStrings = [string()]

Equivalent to ct:capture_get([default]).

capture_get(ExclCategories) -> ListOfStrings

Types:
  ExclCategories = [atom()]
  ListOfStrings = [string()]
Returns and purges the list of text strings buffered during the latest session of capturing printouts to stdout. Log categories that are to be ignored in ListOfStrings can be specified with ExclCategories. If ExclCategories = [], no filtering takes place.

See also ct:capture_start/0, ct:capture_stop/0, ct:log/3.

capture_start() -> ok
Starts capturing all text strings printed to stdout during execution of the test case.
See also ct:capture_get/1, ct:capture_stop/0.

capture_stop() -> ok
Stops capturing text strings (a session started with capture_start/0).
See also ct:capture_get/1, ct:capture_start/0.

comment(Comment) -> ok
Types:
  Comment = term()
Prints the specified Comment in the comment field in the table on the test suite result page.
If called several times, only the last comment is printed. The test case return value {comment,Comment} overwrites the string set by this function.

comment(Format, Args) -> ok
Types:
  Format = string()
  Args = list()
Prints the formatted string in the comment field in the table on the test suite result page.
Arguments Format and Args are used in a call to io_lib:format/2 to create the comment string. The behavior of comment/2 is otherwise the same as function ct:comment/1.

continue() -> ok
This function must be called to continue after a test case (not executing in a parallel group) has called function ct:break/1.

continue(TestCase) -> ok
Types:
  TestCase = atom()
This function must be called to continue after a test case has called ct:break/2. If the paused test case, TestCase, executes in a parallel group, this function, rather than continue/0, must be used to let the test case proceed.

decrypt_config_file(EncryptFileName, TargetFileName) -> ok | {error, Reason}
Types:
  EncryptFileName = string()
  TargetFileName = string()
  Reason = term()
Decrypts EncryptFileName, previously generated with `ct:encrypt_config_file/2,3`. The original file contents is saved in the target file. The encryption key, a string, must be available in a text file named `.ct_config.crypt`, either in the current directory, or the home directory of the user (it is searched for in that order).

```erl
decrypt_config_file(EncryptFileName, TargetFileName, KeyOrFile) -> ok | {error, Reason}
```

Types:

- `EncryptFileName` = `string()`
- `TargetFileName` = `string()`
- `KeyOrFile` = `{key, string()}` | `{file, string()}`
- `Reason` = `term()`

Encrypts the source configuration file with DES3 and saves the result in file EncryptFileName. The key, a string, must be available in a text file named `.ct_config.crypt`, either in the current directory, or the home directory of the user (it is searched for in that order).

For information about using encrypted configuration files when running tests, see section *Encrypted Configuration Files* in the User's Guide.

For details on DES3 encryption/decryption, see application `Crypto`.

```erl
encrypt_config_file(SrcFileName, EncryptFileName, KeyOrFile) -> ok | {error, Reason}
```

Types:

- `SrcFileName` = `string()`
- `EncryptFileName` = `string()`
- `KeyOrFile` = `{key, string()}` | `{file, string()}`
- `Reason` = `term()`

Encrypts the source configuration file with DES3 and saves the result in the target file EncryptFileName. The encryption key to use is either the value in `{key,Key}` or the value stored in the file specified by `{file,File}`.

For information about using encrypted configuration files when running tests, see section *Encrypted Configuration Files* in the User's Guide.

For details on DES3 encryption/decryption, see application `Crypto`.

```erl
fail(Reason) -> ok
```

Types:

- `Reason` = `term()`

Terminates a test case with the specified error Reason.
ct

fail(Format, Args) -> ok
Types:
  Format = string()
  Args = list()
Terminates a test case with an error message specified by a format string and a list of values (used as arguments to io_lib:format/2).

get_config(Required) -> Value
Equivalent to ct:get_config(Required, undefined, []).

get_config(Required, Default) -> Value
Equivalent to ct:get_config(Required, Default, []).

get_config(Required, Default, Opts) -> ValueOrElement
Types:
  Required = KeyOrName | {KeyOrName, SubKey} | {KeyOrName, SubKey, SubKey}
  KeyOrName = atom()
  SubKey = atom()
  Default = term()
  Opts = [Opt] | []
  Opt = element | all
  ValueOrElement = term() | Default
Reads configuration data values.
Returns the matching values or configuration elements, given a configuration variable key or its associated name (if one has been specified with ct:require/2 or a require statement).

Example:
Given the following configuration file:

```plaintext
{unix, [{telnet, IpAddr},
         {user, [{username, Username},
                  {password, Password}]}]}
```

Then:

```plaintext
ct:get_config(unix, Default) -> [{telnet, IpAddr},
                                   {user, [{username, Username},
                                            {password, Password}]}]
ct:get_config(unix, telnet, Default) -> IpAddr
ct:get_config(unix, user, username, Default) -> Username
ct:get_config(unix, ftp, Default) -> Default
ct:get_config(unknownkey, Default) -> Default
```

If a configuration variable key has been associated with a name (by ct:require/2 or a require statement), the name can be used instead of the key to read the value:

```plaintext
ct:require(myuser, {unix, user}) -> ok.
ct:get_config(myuser, Default) -> [{username, Username}, {password, Password}]
```
If a configuration variable is defined in multiple files, use option all to access all possible values. The values are returned in a list. The order of the elements corresponds to the order that the configuration files were specified at startup.

If configuration elements (key-value tuples) are to be returned as result instead of values, use option element. The returned elements are then on the form {Required,Value}.

See also ct:get_config/1, ct:get_config/2, ct:require/1, ct:require/2.

get_event_mgr_ref() -> EvMgrRef

Types:

```erlang
EvMgrRef = atom()
```

Gets a reference to the Common Test event manager. The reference can be used to, for example, add a user-specific event handler while tests are running.

**Example:**

```erlang
gen_event:add_handler(ct:get_event_mgr_ref(), my_ev_h, [])
```

get_progname() -> string()

Returns the command used to start this Erlang instance. If this information could not be found, the string "no_prog_name" is returned.

get_status() -> TestStatus | {error, Reason} | no_tests_running

Types:

```erlang
TestStatus = [StatusElem]
StatusElem = {current, TestCaseInfo} | {successful, Successful} | {failed, Failed} | {skipped, Skipped} | {total, Total}
TestCaseInfo = {Suite, TestCase} | [{Suite, TestCase}]
Suite = atom()
TestCase = atom()
Successful = integer()
Failed = integer()
Skipped = {UserSkipped, AutoSkipped}
UserSkipped = integer()
AutoSkipped = integer()
Total = integer()
Reason = term()
```

Returns status of ongoing test. The returned list contains information about which test case is executing (a list of cases when a parallel test case group is executing), as well as counters for successful, failed, skipped, and total test cases so far.

get_target_name(Handle) -> {ok, TargetName} | {error, Reason}

Types:

```erlang
Handle = handle()
TargetName = target_name()
```

Returns the name of the target that the specified connection belongs to.
get_testspecterms() -> TestSpecTerms | undefined
Types:
   TestSpecTerms = [{Tag, Value}]
   Value = [term()]
 Gets a list of all test specification terms used to configure and run this test.

get_testspecterms(Tags) -> TestSpecTerms | undefined
Types:
   Tags = [Tag] | Tag
   Tag = atom()
   TestSpecTerms = [{Tag, Value}] | {Tag, Value}
   Value = [{Node, term()}] | [term()]
   Node = atom()
 Reads one or more terms from the test specification used to configure and run this test. Tag is any valid test specification tag, for example, label, config, or logdir. User-specific terms are also available to read if option allow_user_terms is set.

All value tuples returned, except user terms, have the node name as first element.

To read test terms, use Tag = tests (rather than suites, groups, or cases). Value is then the list of all tests on the form [{Node,Dir,[{TestSpec,GroupsAndCases1},...],...},...], where GroupsAndCases = [{Group,[Case]}] | [Case].

get_timetrap_info() -> {Time, {Scaling,ScaleVal}}
Types:
   Time = integer() | infinity
   Scaling = true | false
   ScaleVal = integer()
 Reads information about the timetrap set for the current test case. Scaling indicates if Common Test will attempt to compensate timetraps automatically for runtime delays introduced by, for example, tools like cover. ScaleVal is the value of the current scaling multiplier (always 1 if scaling is disabled). Note the Time is not the scaled result.

get_verbosity(Category) -> Level | undefined
Types:
   Category = default | atom()
   Level = integer()
 This function returns the verbosity level for the specified logging category. See the User's Guide for details. Use the value default to read the general verbosity level.

install(Opts) -> ok | {error, Reason}
Types:
   Opts = [Opt]
   Opt = {config, ConfigFiles} | {event_handler, Modules} | {decrypt, KeyOrFile}
   ConfigFiles = [ConfigFile]
   ConfigFile = string()
Modules = [atom()]
KeyOrFile = {key, Key} | {file, KeyFile}
Key = string()
KeyFile = string()

Installs configuration files and event handlers.
Run this function once before the first test.
Example:

```erlang
install([{config, ["config_node.ctc","config_user.ctc"]}])
```

This function is automatically run by program ct_run.

listenv(Telnet) -> [Env]

Types:
- Telnet = term()
- Env = {Key, Value}
- Key = string()
- Value = string()

Performs command listenv on the specified Telnet connection and returns the result as a list of key-value pairs.

log(Format) -> ok
Equivalent to ct:log(default, 50, Format, [], []).

log(X1, X2) -> ok

Types:
- X1 = Category | Importance | Format
- X2 = Format | FormatArgs

Equivalent to ct:log(Category, Importance, Format, FormatArgs, []).

log(X1, X2, X3) -> ok

Types:
- X1 = Category | Importance
- X2 = Importance | Format
- X3 = Format | FormatArgs | Opts

Equivalent to ct:log(Category, Importance, Format, FormatArgs, Opts).

log(X1, X2, X3, X4) -> ok

Types:
- X1 = Category | Importance
- X2 = Importance | Format
- X3 = Format | FormatArgs
- X4 = FormatArgs | Opts

Equivalent to ct:log(Category, Importance, Format, FormatArgs, Opts).
log(Category, Importance, Format, FormatArgs, Opts) -> ok
Types:
  Category = atom()
  Importance = integer()
  Format = string()
  FormatArgs = list()
  Opts = [Opt]
  Opt = (heading,string()) | no_css | esc_chars

Prints from a test case to the log file.
This function is meant for printing a string directly from a test case to the test case log file.
Default Category is default, default Importance is ?STD_IMPORTANCE, and default value for FormatArgs is {}.
For details on Category, Importance and the no_css option, see section Logging - Categories and Verbosity Levels in the User's Guide.
Common Test will not escape special HTML characters (<, > and &) in the text printed with this function, unless the esc_chars option is used.

make_priv_dir() -> ok | {error, Reason}
Types:
  Reason = term()
If the test is started with option create_priv_dir set to manual_per_tc, in order for the test case to use the private directory, it must first create it by calling this function.

notify(Name, Data) -> ok
Types:
  Name = atom()
  Data = term()
Sends an asynchronous notification of type Name with Data to the Common Test event manager. This can later be caught by any installed event manager.
See also gen_event(3).

pal(Format) -> ok
Equivalent to ct:pal(default, 50, Format, [], []).  

pal(X1, X2) -> ok
Types:
  X1 = Category | Importance | Format
  X2 = Format | FormatArgs
Equivalent to ct:pal(Category, Importance, Format, FormatArgs, []).

pal(X1, X2, X3) -> ok
Types:
  X1 = Category | Importance
X2 = Importance | Format
X3 = Format | FormatArgs | Opts

Equivalent to \texttt{ct:pal(Category, Importance, Format, FormatArgs, Opts)}.

\texttt{pal(X1, X2, X3, X4) -> ok}

Types:
- \texttt{X1 = Category | Importance}
- \texttt{X2 = Importance | Format}
- \texttt{X3 = Format | FormatArgs}
- \texttt{X4 = FormatArgs | Opts}

Equivalent to \texttt{ct:pal(Category, Importance, Format, FormatArgs, Opts)}.

\texttt{pal(Category, Importance, Format, FormatArgs, Opts) -> ok}

Types:
- \texttt{Category = atom()}
- \texttt{Importance = integer()}
- \texttt{Format = string()}
- \texttt{FormatArgs = list()}
- \texttt{Opts = [Opt]}
- \texttt{Opt = \{heading,string\} | no_css}

Prints and logs from a test case.

Default Category is default, default Importance is $\texttt{STD_IMPORTANCE}$, and default value for FormatArgs is $\texttt{[]}$.

For details on Category and Importance, see section \textit{Logging - Categories and Verbosity Levels} in the User's Guide.

Note that special characters in the text ($<$, $>$ and $\&$) will be escaped by Common Test before the text is printed to the log file.

\texttt{parse_table(Data) -> \{Heading, Table\}}

Types:
- \texttt{Data = \[string\]}
- \texttt{Heading = tuple()}
- \texttt{Table = \[tuple\]}

Parses the printout from an SQL table and returns a list of tuples.

The printout to parse is typically the result of a \texttt{select} command in SQL. The returned Table is a list of tuples, where each tuple is a row in the table.

Heading is a tuple of strings representing the headings of each column in the table.

\texttt{print(Format) -> ok}

Equivalent to \texttt{ct:print(default, 50, Format, [], [])}.
print(X1, X2) -> ok
Types:
  X1 = Category | Importance | Format
  X2 = Format | FormatArgs
Equivalent to \texttt{ct:print(Category, Importance, Format, FormatArgs, [])}.

print(X1, X2, X3) -> ok
Types:
  X1 = Category | Importance
  X2 = Importance | Format
  X3 = Format | FormatArgs | Opts
Equivalent to \texttt{ct:print(Category, Importance, Format, FormatArgs, Opts)}.

print(X1, X2, X3, X4) -> ok
Types:
  X1 = Category | Importance
  X2 = Importance | Format
  X3 = Format | FormatArgs
  X4 = FormatArgs | Opts
Equivalent to \texttt{ct:print(Category, Importance, Format, FormatArgs, Opts)}.

print(Category, Importance, Format, FormatArgs, Opts) -> ok
Types:
  Category = atom()
  Importance = integer()
  Format = string()
  FormatArgs = list()
  Opts = [Opt]
  Opt = {heading,string()}
Prints from a test case to the console.
This function is meant for printing a string from a test case to the console.
Default \texttt{Category} is \texttt{default}, default \texttt{Importance} is \texttt{STD_IMPORTANCE}, and default value for \texttt{FormatArgs} is \texttt{[]}.
For details on \texttt{Category} and \texttt{Importance}, see section \textit{Logging - Categories and Verbosity Levels} in the User's Guide.

reload_config(Required) -> ValueOrElement | {error, Reason}
Types:
  Required = KeyOrName | {KeyOrName, SubKey} | {KeyOrName, SubKey, SubKey}
  KeyOrName = atom()
  SubKey = atom()
  ValueOrElement = term()
Reloads configuration file containing specified configuration key.
This function updates the configuration data from which the specified configuration variable was read, and returns the (possibly) new value of this variable.

If some variables were present in the configuration, but are not loaded using this function, they are removed from the configuration table together with their aliases.

remaining_test_procs() -> {TestProcs,SharedGL,OtherGLs}
Types:
  TestProcs = [{pid(),GL}]
  GL = pid()
  SharedGL = pid()
  OtherGLs = [pid()]

This function will return the identity of test- and group leader processes that are still running at the time of this call. TestProcs are processes in the system that have a Common Test IO process as group leader. SharedGL is the central Common Test IO process, responsible for printing to log files for configuration functions and sequentially executing test cases. OtherGLs are Common Test IO processes that print to log files for test cases in parallel test case groups.

The process information returned by this function may be used to locate and terminate remaining processes after tests have finished executing. The function would typically be called from Common Test Hook functions.

Note that processes that execute configuration functions or test cases are never included in TestProcs. It is therefore safe to use post configuration hook functions (such as post_end_per_suite, post_end_per_group, post_end_per_testcase) to terminate all processes in TestProcs that have the current group leader process as its group leader.

Note also that the shared group leader (SharedGL) must never be terminated by the user, only by Common Test. Group leader processes for parallel test case groups (OtherGLs) may however be terminated in post_end_per_group hook functions.

remove_config(Callback, Config) -> ok
Types:
  Callback = atom()
  Config = string()
  Reason = term()

Removes configuration variables (together with their aliases) that were loaded with specified callback module and configuration string.

require(Required) -> ok | {error, Reason}
Types:
  Required = Key | {Key, SubKeys} | {Key, SubKey, SubKeys}
  Key = atom()
  SubKeys = SubKey | [SubKey]
  SubKey = atom()

Checks if the required configuration is available. Arbitrarily deep tuples can be specified as Required. Only the last element of the tuple can be a list of SubKeys.

Example 1. Require the variable myvar:
ok = ct:require(myvar).

In this case the configuration file must at least contain:

\{(myvar,Value)\}.

**Example 2.** Require key `myvar` with subkeys `sub1` and `sub2`:

ok = ct:require({myvar,[sub1,sub2]}).

In this case the configuration file must at least contain:

\{myvar,[\{sub1,Value\},\{sub2,Value\}]\}.

**Example 3.** Require key `myvar` with subkey `sub1` with `subsub1`:

ok = ct:require({myvar,sub1,sub2}).

In this case the configuration file must at least contain:

\{myvar,[\{sub1,\{sub2,Value\}\}]\}.

See also `ct:get_config/1, ct:get_config/2, ct:get_config/3, ct:require/2`.

require(Name, Required) -> ok | {error, Reason}

Types:

- \(Name = \text{atom}()\)
- \(Required = \text{Key} \mid \{\text{Key, SubKey}\} \mid \{\text{Key, SubKey, SubKey}\}\)
- \(\text{SubKey} = \text{Key}\)
- \(\text{Key} = \text{atom}()\)

Checks if the required configuration is available and gives it a name. The semantics for `Required` is the same as in `ct:require/1` except that a list of `SubKey`s cannot be specified.

If the requested data is available, the subentry is associated with `Name` so that the value of the element can be read with `ct:get_config/1,2` provided `Name` is used instead of the whole `Required` term.

**Example:**

Require one node with a Telnet connection and an FTP connection. Name the node `a`:

ok = ct:require(a,{machine,node}).

All references to this node can then use the node name. For example, a file over FTP is fetched like follows:

ok = ct:ftp_get(a,RemoteFile,LocalFile).

For this to work, the configuration file must at least contain:

\{machine,[\{node,[\{telnet,IpAddr\},\{ftp,IpAddr\}\}]\}]\}.
Note:
The behavior of this function changed radically in Common Test 1.6.2. To keep some backwards compatibility, it is still possible to do:
```erlang
ct:require(a, {node, [telnet, ftp]}).
```
This associates the name `a` with the top-level `node` entry. For this to work, the configuration file must at least contain:
```erlang
{node, [{telnet, IpAddr}, {ftp, IpAddr}]}.
```
See also `ct:require/1`.

```erlang
call(TestDirs) -> Result
Types:
  TestDirs = TestDir | [TestDir]
Runs all test cases in all suites in the specified directories.
See also `ct:run/3`.
```

```erlang
call(TestDir, Suite) -> Result
Runs all test cases in the specified suite.
See also `ct:run/3`.
```

```erlang
call(TestDir, Suite, Cases) -> Result
Types:
  TestDir = string()
  Suite = atom()
  Cases = atom() | [atom()]
  Result = [TestResult] | {error, Reason}
Runs the specified test cases.
Requires that `ct:install/1` has been run first.
Suites (`*_SUITE.erl`) files must be stored in `TestDir` or `TestDir/test`. All suites are compiled when the test is run.
```

```erlang
call_test(Opts) -> Result
Types:
  Opts = [OptTuples]
  OptTuples = {dir, TestDirs} | {suite, Suites} | {group, Groups}
  | {testcase, Cases} | {spec, TestSpecs} | {join_specs, Bool}
  | {label, Label} | {config, CfgFiles} | {userconfig, UserConfig}
  | {allow_user_terms, Bool} | {logdir, LogDir} | {silent_connections, Conns}
  | {stylesheet, CSSFile} | {cover, CoverSpecFile} | {cover_stop, Bool}
  | {step, StepOpts} | {event_handler, EventHandlers} | {include, InclDirs}
  | {auto_compile, Bool} | {abort_if_missing_suites, Bool} | {create_priv_dir, CreatePrivDir}
  | {multiply_timetraps, M} | {scale_timetraps, Bool} | {repeat, N}
  | {duration, DurTime} | {until, StopTime} | {force_stop, ForceStop}
  | {decrypt, DecryptKeyOrFile} | {refresh_logs, LogDir}
```
| {logopts, LogOpts} | {verbosity, VLevels} | {basic_html, Bool} |
| {esc_chars, Bool} | {keep_logs, KeepSpec} | {ct_hooks, CTHs} |
| {enable_builtin_hooks, Bool} | {release_shell, Bool} |

TestDirs = [string()] | string() |
Suites = [string()] | [atom()] | string() | atom() |
Cases = [atom()] | atom() |
Groups = GroupNameOrPath | [GroupNameOrPath] |
GroupNameOrPath = [atom()] | atom() | all |
TestSpecs = [string()] | string() |
Label = string() | atom() |
CfgFiles = [string()] | string() |
UserConfig = [{CallbackMod, CfgStrings}] | {CallbackMod, CfgStrings} |
CallbackMod = atom() |
CfgStrings = [string()] | string() |
LogDir = string() |
Conns = all | [atom()] |
CSSFile = string() |
CoverSpecFile = string() |
StepOpts = [StepOpt] | [] |
StepOpt = config | keep_inactive |
EventHandlers = EH | [EH] |
EH = atom() | [atom(), InitArgs] | [{atom()], InitArgs} |
InitArgs = [term()] |
InclDirs = [string()] | string() |
CreatePrivDir = auto_per_run | auto_per_tc | manual_per_tc |
M = integer() |
N = integer() |
DurTime = string(HHMMSS) |
StopTime = string(YYMoMoDDHHMMSS) | string(HHMMSS) |
ForceStop = skip_rest | Bool |
DecryptKeyOrFile = {key, DecryptKey} | {file, DecryptFile} |
DecryptKey = string() |
DecryptFile = string() |
LogOpts = [LogOpt] |
LogOpt = no_nl | no_src |
VLevels = VLevel | [{Category, VLevel}] |
VLevel = integer() |
Category = atom() |
KeepSpec = all | pos_integer() |
CTHs = [CTHModule | {CTHModule, CTHInitArgs}] |
CTHModule = atom() |
CTHInitArgs = term() |
Result = {Ok, Failed, {UserSkipped, AutoSkipped}} | TestRunnerPid | {error, Reason} |
Runs tests as specified by the combination of options in Opts. The options are the same as those used with program ct_run, see Run Tests from Command Line in the ct_run manual page.

Here a TestDir can be used to point out the path to a Suite. Option testcase corresponds to option -case in program ct_run. Configuration files specified in Opts are installed automatically at startup.

TestRunnerPid is returned if release_shell == true. For details, see ct:break/1.

Reason indicates the type of error encountered.

run_testspec(TestSpec) -> Result
Types:
    TestSpec = [term()]
    Result = {Ok, Failed, {UserSkipped, AutoSkipped}} | {error, Reason}
    Ok = integer()
    Failed = integer()
    UserSkipped = integer()
    AutoSkipped = integer()
    Reason = term()

Runs a test specified by TestSpec. The same terms are used as in test specification files.

Reason indicates the type of error encountered.

set_verbosity(Category, Level) -> ok
Types:
    Category = default | atom()
    Level = integer()

Use this function to set, or modify, the verbosity level for a logging category. See the User's Guide for details. Use the value default to set the general verbosity level.

sleep(Time) -> ok
Types:
    Time = {hours, Hours} | {minutes, Mins} | {seconds, Secs} | Millisecs | infinity
    Hours = integer()
    Mins = integer()
    Secs = integer()
    Millisecs = integer() | float()

This function, similar to timer:sleep/1 in STDLIB, suspends the test case for a specified time. However, this function also multiplies Time with the multiply_timetraps value (if set) and under certain circumstances also scales up the time automatically if scale_timetraps is set to true (default is false).
start_interactive() -> ok
Starts Common Test in interactive mode.
From this mode, all test case support functions can be executed directly from the Erlang shell. The interactive mode can also be started from the OS command line with ct_run -shell [-config File...]. If any functions (for example, Telnet or FTP) using "required configuration data" are to be called from the Erlang shell, configuration data must first be required with ct:require/2.

Example:

```erlang
> ct:require(unix_telnet, unix).
ok
> ct_telnet:open(unix_telnet).
{ok,<0.105.0>}
> ct_telnet:cmd(unix_telnet, "ls .").
{ok,["ls","file1 ..."]}
```

step(TestDir, Suite, Case) -> Result
Types:
  Case = atom()
Steps through a test case with the debugger.
See also ct:run/3.

step(TestDir, Suite, Case, Opts) -> Result
Types:
  Case = atom()
  Opts = [Opt] | []
  Opt = config | keep_inactive
Steps through a test case with the debugger. If option config has been specifed, breakpoints are also set on the configuration functions in Suite.
See also ct:run/3.

stop_interactive() -> ok
Exits the interactive mode.
See also ct:start_interactive/0.

sync_notify(Name, Data) -> ok
Types:
  Name = atom()
  Data = term()
Sends a synchronous notification of type Name with Data to the Common Test event manager. This can later be caught by any installed event manager.
See also gen_event (3).

testcases(TestDir, Suite) -> Testcases | {error, Reason}
Types:
TestDir = string()
Suite = atom()
Testcases = list()
Reason = term()

Returns all test cases in the specified suite.

timetrap(Time) -> ok

Types:

\[
\begin{align*}
\text{Time} & : \{ \text{hours, Hours} | \{ \text{minutes, Mins} | \{ \text{seconds, Secs} | \text{Millisecs | infinity } | \text{Func} \} \\
\text{Hours} & : \text{integer()} \\
\text{Mins} & : \text{integer()} \\
\text{Secs} & : \text{integer()} \\
\text{Millisecs} & : \text{integer()} \\
\text{Func} & : \{ \text{M, F, A} | \text{function() } \} \\
\text{M} & : \text{atom()} \\
\text{F} & : \text{atom()} \\
\text{A} & : \text{list()} \\
\end{align*}
\]

Sets a new timetrap for the running test case.

If the argument is Func, the timetrap is triggered when this function returns. Func can also return a new Time value, which in that case is the value for the new timetrap.

userdata(TestDir, Suite) -> SuiteUserData | {error, Reason}

Types:

\[
\begin{align*}
\text{TestDir} & : \text{string()} \\
\text{Suite} & : \text{atom()} \\
\text{SuiteUserData} & : [\text{term()}] \\
\text{Reason} & : \text{term()} \\
\end{align*}
\]

Returns any data specified with tag userdata in the list of tuples returned from suite/0.

userdata(TestDir, Suite, Case::GroupOrCase) -> TCUserData | {error, Reason}

Types:

\[
\begin{align*}
\text{TestDir} & : \text{string()} \\
\text{Suite} & : \text{atom()} \\
\text{GroupOrCase} & : \{ \text{group, GroupName} | \text{atom() } \} \\
\text{GroupName} & : \text{atom()} \\
\text{TCUserData} & : [\text{term()}] \\
\text{Reason} & : \text{term()} \\
\end{align*}
\]

Returns any data specified with tag userdata in the list of tuples returned from Suite:group(GroupName) or Suite:Case().
Erlang module

Distributed test execution control for Common Test.

This module exports functions for running Common Test nodes on multiple hosts in parallel.

Exports

abort() -> ok
Stops all running tests.

abort(Nodes) -> ok
Types:

   Nodes = atom() | [atom()]
Stops tests on specified nodes.

basic_html(Bool) -> ok
Types:

   Bool = true | false
If set to true, the ct_master logs are written on a primitive HTML format, not using the Common Test CSS style sheet.

get_event_mgr_ref() -> MasterEvMgrRef
Types:

   MasterEvMgrRef = atom()
Gets a reference to the Common Test master event manager. The reference can be used to, for example, add a user-specific event handler while tests are running.

Example:

   gen_event:add_handler(ct_master:get_event_mgr_ref(), my_ev_h, [])

progress() -> [{Node, Status}]
Types:

   Node = atom()
   Status = finished_ok | ongoing | aborted | {error, Reason}
   Reason = term()
Returns test progress. If Status is ongoing, tests are running on the node and are not yet finished.

run(TestSpecs) -> ok
Types:

   TestSpecs = string() | [SeparateOrMerged]
Equivalent to ct_master:run(TestSpecs, false, [], []).
run(TestId, InclNodes, ExclNodes) -> ok

Types:

TestId = string() | [SeparateOrMerged]
InclNodes = [atom()]
ExclNodes = [atom()]

Equivalent to ct_master:run(TestId, false, InclNodes, ExclNodes).

run(TestId, AllowUserTerms, InclNodes, ExclNodes) -> ok

Types:

TestId = string() | [SeparateOrMerged]
AllowUserTerms = bool()
InclNodes = [atom()]
ExclNodes = [atom()]

Tests are spawned on the nodes as specified in TestId. Each specification in TestSpec is handled separately. However, it is also possible to specify a list of specifications to be merged into one specification before the tests are executed. Any test without a particular node specification is also executed on the nodes in InclNodes. Nodes in the ExclNodes list are excluded from the test.

run_on_node(TestId, Node) -> ok

Types:

TestId = string() | [SeparateOrMerged]
Node = atom()

Equivalent to ct_master:run_on_node(TestId, false, Node).

run_on_node(TestId, AllowUserTerms, Node) -> ok

Types:

TestId = string() | [SeparateOrMerged]
AllowUserTerms = bool()
Node = atom()

Tests are spawned on Node according to TestSpec.

run_test(Node, Opts) -> ok

Types:

Node = atom()
Opts = [OptTuples]
OptTuples = {config, CfgFiles} | {dir, TestDirs} | {suite, Suites} |
{testcase, Cases} | {spec, TestSpecs} | {allow_user_terms, Bool} |
{logdir, LogDir} | {event_handler, EventHandlers} | {silent_connections, 
Conns} | {cover, CoverSpecFile} | {cover_stop, Bool} | {userconfig, 
UserCfgFiles}
Tests are spawned on Node using `ct:run_test/1`
ct_cover
Erlang module

Common Test framework code coverage support module.
This module exports help functions for performing code coverage analysis.

Exports

add_nodes(Nodes) -> {ok, StartedNodes} | {error, Reason}
Types:
  Nodes = [atom()]  
  StartedNodes = [atom()]  
  Reason = cover_not_running | not_main_node
Adds nodes to current cover test. Notice that this only works if cover support is active.
To have effect, this function is to be called from init_per_suite/1 (see common_test) before any tests are performed.

cross_cover_analyse(Level, Tests) -> ok
Types:
  Level = overview | details  
  Tests = [{Tag, Dir}]  
  Tag = atom()  
  Dir = string()
Accumulates cover results over multiple tests. See section Cross Cover Analysis in the Users's Guide.

remove_nodes(Nodes) -> ok | {error, Reason}
Types:
  Nodes = [atom()]  
  Reason = cover_not_running | not_main_node
Removes nodes from the current cover test.
Call this function to stop cover test on nodes previously added with ct_cover:add_nodes/1. Results on the remote node are transferred to the Common Test node.
FTP client module (based on the ftp application).

Data Types

\[
\text{connection()} = \text{handle()} \mid \text{target\_name()}
\]

For \text{target\_name}, see module \text{ct}.

\[
\text{handle()} = \text{handle()}
\]

Handle for a specific FTP connection, see module \text{ct}.

Exports

\[
\text{cd(Connection, Dir)} \rightarrow \text{ok} \mid \{\text{error, Reason}\}
\]

Types:

\[
\begin{align*}
\text{Connection} &= \text{connection()} \\
\text{Dir} &= \text{string()}
\end{align*}
\]

Changes directory on remote host.

\[
\text{close(Connection)} \rightarrow \text{ok} \mid \{\text{error, Reason}\}
\]

Types:

\[
\begin{align*}
\text{Connection} &= \text{connection()}
\end{align*}
\]

Closes the FTP connection.

\[
\text{delete(Connection, File)} \rightarrow \text{ok} \mid \{\text{error, Reason}\}
\]

Types:

\[
\begin{align*}
\text{Connection} &= \text{connection()} \\
\text{File} &= \text{string()}
\end{align*}
\]

Deletes a file on remote host.

\[
\text{get(KeyOrName, RemoteFile, LocalFile)} \rightarrow \text{ok} \mid \{\text{error, Reason}\}
\]

Types:

\[
\begin{align*}
\text{KeyOrName} &= \text{Key} \mid \text{Name} \\
\text{Key} &= \text{atom()} \\
\text{Name} &= \text{target\_name()} \\
\text{RemoteFile} &= \text{string()} \\
\text{LocalFile} &= \text{string()}
\end{align*}
\]

Opens an FTP connection and fetches a file from the remote host. RemoteFile and LocalFile must be absolute paths. The configuration file must be as for \text{ct\_ftp:put/3}. For \text{target\_name}, see module \text{ct}. 
See also `ct:require/2`.

\[
\text{\texttt{ls(Connection, Dir)} -> \{ok, Listing\} | \{error, Reason\}}
\]

Types:
- `Connection` = `connection()`
- `Dir` = `string()`
- `Listing` = `string()`

Lists directory `Dir`.

\[
\text{\texttt{open(KeyOrName)} -> \{ok, Handle\} | \{error, Reason\}}
\]

Types:
- `KeyOrName` = `Key | Name`
- `Key` = `atom()`
- `Name` = `target_name()`
- `Handle` = `handle()`

Opens an FTP connection to the specified node.

You can open a connection for a particular `Name` and use the same name as reference for all following subsequent operations. If you want the connection to be associated with `Handle` instead (if you, for example, need to open multiple connections to a host), use `Key`, the configuration variable name, to specify the target. A connection without an associated target name can only be closed with the handle value.

For information on how to create a new `Name`, see `ct:require/2`.

For `target_name`, see module `ct`.

\[
\text{\texttt{put(KeyOrName, LocalFile, RemoteFile)} -> ok | \{error, Reason\}}
\]

Types:
- `KeyOrName` = `Key | Name`
- `Key` = `atom()`
- `Name` = `target_name()`
- `LocalFile` = `string()`
- `RemoteFile` = `string()`

Opens an FTP connection and sends a file to the remote host.

`LocalFile` and `RemoteFile` must be absolute paths.

For `target_name`, see module `ct`.

If the target host is a "special" node, the FTP address must be specified in the configuration file as follows:

```
\{(node,[[\{ftp,IpAddr}\}]).
```

If the target host is something else, for example, a UNIX host, the configuration file must also include the username and password (both strings):

```
\{(unix,[[\{ftp,IpAddr}\},
\{username,Username\},
\{password,Password\}]).
```
See also ct:require/2.

recv(Connection, RemoteFile) -> ok | {error, Reason}
Fetches a file over FTP.
The file gets the same name on the local host.
See also ct_ftp:recv/3.

recv(Connection, RemoteFile, LocalFile) -> ok | {error, Reason}
Types:
  Connection = connection()
  RemoteFile = string()
  LocalFile = string()
Fetches a file over FTP.
The file is named LocalFile on the local host.

send(Connection, LocalFile) -> ok | {error, Reason}
Sends a file over FTP.
The file gets the same name on the remote host.
See also ct_ftp:send/3.

send(Connection, LocalFile, RemoteFile) -> ok | {error, Reason}
Types:
  Connection = connection()
  LocalFile = string()
  RemoteFile = string()
Sends a file over FTP.
The file is named RemoteFile on the remote host.

type(Connection, Type) -> ok | {error, Reason}
Types:
  Connection = connection()
  Type = ascii  |  binary
Changes the file transfer type.
ct_ssh

Erlang module

SSH/SFTP client module.

This module uses application SSH, which provides detailed information about, for example, functions, types, and options.

Argument Server in the SFTP functions is only to be used for SFTP sessions that have been started on existing SSH connections (that is, when the original connection type is ssh). Whenever the connection type is sftp, use the SSH connection reference only.

The following options are valid for specifying an SSH/SFTP connection (that is, can be used as configuration elements):

```
{ConnType, Addr},
  {port, Port},
  {user, UserName}
  {password, Pwd}
  {user_dir, String}
  {public_key_alg, PubKeyAlg}
  {connect_timeout, Timeout}
  {key_cb, KeyCallbackMod}
```

ConnType = ssh | sftp.

For other types, see ssh(3).

All time-out parameters in ct_ssh functions are values in milliseconds.

Data Types

connection() = handle() | target_name()

For target_name, see module ct.

handle() = handle()

Handle for a specific SSH/SFTP connection, see module ct.

ssh_sftp_return() = term()

Return value from an ssh_sftp function.

Exports

apread(SSH, Handle, Position, Length) -> Result

Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()

For information and other types, see ssh_sftp(3).

apread(SSH, Server, Handle, Position, Length) -> Result

Types:
SSH = connection()
Result = ssh_sftp_return() | {error, Reason}
Reason = term()
For information and other types, see ssh_sftp(3).

apwrite(SSH, Handle, Position, Data) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

apwrite(SSH, Server, Handle, Position, Data) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

aread(SSH, Handle, Len) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

aread(SSH, Server, Handle, Len) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

awrite(SSH, Handle, Data) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

awrite(SSH, Server, Handle, Data) -> Result
Types:
  SSH = connection()
Result = ssh_sftp_return() | {error, Reason}
Reason = term()

For information and other types, see ssh_sftp(3).

close(SSH, Handle) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()

For information and other types, see ssh_sftp(3).

close(SSH, Server, Handle) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()

For information and other types, see ssh_sftp(3).

connect(KeyOrName) -> {ok, Handle} | {error, Reason}
Equivalent to ct_ssh:connect(KeyOrName, host, []).

connect(KeyOrName, ConnType) -> {ok, Handle} | {error, Reason}
Equivalent to ct_ssh:connect(KeyOrName, ConnType, []).

connect(KeyOrName, ConnType, ExtraOpts) -> {ok, Handle} | {error, Reason}
Types:
  KeyOrName = Key | Name
  Key = atom()
  Name = target_name()
  ConnType = ssh | sftp | host
  ExtraOpts = ssh_connect_options()
  Handle = handle()
  Reason = term()

Opens an SSH or SFTP connection using the information associated with KeyOrName.
If Name (an alias name for Key) is used to identify the connection, this name can be used as connection reference for subsequent calls. Only one open connection at a time associated with Name is possible. If Key is used, the returned handle must be used for subsequent calls (multiple connections can be opened using the configuration data specified by Key).

For information on how to create a new Name, see ct:require/2.
For target_name, see module ct.

ConnType always overrides the type specified in the address tuple in the configuration data (and in ExtraOpts). So it is possible to, for example, open an SFTP connection directly using data originally specifying an SSH connection.
Value host means that the connection type specified by the host option (either in the configuration data or in ExtraOpts) is used.

ExtraOpts (optional) are extra SSH options to be added to the configuration data for KeyOrName. The extra options override any existing options with the same key in the configuration data. For details on valid SSH options, see application SSH.

del_dir(SSH, Name) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

del_dir(SSH, Server, Name) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

delete(SSH, Name) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

delete(SSH, Server, Name) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

disconnect(SSH) -> ok | {error, Reason}
Types:
  SSH = connection()
  Reason = term()
Closes an SSH/SFTP connection.

eexec(SSH, Command) -> {ok, Data} | {error, Reason}
Equivalent to ct_ssh:exec(SSH, Command, DefaultTimeout).
exec(SSH, Command, Timeout) -> {ok, Data} | {error, Reason}
Types:
   SSH = connection()
   Command = string()
   Timeout = integer()
   Data = list()
   Reason = term()
Requests server to perform Command. A session channel is opened automatically for the request. Data is received from the server as a result of the command.

exec(SSH, ChannelId, Command, Timeout) -> {ok, Data} | {error, Reason}
Types:
   SSH = connection()
   ChannelId = integer()
   Command = string()
   Timeout = integer()
   Data = list()
   Reason = term()
Requests server to perform Command. A previously opened session channel is used for the request. Data is received from the server as a result of the command.

get_file_info(SSH, Handle) -> Result
Types:
   SSH = connection()
   Result = ssh_sftp_return() | {error, Reason}
   Reason = term()
For information and other types, see ssh_sftp(3).

get_file_info(SSH, Server, Handle) -> Result
Types:
   SSH = connection()
   Result = ssh_sftp_return() | {error, Reason}
   Reason = term()
For information and other types, see ssh_sftp(3).

list_dir(SSH, Path) -> Result
Types:
   SSH = connection()
   Result = ssh_sftp_return() | {error, Reason}
   Reason = term()
For information and other types, see ssh_sftp(3).
list_dir(SSH, Server, Path) -> Result
Types:
    SSH = connection()
    Result = ssh_sftp_return() | {error, Reason}
    Reason = term()
For information and other types, see ssh_sftp(3).

make_dir(SSH, Name) -> Result
Types:
    SSH = connection()
    Result = ssh_sftp_return() | {error, Reason}
    Reason = term()
For information and other types, see ssh_sftp(3).

make_dir(SSH, Server, Name) -> Result
Types:
    SSH = connection()
    Result = ssh_sftp_return() | {error, Reason}
    Reason = term()
For information and other types, see ssh_sftp(3).

make_symlink(SSH, Name, Target) -> Result
Types:
    SSH = connection()
    Result = ssh_sftp_return() | {error, Reason}
    Reason = term()
For information and other types, see ssh_sftp(3).

make_symlink(SSH, Server, Name, Target) -> Result
Types:
    SSH = connection()
    Result = ssh_sftp_return() | {error, Reason}
    Reason = term()
For information and other types, see ssh_sftp(3).

open(SSH, File, Mode) -> Result
Types:
    SSH = connection()
    Result = ssh_sftp_return() | {error, Reason}
    Reason = term()
For information and other types, see ssh_sftp(3).
open(SSH, Server, File, Mode) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

opendir(SSH, Path) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

opendir(SSH, Server, Path) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

position(SSH, Handle, Location) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

position(SSH, Server, Handle, Location) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

pread(SSH, Handle, Position, Length) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).
pread(SSH, Server, Handle, Position, Length) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

pwrite(SSH, Handle, Position, Data) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

pwrite(SSH, Server, Handle, Position, Data) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

read(SSH, Handle, Len) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

read(SSH, Server, Handle, Len) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

read_file(SSH, File) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).
read_file(SSH, Server, File) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

read_file_info(SSH, Name) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

read_file_info(SSH, Server, Name) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

read_link(SSH, Name) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

read_link(SSH, Server, Name) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

read_link_info(SSH, Name) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).
read_link_info(SSH, Server, Name) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

receive_response(SSH, ChannelId) -> {ok, Data} | {error, Reason}
Equivalent to ct_ssh:receive_response(SSH, ChannelId, close).

receive_response(SSH, ChannelId, End) -> {ok, Data} | {error, Reason}
Equivalent to ct_ssh:receive_response(SSH, ChannelId, End, DefaultTimeout).

receive_response(SSH, ChannelId, End, Timeout) -> {ok, Data} | {timeout, Data} | {error, Reason}
Types:
  SSH = connection()
  ChannelId = integer()
  End = Fun | close | timeout
  Timeout = integer()
  Data = list()
  Reason = term()
Receives expected data from server on the specified session channel.
If End == close, data is returned to the caller when the channel is closed by the server. If a time-out occurs before this happens, the function returns {timeout,Data} (where Data is the data received so far).
If End == timeout, a time-out is expected and {ok,Data} is returned both in the case of a time-out and when the channel is closed.
If End is a fun, this fun is called with one argument, the data value in a received ssh_cm message (see ssh_connection(3). The fun is to return either true to end the receiving operation (and have the so far collected data returned) or false to wait for more data from the server. Even if a fun is supplied, the function returns immediately if the server closes the channel).

rename(SSH, OldName, NewName) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
For information and other types, see ssh_sftp(3).

rename(SSH, Server, OldName, NewName) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
Reason = term()
For information and other types, see ssh_sftp(3).

send(SSH, ChannelId, Data) -> ok | {error, Reason}
Equivalent to ct_ssh:send(SSH, ChannelId, 0, Data, DefaultTimeout).

send(SSH, ChannelId, Data, Timeout) -> ok | {error, Reason}
Equivalent to ct_ssh:send(SSH, ChannelId, 0, Data, Timeout).

send(SSH, ChannelId, Type, Data, Timeout) -> ok | {error, Reason}
Types:
  SSH = connection()
  ChannelId = integer()
  Type = integer()
  Data = list()
  Timeout = integer()
  Reason = term()
Sends data to server on specified session channel.

send_and_receive(SSH, ChannelId, Data) -> {ok, Data} | {error, Reason}
Equivalent to ct_ssh:send_and_receive(SSH, ChannelId, Data, close).

send_and_receive(SSH, ChannelId, Data, End) -> {ok, Data} | {error, Reason}
Equivalent to ct_ssh:send_and_receive(SSH, ChannelId, 0, Data, End, DefaultTimeout).

send_and_receive(SSH, ChannelId, Data, End, Timeout) -> {ok, Data} | {error, Reason}
Equivalent to ct_ssh:send_and_receive(SSH, ChannelId, 0, Data, End, Timeout).

send_and_receive(SSH, ChannelId, Type, Data, End, Timeout) -> {ok, Data} | {error, Reason}
Types:
  SSH = connection()
  ChannelId = integer()
  Type = integer()
  Data = list()
  End = Fun | close | timeout
  Timeout = integer()
  Reason = term()
Sends data to server on specified session channel and waits to receive the server response.
For details on argument End, see ct_ssh:receive_response/4.
session_close(SSH, ChannelId) -> ok | {error, Reason}
Types:
  SSH = connection()
  ChannelId = integer()
  Reason = term()
Closes an SSH session channel.

session_open(SSH) -> {ok, ChannelId} | {error, Reason}
Equivalent to ct_ssh:session_open(SSH, DefaultTimeout).

session_open(SSH, Timeout) -> {ok, ChannelId} | {error, Reason}
Types:
  SSH = connection()
  Timeout = integer()
  ChannelId = integer()
  Reason = term()
Opens a channel for an SSH session.

sftp_connect(SSH) -> {ok, Server} | {error, Reason}
Types:
  SSH = connection()
  Server = pid()
  Reason = term()
Starts an SFTP session on an already existing SSH connection. Server identifies the new session and must be specified whenever SFTP requests are to be sent.

shell(SSH, ChannelId) -> ok | {error, Reason}
Equivalent to ct_ssh:shell(SSH, ChannelId, DefaultTimeout).

shell(SSH, ChannelId, Timeout) -> ok | {error, Reason}
Types:
  SSH = connection()
  ChannelId = integer()
  Timeout = integer()
  Reason = term()
Requests that the user default shell (typically defined in /etc/passwd in Unix systems) is executed at the server end.

subsystem(SSH, ChannelId, Subsystem) -> Status | {error, Reason}
Equivalent to ct_ssh:subsystem(SSH, ChannelId, Subsystem, DefaultTimeout).

subsystem(SSH, ChannelId, Subsystem, Timeout) -> Status | {error, Reason}
Types:
  SSH = connection()
<table>
<thead>
<tr>
<th>ChannelId = integer()</th>
<th>Subsystem = string()</th>
<th>Timeout = integer()</th>
<th>Status = success</th>
<th>failure</th>
<th>Reason = term()</th>
</tr>
</thead>
</table>

Sends a request to execute a predefined subsystem.

```plaintext
write(SSH, Handle, Data) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
```

For information and other types, see `ssh_sftp(3)`.

```plaintext
write(SSH, Server, Handle, Data) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
```

For information and other types, see `ssh_sftp(3)`.

```plaintext
write_file(SSH, File, Iolist) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
```

For information and other types, see `ssh_sftp(3)`.

```plaintext
write_file(SSH, Server, File, Iolist) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
```

For information and other types, see `ssh_sftp(3)`.

```plaintext
write_file_info(SSH, Name, Info) -> Result
Types:
  SSH = connection()
  Result = ssh_sftp_return() | {error, Reason}
  Reason = term()
```

For information and other types, see `ssh_sftp(3)`.
write_file_info(SSH, Server, Name, Info) -> Result

Types:

- SSH = connection()
- Result = ssh_sftp_return() | {error, Reason}
- Reason = term()

For information and other types, see ssh_sftp(3).
NETCONF client module compliant with RFC 6241, NETCONF Configuration Protocol, and RFC 6242, Using the NETCONF Configuration Protocol over Secure SHell (SSH), and with support for RFC 5277, NETCONF Event Notifications.

**Connecting to a NETCONF server**

Call `connect/1,2` to establish a connection to a server, then pass the returned handle to `session/1-3` to establish a NETCONF session on a new SSH channel. Each call to `session/1-3` establishes a new session on the same connection, and results in a hello message to the server.

Alternately, `open/1,2` can be used to establish a single session on a dedicated connection. (Or, equivalently, `only_open/1,2` followed by `hello/1-3`.)

Connect/session options can be specified in a configuration file with entries like the following.

```
{server_id(), [option()]}.
```

The `server_id()` or an associated `ct:target_name()` can then be passed to the aforementioned functions to use the referenced configuration.

**Signaling**

Protocol operations in the NETCONF protocol are realized as remote procedure calls (RPCs) from client to server and a corresponding reply from server to client. RPCs are sent using like-named functions (e.g. `edit_config/3-5` to send an edit-config RPC), with the server reply as return value. There are functions for each RPC defined in RFC 6241 and the create-subscription RPC from RFC 5277, all of which are wrappers on `send_rpc/2,3`, that can be used to send an arbitrary RPC not defined in RFC 6241 or RFC 5277.

All of the signaling functions have one variant with a `Timeout` argument and one without, corresponding to an infinite timeout. The latter is inappropriate in most cases since a non-response by the server or a missing message-id causes the call to hang indefinitely.

**Logging**

The NETCONF server uses `error_logger` for logging of NETCONF traffic. A special purpose error handler is implemented in `ct_conn_log_h`. To use this error handler, add the `cth_conn_log` hook in the test suite, for example:

```
suite() ->
    [{ct_hooks, [{cth_conn_log, [{ct:conn_log_mod(), ct:conn_log_options()}]}]}].
```

`conn_log_mod()` is the name of the Common Test module implementing the connection protocol, for example, `ct_netconfc`.

Hook option `log_type` specifies the type of logging:

- `raw`

  The sent and received NETCONF data is logged to a separate text file "as is" without any formatting. A link to the file is added to the test case HTML log.

- `pretty`

  The sent and received NETCONF data is logged to a separate text file with XML data nicely indented. A link to the file is added to the test case HTML log.
The sent and received NETCONF traffic is pretty printed directly in the test case HTML log.

NETCONF traffic is not logged.

By default, all NETCONF traffic is logged in one single log file. However, different connections can be logged in separate files. To do this, use hook option \texttt{hosts} and list the names of the servers/connections to be used in the suite. The connections must be named for this to work, that is, they must be opened with \texttt{open/2}.

Option \texttt{hosts} has no effect if \texttt{log\_type} is set to \texttt{html} or \texttt{silent}.

The hook options can also be specified in a configuration file with configuration variable \texttt{ct\_conn\_log}:

\begin{verbatim}
{ct_conn_log,[[ct:conn_log_mod(), ct:conn_log_options()]]}.
\end{verbatim}

For example:

\begin{verbatim}
{ct_conn_log,[[ct_netconfc,[{log_type,pretty},
    {hosts,[ct:key_or_name()]}}]]}
\end{verbatim}

\textbf{Note:}

Hook options specified in a configuration file overwrite the hard-coded hook options in the test suite.

\textbf{Logging Example 1:}

The following \texttt{ct\_hooks} statement causes pretty printing of NETCONF traffic to separate logs for the connections named \texttt{nc\_server1} and \texttt{nc\_server2}. Any other connections are logged to default NETCONF log.

\begin{verbatim}
suite() ->
  [{ct_hooks, [{cth_conn_log, [{ct_netconfc,[{log_type,pretty},
      {hosts,[nc_server1,nc_server2]}]}]}}].
\end{verbatim}

Connections must be opened as follows:

\begin{verbatim}
open(nc_server1,[...]),
onopen(nc_server2,[...]).
\end{verbatim}

\textbf{Logging Example 2:}

The following configuration file causes raw logging of all NETCONF traffic in to one single text file:

\begin{verbatim}
{ct_conn_log,[[ct_netconfc,[{log_type,raw}]]]}
\end{verbatim}

The \texttt{ct\_hooks} statement must look as follows:

\begin{verbatim}
suite() ->
  [{ct_hooks, [{cth_conn_log, []}]}].
\end{verbatim}

The same \texttt{ct\_hooks} statement without the configuration file would cause HTML logging of all NETCONF connections in to the test case HTML log.
Data Types

client() = handle() | server_id() | ct:target_name()

Handle to a NETCONF session, as required by signaling functions.

handle()

Handle to a connection to a NETCONF server as returned by connect/1,2, or to a session as returned by session/1-3, open/1,2, or only_open/1,2.

xs_datetime() = string()

Date and time of a startTime/stopTime element in an RFC 5277 create-subscription request. Of XML primitive type dateTime, which has the (informal) form

[-]YYYY-MM-DDThh:mm:ss[.s][Z|(+|-)hh:mm]

where T and Z are literal and .s is one or more fractional seconds.

event_time() = {eventTime, xml_attributes(), [xs_datetime()]}  
notification_content() = [event_time() | simple_xml()]

notification() = {notification, xml_attributes(), notification_content()}

Event notification messages sent as a result of calls to create_subscription/2,3.

option() = 

{host | ssh, host()} | 
{port, inet:port_number()} | 
{timeout, timeout()} | 
{capability, string() | [string()]} | 
ssh:client_option()

Options host and port specify the server endpoint to which to connect, and are passed directly to ssh:connect/4, as are arbitrary ssh options. Common options are user, password and user_dir.

Option timeout specifies the number of milliseconds to allow for connection establishment and, if the function in question results in an outgoing hello message, reception of the server hello. The timeout applies to connection and hello independently; one timeout for connection establishment, another for hello reception.

Option capability specifies the content of a corresponding element in an outgoing hello message, each option specifying the content of a single element. If no base NETCONF capability is configured then the RFC 4741 1.0 capability, "urn:ietf:params:netconf:base:1.0", is added, otherwise not. In particular, the RFC 6241 1.1 capability must be explicitly configured. NETCONF capabilities can be specified using the shorthand notation defined in RFC 6241, any capability string starting with a colon being prefixed by either "urn:ietf:params:netconf" or "urn:ietf:params:netconf:capability", as appropriate.

Capability options are ignored by connect/1-3 and only_open/1-2, which don't result in an outgoing hello message.

server_id() = atom()

Identity of connection or session configuration in a configuration file.

stream_data() = 

{description, string()} | 
{replaySupport, string()} | 
{replayLogCreationTime, string()} |
ct_netconfc

{replayLogAgedTime, string()}
stream_name() = string()
streams() = [{stream_name(), [stream_data()]}]

Stream information as returned by get_event_streams/1-3. See RFC 5277, "XML Schema for Event Notifications", for detail on the format of the string values.

xml_attribute_tag() = atom()
xml_attribute_value() = string()
xml_attributes() = [{xml_attribute_tag(), xml_attribute_value()}]
xml_content() = [simple_xml() | iolist()]
xml_tag() = atom()
simple_xml() = {xml_tag(), xml_attributes(), xml_content()} | 
                  {xml_tag(), xml_content()} | 
                  xml_tag()

Representation of XML, as described in application xmerl.

xpath() = {xpath, string()}
error_reason() = term()
host() = inet:hostname() | inet:ip_address()
netconf_db() = running | startup | candidate

Exports

action(Client, Action) -> Result
action(Client, Action, Timeout) -> Result

Types:
    Client = client()
    Action = simple_xml()
    Timeout = timeout()
    Result = ok | {ok, [simple_xml()]} | {error, error_reason()}

Executes an action. If the return type is void, ok is returned instead of {ok, [simple_xml()]}.

close_session(Client) -> Result
close_session(Client, Timeout) -> Result

Types:
    Client = client()
    Timeout = timeout()
    Result = ok | {error, error_reason()}

Requests graceful termination of the session associated with the client.

When a NETCONF server receives a close-session request, it gracefully closes the session. The server releases any locks and resources associated with the session and gracefully closes any associated connections. Any NETCONF requests received after a close-session request are ignored.
connect(Options) -> Result
Types:
  Options = [option()]
  Result = {ok, handle()} | {error, error_reason()}
Opens an SSH connection to a NETCONF server.
If the server options are specified in a configuration file, use connect/2 instead.
The opaque handle() reference returned from this function is required as connection identifier when opening
sessions over this connection, see session/1-3.

connect(KeyOrName, ExtraOptions) -> Result
Types:
  KeyOrName = ct:key_or_name()
  ExtraOptions = [option()]
  Result = {ok, handle()} | {error, error_reason()}
Open an SSH connection to a named NETCONF server.
If KeyOrName is a configured server_id() or a target_name() associated with such an Id, then the options
for this server are fetched from the configuration file.
The options list is added to those of the configuration file. If an option is specified in both lists, the configuration
file takes precedence.
If the server is not specified in a configuration file, use connect/1 instead.
The opaque handle() reference returned from this function can be used as connection identifier when opening
sessions over this connection, see session/1-3. However, if KeyOrName is a target_name(), that is, if the
server is named through a call to ct:require/2 or a require statement in the test suite, then this name can be
used instead of handle().

copy_config(Client, Target, Source) -> Result
copy_config(Client, Target, Source, Timeout) -> Result
Types:
  Client = client()
  Target = Source = netconf_db()
  Timeout = timeout()
  Result = ok | {error, error_reason()}
Copies configuration data.
Which source and target options that can be issued depends on the capabilities supported by the server. That is,
:candidate and/or :startup are required.

create_subscription(Client, Values) -> Result
create_subscription(Client, Values, Timeout) -> Result
Types:
  Client = client()
  Values =
    #{stream => Stream,
     filter => Filter,
stream_name() | simple_xml() | [simple_xml()]
StartTime = StopTime = xs_datetime()
Timeout = timeout()
Result = ok | {error, error_reason()}

Creates a subscription for event notifications by sending an RFC 5277 create-subscription RPC to the server. The calling process receives events as messages of type notification().

From RFC 5722, 2.1 Subscribing to Receive Event Notifications:

Stream
Indicates which stream of event is of interest. If not present, events in the default NETCONF stream are sent.

Filter
Indicates which subset of all possible events is of interest. The parameter format is the same as that of the filter parameter in the NETCONF protocol operations. If not present, all events not precluded by other parameters are sent.

StartTime
Used to trigger the replay feature and indicate that the replay is to start at the time specified. If StartTime is not present, this is not a replay subscription. It is not valid to specify start times that are later than the current time. If StartTime is specified earlier than the log can support, the replay begins with the earliest available notification. This parameter is of type dateTime and compliant to RFC 3339. Implementations must support time zones.

StopTime
Used with the optional replay feature to indicate the newest notifications of interest. If StopTime is not present, the notifications continues until the subscription is terminated. Must be used with and be later than StartTime. Values of StopTime in the future are valid. This parameter is of type dateTime and compliant to RFC 3339. Implementations must support time zones.

See RFC 5277 for more details. The requirement that StopTime must only be used with StartTime is not enforced, to allow an invalid request to be sent to the server.

Prior to OTP 22.1, this function was documented as having 15 variants in 6 arities. These are still exported for backwards compatibility, but no longer documented. The map-based variants documented above provide the same functionality with simpler arguments.

delete_config(Client, Target) -> Result
delete_config(Client, Target, Timeout) -> Result

Types:
Client = client()
Target = startup | candidate
Timeout = timeout()
Result = ok | {error, error_reason()}

Deletes configuration data.

The running configuration cannot be deleted and :candidate or :startup must be advertised by the server.
disconnect(Conn) -> ok | {error, error_reason()}

Types:
    Conn = handle()

Closes the given SSH connection.

If there are open NETCONF sessions on the connection, these will be brutally aborted. To avoid this, close each session with close_session/1,2

edit_config(Client, Target, Config) -> Result
edit_config(Client, Target, Config, OptParams) -> Result
edit_config(Client, Target, Config, Timeout) -> Result
edit_config(Client, Target, Config, OptParams, Timeout) -> Result

Types:
    Client = client()
    Target = netconf_db()
    Config = simple_xml() | [simple_xml()]
    OptParams = [simple_xml()]
    Timeout = timeout()
    Result = ok | {error, error_reason()}

Edits configuration data.

By default only the running target is available, unless the server includes :candidate or :startup in its list of capabilities.

OptParams can be used for specifying optional parameters (default-operation, test-option, or error-option) to be added to the edit-config request. The value must be a list containing valid simple XML, for example:


```
[
    {'default-operation', "none"},
    {'error-option', "rollback-on-error"}]
```

If OptParams is not given, the default value [] is used.

get(Client, Filter) -> Result
get(Client, Filter, Timeout) -> Result

Types:
    Client = client()
    Filter = simple_xml() | xpath()
    Timeout = timeout()
    Result = {ok, [simple_xml()]} | {error, error_reason()}

Gets data.

This operation returns both configuration and state data from the server.

Filter type xpath can be used only if the server supports :xpath.

get_capabilities(Client) -> Result
get_capabilities(Client, Timeout) -> Result

Types:
Client = \texttt{client()}
Timeout = \texttt{timeout()}
Result = \{\texttt{string()}\} | \{\texttt{error}, \texttt{error_reason()}\}

Returns the server capabilities as received in its hello message.

\textbf{get\_config(Client, Source, Filter) \rightarrow Result}
\textbf{get\_config(Client, Source, Filter, Timeout) \rightarrow Result}

\textbf{Types:}
\begin{itemize}
  \item Client = \texttt{client()}
  \item Source = \texttt{netconf\_db()}
  \item Filter = \texttt{simple\_xml()} | \texttt{xpath()}
  \item Timeout = \texttt{timeout()}
\end{itemize}

Result = \{\texttt{ok, [simple\_xml()]}\} | \{\texttt{error, error\_reason()}\}

Gets configuration data.
To be able to access another source than \texttt{running}, the server must advertise :\texttt{candidate} and/or :\texttt{startup}.

Filter type \texttt{xpath} can be used only if the server supports :\texttt{xpath}.

\textbf{get\_event\_streams(Client) \rightarrow Result}
\textbf{get\_event\_streams(Client, Timeout) \rightarrow Result}
\textbf{get\_event\_streams(Client, Streams) \rightarrow Result}
\textbf{get\_event\_streams(Client, Streams, Timeout) \rightarrow Result}

\textbf{Types:}
\begin{itemize}
  \item Client = \texttt{client()}
  \item Streams = \{\texttt{stream\_name()}\}
  \item Timeout = \texttt{timeout()}
\end{itemize}

Result = \{\texttt{ok, streams()}\} | \{\texttt{error, error\_reason()}\}

Sends a request to get the specified event streams.

Streams is a list of stream names. The following filter is sent to the NETCONF server in a get request:

\begin{verbatim}
<netconf xmlns="urn:ietf:params:xml:ns:netmod:notification">
  <streams>
    <stream>
      <name>StreamName1</name>
    </stream>
    <stream>
      <name>StreamName2</name>
    </stream>
    ...
  </streams>
</netconf>
\end{verbatim}

If Streams is an empty list, all streams are requested by sending the following filter:

\begin{verbatim}
<netconf xmlns="urn:ietf:params:xml:ns:netmod:notification">
  <streams/>
</netconf>
\end{verbatim}
If more complex filtering is needed, use \texttt{ct_netconfc:get/2,3} and specify the exact filter according to "XML Schema for Event Notifications" in RFC 5277.

\begin{verbatim}
get_session_id(Client) -> Result
get_session_id(Client, Timeout) -> Result

Types:
  Client = \texttt{client()}
  Timeout = \texttt{timeout()}
  Result = \texttt{integer() \geq 1 | \{error, \emph{error_reason()}}
\end{verbatim}

Returns the session Id associated with the specified client.

\begin{verbatim}
hello(Client) -> Result
hello(Client, Timeout) -> Result
hello(Client, Options, Timeout) -> Result

Types:
  Client = \texttt{handle()}
  Options = \{\{\texttt{capability}, [\texttt{string()}]\}\}
  Timeout = \texttt{timeout()}
  Result = \texttt{ok | \{error, \emph{error_reason()}}
\end{verbatim}

Exchanges \texttt{hello} messages with the server. Returns when the server hello has been received or after the specified timeout.

Note that capabilities for an outgoing \texttt{hello} can be passed directly to \texttt{open/2}.

\begin{verbatim}
kill_session(Client, SessionId) -> Result
kill_session(Client, SessionId, Timeout) -> Result

Types:
  Client = \texttt{client()}
  SessionId = \texttt{integer() \geq 1}
  Timeout = \texttt{timeout()}
  Result = \texttt{ok | \{error, \emph{error_reason()}}
\end{verbatim}

Forces termination of the session associated with the supplied session Id.

The server side must abort any ongoing operations, release any locks and resources associated with the session, and close any associated connections.

Only if the server is in the confirmed commit phase, the configuration is restored to its state before entering the confirmed commit phase. Otherwise, no configuration rollback is performed.

If the specified \texttt{SessionId} is equal to the current session Id, an error is returned.

\begin{verbatim}
lock(Client, Target) -> Result
lock(Client, Target, Timeout) -> Result

Types:
\end{verbatim}
Client = `client()`
Target = `netconf_db()`
Timeout = `timeout()`
Result = ok | `{error, `error_reason()`}

Locks the configuration target.

Which target parameters that can be used depends on if `:candidate` and/or `:startup` are supported by the server. If successful, the configuration system of the device is unavailable to other clients (NETCONF, CORBA, SNMP, and so on). Locks are intended to be short-lived.

Operation `kill_session/2,3` can be used to force the release of a lock owned by another NETCONF session. How this is achieved by the server side is implementation-specific.

`only_open(Options) -> Result`

Types:
```
Options = [option()]
Result = {ok, `handle()`} | `{error, `error_reason()`}
```

Opens a NETCONF session, but does not send `hello`.

As `open/1`, but does not send a `hello` message.

`only_open(KeyOrName, ExtraOptions) -> Result`

Types:
```
KeyOrName = `ct:key_or_name()`
ExtraOptions = [option()]
Result = {ok, `handle()`} | `{error, `error_reason()`}
```

Opens a named NETCONF session, but does not send `hello`.

As `open/2`, but does not send a `hello` message.

`open(Options) -> Result`

Types:
```
Options = [option()]
Result = {ok, `handle()`} | `{error, `error_reason()`}
```

Opens a NETCONF session and exchanges `hello` messages.

If the server options are specified in a configuration file, or if a named client is needed for logging purposes (see section `Logging` in this module), use `open/2` instead.

The opaque `handle()` reference returned from this function is required as client identifier when calling any other function in this module.

`open(KeyOrName, ExtraOption) -> Result`

Types:
```
KeyOrName = `ct:key_or_name()`
ExtraOption = [option()]
Result = {ok, `handle()`} | `{error, `error_reason()`}
```

Opens a named NETCONF session and exchanges `hello` messages.
If \texttt{KeyOrName} is a configured \texttt{server\_id()} or a \texttt{target\_name()} associated with such an Id, then the options for this server are fetched from the configuration file.

The options list is added to those of the configuration file. If an option is specified in both lists, the configuration file take precedence.

If the server is not specified in a configuration file, use \texttt{open/1} instead.

The opaque \texttt{handle()} reference returned from this function can be used as client identifier when calling any other function in this module. However, if \texttt{KeyOrName} is a \texttt{target\_name()}, that is, if the server is named through a call to \texttt{ct:require/2} or a \texttt{require} statement in the test suite, then this name can be used instead of \texttt{handle()}.

See also \texttt{ct:require/2}.

\begin{verbatim}
send(Client, SimpleXml) -> Result
send(Client, SimpleXml, Timeout) -> Result
Types:
    Client = client()
    SimpleXml = simple\_xml()
    Timeout = timeout()
    Result = simple\_xml() | {error, error\_reason()}
Sends an XML document to the server.
The specified XML document is sent "as is" to the server. This function can be used for sending XML documents that cannot be expressed by other interface functions in this module.

send\_rpc(Client, SimpleXml) -> Result
send\_rpc(Client, SimpleXml, Timeout) -> Result
Types:
    Client = client()
    SimpleXml = simple\_xml()
    Timeout = timeout()
    Result = [simple\_xml()] | {error, error\_reason()}
Sends a NETCONF \texttt{rpc} request to the server.
The specified XML document is wrapped in a valid NETCONF \texttt{rpc} request and sent to the server. The \texttt{message\_id} and namespace attributes are added to element \texttt{rpc}.

This function can be used for sending \texttt{rpc} requests that cannot be expressed by other interface functions in this module.

session(Conn) -> Result
session(Conn, Options) -> Result
session(KeyOrName, Conn) -> Result
session(KeyOrName, Conn, Options) -> Result
Types:
    Conn = handle()
    Options = [{session\_option()}]
    KeyOrName = ct:ke\_y\_or\_name()
    Result = {ok, handle()} | {error, error\_reason()}
    session\_option() =
\end{verbatim}
{timeout, timeout()} | {capability, string() | [string()]}  
Opens a NETCONF session as a channel on the given SSH connection, and exchanges hello messages with the server.

The opaque handle() reference returned from this function can be used as client identifier when calling any other function in this module. However, if KeyOrName is used and it is a target_name(), that is, if the server is named through a call to ct:require/2 or a require statement in the test suite, then this name can be used instead of handle().

unlock(Client, Target) -> Result
unlock(Client, Target, Timeout) -> Result
Types:
  Client = client()
  Target = netconf_db()
  Timeout = timeout()
  Result = ok | {error, error_reason()}
Unlocks the configuration target.

If the client earlier has acquired a lock through lock/2,3, this operation releases the associated lock. To access another target than running, the server must support :candidate and/or :startup.
Erlang module

Common Test specific layer on Erlang/OTP rpc.

Exports

`app_node(App, Candidates) -> NodeName`
Types:
- `App` = atom()
- `Candidates` = [NodeName]
- `NodeName` = atom()

From a set of candidate nodes determines which of them is running the application `App`. If none of the candidate nodes is running `App`, the function makes the test case calling this function to fail. This function is the same as calling `app_node(App, Candidates, true)`.

`app_node(App, Candidates, FailOnBadRPC) -> NodeName`
Types:
- `App` = atom()
- `Candidates` = [NodeName]
- `NodeName` = atom()
- `FailOnBadRPC` = true | false

Same as `ct_rpc:app_node/2`, except that argument `FailOnBadRPC` determines if the search for a candidate node is to stop if `badrpc` is received at some point.

`app_node(App, Candidates, FailOnBadRPC, Cookie) -> NodeName`
Types:
- `App` = atom()
- `Candidates` = [NodeName]
- `NodeName` = atom()
- `FailOnBadRPC` = true | false
- `Cookie` = atom()

Same as `ct_rpc:app_node/2`, except that argument `FailOnBadRPC` determines if the search for a candidate node is to stop if `badrpc` is received at some point.

The cookie on the client node is set to `Cookie` for this `rpc` operation (used to match the server node cookie).

`call(Node, Module, Function, Args) -> term() | {badrpc, Reason}`
Same as `call(Node, Module, Function, Args, infinity)`.

`call(Node, Module, Function, Args, TimeOut) -> term() | {badrpc, Reason}`
Types:
- `Node` = NodeName | {Fun, FunArgs}
- `Fun` = function()}
FunArgs = term()
NodeName = atom()
Module = atom()
Function = atom()
Args = [term()]
Reason = timeout | term()

Evaluates apply(Module, Function, Args) on the node Node. Returns either whatever Function returns, or {badrpc, Reason} if the remote procedure call fails. If Node is {Fun, FunArgs}, applying Fun to FunArgs is to return a node name.

call(Node, Module, Function, Args, TimeOut, Cookie) -> term() | {badrpc, Reason}

Types:
  Node = NodeName | {Fun, FunArgs}
  Fun = function()
  FunArgs = term()
  NodeName = atom()
  Module = atom()
  Function = atom()
  Args = [term()]
  Reason = timeout | term()
  Cookie = atom()

Evaluates apply(Module, Function, Args) on the node Node. Returns either whatever Function returns, or {badrpc, Reason} if the remote procedure call fails. If Node is {Fun, FunArgs}, applying Fun to FunArgs is to return a node name.

The cookie on the client node is set to Cookie for this rpc operation (used to match the server node cookie).

cast(Node, Module, Function, Args) -> ok

Types:
  Node = NodeName | {Fun, FunArgs}
  Fun = function()
  FunArgs = term()
  NodeName = atom()
  Module = atom()
  Function = atom()
  Args = [term()]
  Reason = timeout | term()

Evaluates apply(Module, Function, Args) on the node Node. No response is delivered and the process that makes the call is not suspended until the evaluation is completed as in the case of call/3,4. If Node is {Fun, FunArgs}, applying Fun to FunArgs is to return a node name.

cast(Node, Module, Function, Args, Cookie) -> ok

Types:
  Node = NodeName | {Fun, FunArgs}
Fun = function()
FunArgs = term()
NodeName = atom()
Module = atom()
Function = atom()
Args = [term()]
Reason = timeout | term()
Cookie = atom()

Evaluates apply(Module, Function, Args) on the node Node. No response is delivered and the process that makes the call is not suspended until the evaluation is completed as in the case of call/3,4. If Node is {Fun, FunArgs}, applying Fun to FunArgs is to return a node name.

The cookie on the client node is set to Cookie for this rpc operation (used to match the server node cookie).
ct_snmp  

Erlang module

Common Test user interface module for the SNMP application.

The purpose of this module is to simplify SNMP configuration for the test case writer. Many test cases can use default values for common operations and then no SNMP configuration files need to be supplied. When it is necessary to change particular configuration parameters, a subset of the relevant SNMP configuration files can be passed to ct_snmp by Common Test configuration files. For more specialized configuration parameters, a simple SNMP configuration file can be placed in the test suite data directory. To simplify the test suite, Common Test keeps track of some of the SNMP manager information. This way the test suite does not have to handle as many input parameters as if it had to interface with the OTP SNMP manager directly.

Configurable SNMP Manager and Agent Parameters:

Manager configuration:

{{start_manager, boolean()}}

Optional. Default is true.

{users, [{user_name(), [call_back_module(), user_data()]}}}

Optional.

{usm_users, [{usm_user_name(), [usm_config()]}}}

Optional. SNMPv3 only.

{managed_agents, [{agent_name(), [user_name(), agent_ip(), agent_port(), [agent_config()]}}]

managed_agents is optional.

{max_msg_size, integer()}

Optional. Default is 484.

{mgr_port, integer()}

Optional. Default is 5000.

{engine_id, string()}

Optional. Default is "mgrEngine".

Agent configuration:

{{start_agent, boolean()}}

Optional. Default is false.

{agent_sysname, string()}

Optional. Default is "ct_test".

{agent_manager_ip, manager_ip()}

Optional. Default is localhost.

{agent_vsns, list()}

Optional. Default is [v2].
{agent_trap_udp, integer()}
  Optional. Default is 5000.

{agent_udp, integer()}
  Optional. Default is 4000.

{agent_notify_type, atom()}
  Optional. Default is trap.

{agent_sec_type, sec_type()}
  Optional. Default is none.

{agent_passwd, string()}
  Optional. Default is "".

{agent_engine_id, string()}
  Optional. Default is "agentEngine".

{agent_max_msg_size, string()}
  Optional. Default is 484.

The following parameters represents the SNMP configuration files context.conf, standard.conf, community.conf, vacm.conf, usm.conf, notify.conf, target_addr.conf, and target_params.conf. Notice that all values in agent.conf can be modified by the parameters listed above. All these configuration files have default values set by the SNMP application. These values can be overridden by suppling a list of valid configuration values or a file located in the test suites data directory, which can produce a list of valid configuration values if you apply function file:consult/1 to the file.

{agent_contexts, [term()] | {data_dir_file, rel_path()}}
  Optional.

{agent_community, [term()] | {data_dir_file, rel_path()}}
  Optional.

{agent_sysinfo, [term()] | {data_dir_file, rel_path()}}
  Optional.

{agent_vacm, [term()] | {data_dir_file, rel_path()}}
  Optional.

{agent_usm, [term()] | {data_dir_file, rel_path()}}
  Optional.

{agent_notify_def, [term()] | {data_dir_file, rel_path()}}
  Optional.

{agent_target_address_def, [term()] | {data_dir_file, rel_path()}}
  Optional.

{agent_target_param_def, [term()] | {data_dir_file, rel_path()}}
  Optional.

Parameter MgrAgentConfName in the functions is to be a name you allocate in your test suite using a require statement. Example (where MgrAgentConfName = snmp_mgr_agent):
Notice that USM users are needed for SNMPv3 configuration and are not to be confused with users.

SNMP traps, inform, and report messages are handled by the user callback module. For details, see the SNMP application.

It is recommended to use the .hrl files created by the Erlang/OTP MIB compiler to define the Object Identifiers (OIDs). For example, to get the Erlang node name from erlNodeTable in the OTP-MIB:

```erlang
Oid = ?erlNodeEntry ++ [?erlNodeName, 1]
```

Furthermore, values can be set for SNMP application configuration parameters, config, server, net_if, and so on (for a list of valid parameters and types, see the User's Guide for the SNMP application). This is done by defining a configuration data variable on the following form:

```erlang
{snmp_app, [{manager, [snmp_app_manager_params()]},
            {agent, [snmp_app_agent_params()]OPSIS}].
```

A name for the data must be allocated in the suite using require (see the example above). Pass this name as argument SnmpAppConfName to ct_snmp:start/3. ct_snmp specifies default values for some SNMP application configuration parameters (such as {verbosity,trace} for parameter config). This set of defaults is merged with the parameters specified by the user. The user values override ct_snmp defaults.

### Data Types

- `agent_config() = {Item, Value}`
- `agent_ip() = ip()`
- `agent_name() = atom()`
- `agent_port() = integer()`
- `call_back_module() = atom()`
- `error_index() = integer()`
- `error_status() = noError | atom()`
- `ip() = string() | {integer(), integer(), integer(), integer()}`
- `manager_ip() = ip()`
- `oid() = [byte()]`
- `oids() = [oid()]`
- `rel_path() = string()`
- `sec_type() = none | minimum | semi`
- `snmp_app_agent_params() = term()`
- `snmp_app_manager_params() = term()`
- `snmpreply() = {error_status(), error_index(), varbinds()}`
- `user_data() = term()`
- `user_name() = atom()`
- `usm_config() = {Item, Value}`
- `usm_user_name() = string()`
- `value_type() = o('OBJECT IDENTIFIER') | i('INTEGER') | u('Unsigned32') | g('Unsigned32') | s('OCTET STRING')`
- `var_and_val() = {oid(), value_type(), value()}`
varbind() = term()
varbinds() = [varbind()]
varsandvals() = [var_and_val()]

These data types are described in the documentation for the SNMP application.

Exports

get_next_values(Agent, Oids, MgrAgentConfName) -> SnmpReply
Types:
   Agent = agent_name()
   Oids = oids()
   MgrAgentConfName = atom()
   SnmpReply = snmpreply()
Issues a synchronous SNMP get next request.

get_values(Agent, Oids, MgrAgentConfName) -> SnmpReply
Types:
   Agent = agent_name()
   Oids = oids()
   MgrAgentConfName = atom()
   SnmpReply = snmpreply()
Issues a synchronous SNMP get request.

load_mibs(Mibs) -> ok | {error, Reason}
Types:
   Mibs = [MibName]
   MibName = string()
   Reason = term()
Loads the MIBs into agent snmp_master_agent.

register_agents(MgrAgentConfName, ManagedAgents) -> ok | {error, Reason}
Types:
   MgrAgentConfName = atom()
   ManagedAgents = [agent()]
   Reason = term()
Explicitly instructs the manager to handle this agent. Corresponds to making an entry in agents.conf.
This function tries to register the specified managed agents, without checking if any of them exist. To change a registered managed agent, the agent must first be unregistered.

register_users(MgrAgentConfName, Users) -> ok | {error, Reason}
Types:
   MgrAgentConfName = atom()
   Users = [user()]
Reason = term()
Registers the manager entity (=user) responsible for specific agent(s). Corresponds to making an entry in users.conf.
This function tries to register the specified users, without checking if any of them exist. To change a registered user, the user must first be unregistered.

register_usm_users(MgrAgentConfName, UsmUsers) -> ok | {error, Reason}
Types:
  MgrAgentConfName = atom()
  UsmUsers = [usm_user()]
  Reason = term()
Explicitly instructs the manager to handle this USM user. Corresponds to making an entry in usm.conf.
This function tries to register the specified users, without checking if any of them exist. To change a registered user, the user must first be unregistered.

set_info(Config) -> [{Agent, OldVarsAndVals, NewVarsAndVals}]
Types:
  Config = [{Key, Value}]
  Agent = agent_name()
  OldVarsAndVals = varsandvals()
  NewVarsAndVals = varsandvals()
Returns a list of all successful set requests performed in the test case in reverse order. The list contains the involved user and agent, the value before set, and the new value. This is intended to simplify the cleanup in function end_per_testcase, that is, the undoing of the set requests and their possible side-effects.

set_values(Agent, VarsAndVals, MgrAgentConfName, Config) -> SnmpReply
Types:
  Agent = agent_name()
  Oids = oids()
  MgrAgentConfName = atom()
  Config = [{Key, Value}]
  SnmpReply = snmpreply()
Issues a synchronous SNMP set request.

start(Config, MgrAgentConfName) -> ok
Equivalent to ct_snmp:start(Config, MgrAgentConfName, undefined).

start(Config, MgrAgentConfName, SnmpAppConfName) -> ok
Types:
  Config = [{Key, Value}]
  Key = atom()
  Value = term()
  MgrAgentConfName = atom()
SnmpConfName = atom()

Starts an SNMP manager and/or agent. In the manager case, registrations of users and agents, as specified by the configuration MgrAgentConfName, are performed. When using SNMPv3, called USM users are also registered. Users, usm_users, and managed agents can also be registered later using ct_snmp:register_users/2, ct_snmp:register_agents/2, and ct_snmp:register_usm_users/2.

The agent started is called snmp_master_agent. Use ct_snmp:load_mibs/1 to load MIBs into the agent.

With SnmpAppConfName SNMP applications can be configured with parameters config, mibs, net_if, and so on. The values are merged with (and possibly override) default values set by ct_snmp.

stop(Config) -> ok

Types:

    Config = [{Key, Value}]
    Key = atom()
    Value = term()

Stops the SNMP manager and/or agent, and removes all files created.

unload_mibs(Mibs) -> ok | {error, Reason}

Types:

    Mibs = [MibName]
    MibName = string()
    Reason = term()

Unloads the MIBs from agent snmp_master_agent.

unregister_agents(MgrAgentConfName) -> ok

Types:

    MgrAgentConfName = atom()
    Reason = term()

Unregisters all managed agents.

unregister_agents(MgrAgentConfName, ManagedAgents) -> ok

Types:

    MgrAgentConfName = atom()
    ManagedAgents = [agent_name()]
    Reason = term()

Unregisters the specified managed agents.

unregister_users(MgrAgentConfName) -> ok

Types:

    MgrAgentConfName = atom()
    Reason = term()

Unregisters all users.
unregister_users(MgrAgentConfName, Users) -> ok
Types:
    MgrAgentConfName = atom()
    Users = [user_name()]  
    Reason = term()
Unregisters the specified users.

unregister_usm_users(MgrAgentConfName) -> ok
Types:
    MgrAgentConfName = atom()
    Reason = term() 
Unregisters all USM users.

unregister_usm_users(MgrAgentConfName, UsmUsers) -> ok
Types:
    MgrAgentConfName = atom()
    UsmUsers = [usm_user_name()]  
    Reason = term() 
Unregisters the specified USM users.
**ct_telnet**

Erlang module

Common Test specific layer on top of Telnet client `ct_telnet_client.erl`.

Use this module to set up Telnet connections, send commands, and perform string matching on the result. For information about how to use `ct_telnet` and configure connections, specifically for UNIX hosts, see the `unix_telnet` manual page.

Default values defined in `ct_telnet`:

- Connection timeout (time to wait for connection) = 10 seconds
- Command timeout (time to wait for a command to return) = 10 seconds
- Max number of reconnection attempts = 3
- Reconnection interval (time to wait in between reconnection attempts) = 5 seconds
- Keep alive (sends NOP to the server every 8 sec if connection is idle) = true
- Polling limit (max number of times to poll to get a remaining string terminated) = 0
- Polling interval (sleep time between polls) = 1 second
- The TCP_NODELAY option for the telnet socket is disabled (set to false) per default

These parameters can be modified by the user with the following configuration term:

```
{telnet_settings, [{connect_timeout,Millisec},
                  {command_timeout,Millisec},
                  {reconnection_attempts,N},
                  {reconnection_interval,Millisec},
                  {keep_alive,Bool},
                  {poll_limit,N},
                  {poll_interval,Millisec},
                  {tcp_nodelay,Bool}]}.
```

Millisec = integer(), N = integer()

Enter the `telnet_settings` term in a configuration file included in the test and `ct_telnet` retrieves the information automatically.

`keep_alive` can be specified per connection, if necessary. For details, see `unix_telnet`.

**Logging**

The default logging behavior of `ct_telnet` is to print information about performed operations, commands, and their corresponding results to the test case HTML log. The following is not printed to the HTML log: text strings sent from the Telnet server that are not explicitly received by a `ct_telnet` function, such as `expect/3`. However, `ct_telnet` can be configured to use a special purpose event handler, implemented in `ct_conn_log_h`, for logging all Telnet traffic. To use this handler, install a Common Test hook named `cth_conn_log`. Example (using the test suite information function):

```
suite() ->
    [{ct_hooks, [{cth_conn_log, [{conn_mod(), hook_options()}]}]}].
```

`conn_mod()` is the name of the Common Test module implementing the connection protocol, that is, `ct_telnet`.
The `cth_conn_log` hook performs unformatted logging of Telnet data to a separate text file. All Telnet communication is captured and printed, including any data sent from the server. The link to this text file is located at the top of the test case HTML log.

By default, data for all Telnet connections is logged in one common file (named `default`), which can get messy, for example, if multiple Telnet sessions are running in parallel. Therefore a separate log file can be created for each connection. To configure this, use hook option `hosts` and list the names of the servers/connections to be used in the suite. The connections must be named for this to work (see `ct_telnet:open/1,2,3,4`).

Hook option `log_type` can be used to change the `cth_conn_log` behavior. The default value of this option is `raw`, which results in the behavior described above. If the value is set to `html`, all Telnet communication is printed to the test case HTML log instead.

All `cth_conn_log` hook options described can also be specified in a configuration file with configuration variable `ct_conn_log`.

**Example:**

```erlang
{ct_conn_log, [{ct_telnet, [{log_type, raw}, {hosts,[key_or_name()]})]}}
```

**Note:**

Hook options specified in a configuration file overwrite any hard-coded hook options in the test suite.

**Logging Example:**

The following `ct_hooks` statement causes printing of Telnet traffic to separate logs for the connections `server1` and `server2`. Traffic for any other connections is logged in the default Telnet log.

```erlang
suite() ->
  [{ct_hooks, [{cth_conn_log, [{ct_telnet, [{hosts,[server1,server2]})}]})}]].
```

As previously explained, this specification can also be provided by an entry like the following in a configuration file:

```erlang
{ct_conn_log, [{ct_telnet, [{hosts,[server1,server2]})}]})}.
```

In this case the `ct_hooks` statement in the test suite can look as follows:

```erlang
suite() ->
  [{ct_hooks, [{cth_conn_log, []})}]}.
```

**Data Types**

- `connection() = handle() | {target_name(), connection_type() | target_name()}

  For `target_name()`, see module `ct`.

- `connection_type() = telnet | ts1 | ts2`

- `handle() = handle()`

  Handle for a specific Telnet connection, see module `ct`. 

164 | Ericsson AB. All Rights Reserved.: Common Test
prompt_regexp() = string()

Regular expression matching all possible prompts for a specific target type. regexp must not have any groups, that is, when matching, re:run/3 (in STDLIB) must return a list with one single element.

Exports

close(Connection) -> ok | {error, Reason}
Types:
    Connection = connection()
    Reason = term()
Closes the Telnet connection and stops the process managing it.
A connection can be associated with a target name and/or a handle. If Connection has no associated target name, it can only be closed with the handle value (see ct_telnet:open/4).

cmd(Connection, Cmd) -> {ok, Data} | {error, Reason}
Equivalent to ct_telnet:cmd(Connection, Cmd, []).

cmd(Connection, Cmd, Opts) -> {ok, Data} | {error, Reason}
Types:
    Connection = connection()
    Cmd = string()
    Opts = [Opt]
    Opt = {timeout, timeout()} | {newline, boolean() | string()}
    Data = [string()]
    Reason = term()
Sends a command through Telnet and waits for prompt.
By default, this function adds "\n" to the end of the specified command. If this is not desired, use option {newline,false}. This is necessary, for example, when sending Telnet command sequences prefixed with character Interpret As Command (IAC). Option {newline,string()} can also be used if a different line end than "\n" is required, for instance {newline,"\r\n"}, to add both carriage return and newline characters.
Option timeout specifies how long the client must wait for prompt. If the time expires, the function returns {error,timeout}. For information about the default value for the command timeout, see the list of default values in the beginning of this module.

cmdf(Connection, CmdFormat, Args) -> {ok, Data} | {error, Reason}
Equivalent to ct_telnet:cmdf(Connection, CmdFormat, Args, []).

cmdf(Connection, CmdFormat, Args, Opts) -> {ok, Data} | {error, Reason}
Types:
    Connection = connection()
    CmdFormat = string()
    Args = list()
    Opts = [Opt]
    Opt = {timeout, timeout()} | {newline, boolean() | string()}
Data = [string()]
Reason = term()

Sends a Telnet command and waits for prompt (uses a format string and a list of arguments to build the command).

For details, see ct_telnet:cmd/3.

expect(Connection, Patterns) -> term()
Equivalent to ct_telnet:expect(Connections, Patterns, []).

expect(Connection, Patterns, Opts) -> {ok, Match} | {ok, MatchList, HaltReason} | {error, Reason}
Types:
  Connection = connection()
  Patterns = Pattern | [Pattern]
  Pattern = string() | {Tag, string()} | prompt | {prompt, Prompt}
  Prompt = string()
  Tag = term()
  Opts = [Opt]
  Opt = {idle_timeout, IdleTimeout} | {total_timeout, TotalTimeout} | repeat | {repeat, N} | sequence | {halt, HaltPatterns} | ignore_prompt | no_prompt_check | wait_for_prompt | {wait_for_prompt, Prompt}
  IdleTimeout = infinity | integer()
  TotalTimeout = infinity | integer()
  N = integer()
  HaltPatterns = Patterns
  MatchList = [Match]
  Match = RxMatch | {Tag, RxMatch} | {prompt, Prompt}
  RxMatch = [string()]
  HaltReason = done | Match
  Reason = timeout | {prompt, Prompt}

Gets data from Telnet and waits for the expected pattern.
Pattern can be a POSIX regular expression. The function returns when a pattern is successfully matched (at least one, in the case of multiple patterns).
RxMatch is a list of matched strings. It looks as follows [FullMatch, SubMatch1, SubMatch2, ...], where FullMatch is the string matched by the whole regular expression, and SubMatchN is the string that matched subexpression number N. Subexpressions are denoted with "( )" in the regular expression.
If a Tag is specified, the returned Match also includes the matched Tag. Otherwise, only RxMatch is returned.

Options:
idle_timeout
  Indicates that the function must return if the Telnet client is idle (that is, if no data is received) for more than IdleTimeout milliseconds. Default time-out is 10 seconds.
total_timeout
  Sets a time limit for the complete expect operation. After TotalTimeout milliseconds, {error, timeout} is returned. Default is infinity (that is, no time limit).
The function returns when a prompt is received, even if no pattern has yet been matched, and \{error, \{prompt, Prompt\}\} is returned. However, this behavior can be modified with option ignore_prompt or option no_prompt_check, which tells expect to return only when a match is found or after a time-out.

ignore_prompt

ct_telnet ignores any prompt found. This option is useful if data sent by the server can include a pattern matching prompt regexp (as returned by TargedMod:get_prompt_regexp/0), but is not to not cause the function to return.

no_prompt_check

ct_telnet does not search for a prompt at all. This is useful if, for example, Pattern itself matches the prompt.

wait_for_prompt

Forces ct_telnet to wait until the prompt string is received before returning (even if a pattern has already been matched). This is equal to calling expect(Conn, Patterns++\{\{prompt, Prompt\}\}, [sequence|Opts]). Notice that option idle_timeout and total_timeout can abort the operation of waiting for prompt.

repeat | repeat, N

The pattern(s) must be matched multiple times. If N is specified, the pattern(s) are matched N times, and the function returns HaltReason = done. This option can be interrupted by one or more HaltPatterns. MatchList is always returned, that is, a list of Match instead of only one Match. Also HaltReason is returned.

sequence

All patterns must be matched in a sequence. A match is not concluded until all patterns are matched. This option can be interrupted by one or more HaltPatterns. MatchList is always returned, that is, a list of Match instead of only one Match. Also HaltReason is returned.

Example 1:

```expect(Connection, [{abc,"ABC"}, {xyz,"XYZ"}], [sequence, {halt, [{nnn,"NNN"}]}])```

First this tries to match "ABC", and then "XYZ", but if "NNN" appears, the function returns \{error, {nnn, ["NNN"]}\}. If both "ABC" and "XYZ" are matched, the function returns \{ok, [AbcMatch, XyzMatch]\}.

Example 2:

```expect(Connection, [{abc,"ABC"}, {xyz,"XYZ"}], [{repeat, 2}, {halt, [{nnn,"NNN"}]}])```

This tries to match "ABC" or "XYZ" twice. If "NNN" appears, the function returns HaltReason = \{nnn, ["NNN"]\}.

Options repeat and sequence can be combined to match a sequence multiple times.

get_data(Connection) -> \{ok, Data\} | \{error, Reason\}

Types:

- Connection = connection()
- Data = [string()]
- Reason = term()
Gets all data received by the Telnet client since the last command was sent. Only newline-terminated strings are returned. If the last received string has not yet been terminated, the connection can be polled automatically until the string is complete.

The polling feature is controlled by the configuration values \texttt{poll\_limit} and \texttt{poll\_interval} and is by default disabled. This means that the function immediately returns all complete strings received and saves a remaining non-terminated string for a later \texttt{get\_data} call.

\texttt{open(Name) -> \{ok, Handle\} | \{error, Reason\}}

Equivalent to \texttt{ct\_telnet:open(Name, \texttt{telnet}).}

\texttt{open(Name, ConnType) -> \{ok, Handle\} | \{error, Reason\}}

Types:
\begin{itemize}
  \item \texttt{Name = target\_name()}
  \item \texttt{ConnType = connection\_type()}
  \item \texttt{Handle = handle()}
  \item \texttt{Reason = term()}
\end{itemize}

Opens a Telnet connection to the specified target host.

\texttt{open(KeyOrName, ConnType, TargetMod) -> \{ok, Handle\} | \{error, Reason\}}

Equivalent to \texttt{ct\_telnet:ct\_telnet:open(KeyOrName, ConnType, TargetMod, []).}

\texttt{open(KeyOrName, ConnType, TargetMod, Extra) -> \{ok, Handle\} | \{error, Reason\}}

Types:
\begin{itemize}
  \item \texttt{KeyOrName = Key | Name}
  \item \texttt{Key = atom()}
  \item \texttt{Name = target\_name()}
  \item \texttt{ConnType = connection\_type()}
  \item \texttt{TargetMod = atom()}
  \item \texttt{Extra = term()}
  \item \texttt{Handle = handle()}
  \item \texttt{Reason = term()}
\end{itemize}

Opens a Telnet connection to the specified target host.

The target data must exist in a configuration file. The connection can be associated with \texttt{Name} and/or the returned \texttt{Handle}. To allocate a name for the target, use one of the following alternatives:

\begin{itemize}
  \item \texttt{ct:require/2} in a test case
  \item A require statement in the suite information function (\texttt{suite/0})
  \item A require statement in a test case information function
\end{itemize}

If you want the connection to be associated with \texttt{Handle} only (if you, for example, need to open multiple connections to a host), use \texttt{Key}, the configuration variable name, to specify the target. Notice that a connection without an associated target name can only be closed with the \texttt{Handle} value.

\texttt{TargetMod} is a module that exports the functions \texttt{connect(Ip, Port, KeepAlive, Extra)} and \texttt{get\_prompt\_regexp()} for the specified \texttt{TargetType} (for example, \texttt{unix\_telnet}).

For \texttt{target\_name()}, see module \texttt{ct}. 

168 | Ericsson AB. All Rights Reserved.: Common Test
See also \texttt{ct:require/2}.

\begin{verbatim}
send(Connection, Cmd) -> ok | \{error, Reason\}
\end{verbatim}

Equivalent to \texttt{ct_telnet:send(Connection, Cmd, [])}.

\begin{verbatim}
send(Connection, Cmd, Opts) -> ok | \{error, Reason\}
\end{verbatim}

Types:
   \begin{verbatim}
   Connection = connection()
   Cmd = string()
   Opts = [Opt]
   Opt = (newline, boolean() | string())
   Reason = term()
   \end{verbatim}

Sends a Telnet command and returns immediately.

By default, this function adds "\texttt{n}" to the end of the specified command. If this is not desired, option \{\texttt{newline,false}\} can be used. This is necessary, for example, when sending Telnet command sequences prefixed with character Interpret As Command (IAC). Option \{\texttt{newline,string()}\} can also be used if a different line end than "\texttt{n}" is required, for instance \{\texttt{newline,\texttt{\textbackslash r\textbackslash n}}\}, to add both carriage return and newline characters.

The resulting output from the command can be read with \texttt{ct_telnet:get_data/2} or \texttt{ct_telnet:expect/2,3}.

\begin{verbatim}
sendf(Connection, CmdFormat, Args) -> ok | \{error, Reason\}
\end{verbatim}

Equivalent to \texttt{ct_telnet:sendf(Connection, CmdFormat, Args, [])}.

\begin{verbatim}
sendf(Connection, CmdFormat, Args, Opts) -> ok | \{error, Reason\}
\end{verbatim}

Types:
   \begin{verbatim}
   Connection = connection()
   CmdFormat = string()
   Args = list()
   Opts = [Opt]
   Opt = (newline, boolean() | string())
   Reason = term()
   \end{verbatim}

Sends a Telnet command and returns immediately (uses a format string and a list of arguments to build the command). For details, see \texttt{ct_telnet:send/3}.

\textbf{See Also}

\texttt{unix_telnet}
unix_telnet

Erlang module

Callback module for `ct_telnet`, for connecting to a Telnet server on a UNIX host.

It requires the following entry in the configuration file:

```erlang
{unix,[{telnet,HostNameOrIpAddress},
       {port,PortNum}, % optional
       {username,UserName},
       {password,Password},
       {keep_alive,Bool}]}% optional
```

To communicate through Telnet to the host specified by `HostNameOrIpAddress`, use the interface functions in `ct_telnet`, for example, `open(Name)` and `cmd(Name,Cmd)`.

Name is the name you allocated to the Unix host in your `require` statement, for example:

```erlang
suite() -> [{require,Name,[unix,[telnet]]}].
```

or

```erlang
c:t:require(Name,[unix,[telnet]]).
```

The "keep alive" activity (that is, that Common Test sends NOP to the server every 10 seconds if the connection is idle) can be enabled or disabled for one particular connection as described here. It can be disabled for all connections using `telnet_settings` (see `ct_telnet`).

The `{port,PortNum}` tuple is optional and if omitted, default Telnet port 23 is used. Also the `keep_alive` tuple is optional, and the value defaults to `true` (enabled).

Exports

```erlang
connect(ConnName, Ip, Port, Timeout, KeepAlive, TCPNoDelay, Extra) -> {ok, Handle} | {error, Reason}
```

Types:

- `ConnName = target_name()`
- `Ip = string() | {integer(), integer(), integer(), integer()}`
- `Port = integer()`
- `Timeout = integer()`
- `KeepAlive = bool()`
- `TCPNoDelay = bool()`
- `Extra = target_name() | {Username, Password}`
- `Username = string()`
- `Password = string()`
- `Handle = handle()`
- `Reason = term()`

Callback for `ct_telnet.erl`.
Setup Telnet connection to a Unix host.
For `target_name()` , see `ct` . For `handle()` , see `ct_telnet` .

```
get_prompt_regexp() -> PromptRegexp
```

Types:

```
    PromptRegexp = prompt_regexp()
```

Callback for `ct_telnet.erl`.

Returns a suitable `regexp` string matching common prompts for users on Unix hosts.
For `prompt_regexp()` , see `ct_telnet` .

**See Also**

`ct`, `ct_telnet`
ct_slave

Erlang module

Common Test framework functions for starting and stopping nodes for Large-Scale Testing.

This module exports functions used by the Common Test Master to start and stop "slave" nodes. It is the default callback module for the \{init, node_start\} term in the Test Specification.

Exports

\texttt{start(Node) -> Result}

Types:

\begin{itemize}
  \item \texttt{Node = atom()}
  \item \texttt{Result = \{ok, NodeName\} | \{error, Reason, NodeName\}}
  \item \texttt{Reason = already_started | started_not_connected | boot_timeout | init_timeout | startup_timeout | not_alive}
  \item \texttt{NodeName = atom()}
\end{itemize}

Starts an Erlang node with name \texttt{Node} on the local host.

See also \texttt{ct_slave:start/3}.

\texttt{start(HostOrNode, NodeOrOpts) -> Result}

Types:

\begin{itemize}
  \item \texttt{HostOrNode = atom()}
  \item \texttt{NodeOrOpts = atom() | list()}
  \item \texttt{Result = \{ok, NodeName\} | \{error, Reason, NodeName\}}
  \item \texttt{Reason = already_started | started_not_connected | boot_timeout | init_timeout | startup_timeout | not_alive}
  \item \texttt{NodeName = atom()}
\end{itemize}

Starts an Erlang node with default options on a specified host, or on the local host with specified options. That is, the call is interpreted as \texttt{start(Host, Node)} when the second argument is atom-valued and \texttt{start(Node, Opts)} when it is list-valued.

See also \texttt{ct_slave:start/3}.

\texttt{start(Host, Node, Opts) -> Result}

Types:

\begin{itemize}
  \item \texttt{Node = atom()}
  \item \texttt{Host = atom()}
  \item \texttt{Opts = [OptTuples]}
  \item \texttt{OptTuples = \{username, Username\} | \{password, Password\} | \{boot_timeout, BootTimeout\} | \{init_timeout, InitTimeout\} | \{startup_timeout, StartupTimeout\} | \{startup_functions, StartupFunctions\} | \{monitor_master, Monitor\} | \{kill_if_fail, KillIfFail\} | \{erl_flags, ErlangFlags\} | \{env, [(EnvVar, Value)]]\}
  \item \texttt{Username = string()}
\end{itemize}
Password = string()
BootTimeout = integer()
InitTimeout = integer()
StartupTimeout = integer()
StartupFunctions = [StartupFunctionSpec]
StartupFunctionSpec = {Module, Function, Arguments}
Module = atom()
Function = atom()
Arguments = [term]
Monitor = bool()
KillIfFail = bool()
ErlangFlags = string()
EnvVar = string()
Value = string()
Result = {ok, NodeName} | {error, Reason, NodeName}
Reason = already_started | started_not_connected | boot_timeout | init_timeout | startup_timeout | not_alive
NodeName = atom()

Starts an Erlang node with name Node on host Host as specified by the combination of options in Opts.
Options Username and Password are used to log on to the remote host Host. Username, if omitted, defaults to the current username. Password is empty by default.
A list of functions specified in option Startup are executed after startup of the node. Notice that all used modules are to be present in the code path on Host.
The time-outs are applied as follows:

**BootTimeout**
The time to start the Erlang node, in seconds. Defaults to 3 seconds. If the node is not pingable within this time, the result {error, boot_timeout, NodeName} is returned.

**InitTimeout**
The time to wait for the node until it calls the internal callback function informing master about a successful startup. Defaults to 1 second. In case of a timed out message, the result {error, init_timeout, NodeName} is returned.

**StartupTimeout**
The time to wait until the node stops to run StartupFunctions. Defaults to 1 second. If this time-out occurs, the result {error, startup_timeout, NodeName} is returned.

**Options:**

*monitor_master*
Specifies if the slave node is to be stopped if the master node stops. Defaults to false.

*kill_if_fail*
Specifies if the slave node is to be killed if a time-out occurs during initialization or startup. Defaults to true.
Notice that the node can also be still alive it the boot time-out occurred, but it is not killed in this case.

*erlang_flags*
Specifies which flags are added to the parameters of the executable erl.
### ct_slave

#### env

Specifies a list of environment variables that will extend the environment.

**Special return values:**

- {error, already_started, NodeName} if the node with the specified name is already started on a specified host.
- {error, started_not_connected, NodeName} if the node is started, but not connected to the master node.
- {error, not_alive, NodeName} if the node on which `ct_slave:start/3` is called, is not alive. Notice that `NodeName` is the name of the current node in this case.

#### stop(Node) -> Result

Types:

```
Node = atom()
Result = {ok, NodeName} | {error, Reason, NodeName}
Reason = not_started | not_connected | stop_timeout
```

Stops the running Erlang node with name `Node` on the local host.

#### stop(Host, Node) -> Result

Types:

```
Host = atom()
Node = atom()
Result = {ok, NodeName} | {error, Reason, NodeName}
Reason = not_started | not_connected | stop_timeout
NodeName = atom()
```

Stops the running Erlang node with name `Node` on host `Host`.
ct_hooks

Erlang module

The **Common Test Hook (CTH)** framework allows extensions of the default behavior of Common Test by callbacks before and after all test suite calls. It is intended for advanced users of Common Test who want to abstract out behavior that is common to multiple test suites.

In brief, CTH allows you to:

- Manipulate the runtime configuration before each suite configuration call.
- Manipulate the return of all suite configuration calls and by extension the result of the test themselves.

The following sections describe the mandatory and optional CTH functions that Common Test calls during test execution. For more details, see section *Common Test Hooks* in the User's Guide.

For information about how to add a CTH to your suite, see section *Installing a CTH* in the User's Guide.

**Note:**

For a minimal example of a CTH, see section *Example CTH* in the User's Guide.

### Callback Functions

The following functions define the callback interface for a CTH.

### Exports

**Module:init(Id, Opts) -> {ok, State} | {ok, State, Priority}**

Types:

```erlang
Id = reference() | term()
Opts = term()
State = term()
Priority = integer()
```

MANDATORY

This function is always called before any other callback function. Use it to initiate any common state. It is to return a state for this CTH.

Id is either the return value of `ct_hooks:id/1`, or a reference (created using `erlang:make_ref/0` in ERTS) if `ct_hooks:id/1` is not implemented.

Priority is the relative priority of this hook. Hooks with a lower priority are executed first. If no priority is specified, it is set to 0.

For details about when `init` is called, see section *CTH Scope* in the User's Guide.

**Module:post_groups(SuiteName, GroupDefs) -> NewGroupDefs**

Types:

```erlang
SuiteName = atom()
GroupDefs = NewGroupDefs = [Group]
Group = {GroupName, Properties, GroupsAndTestCases}
```
ct_hooks

```erlang
GroupName = atom()
Properties = [parallel | sequence | Shuffle | {GroupRepeatType,N}]
GroupsAndTestCases = [Group | {group,GroupName} | TestCase |
{testCase,TestCase,TCRepeatProps}]
TestCase = atom()
TCRepeatProps = [{repeat,N} | {repeat_until_ok,N} | {repeat_until_fail,N}]
Shuffle = shuffle | {shuffle,Seed}
Seed = {integer(),integer(),integer()}
GroupRepeatType = repeat | repeat_until_all_ok | repeat_until_all_fail |
repeat_until_any_ok | repeat_until_any_fail
N = integer() | forever
```

**OPTIONAL**

This function is called after `groups/0`. It is used to modify the test group definitions, for instance to add or remove groups or change group properties.

`GroupDefs` is what `groups/0` returned, that is, a list of group definitions.

`NewGroupDefs` is the possibly modified version of this list.

This function is called only if the CTH is added before `init_per_suite` is run. For details, see section *CTH Scope* in the User's Guide.

Notice that for CTHs that are installed by means of the `suite/0` function, `post_groups/2` is called before the `init/2` hook function. However, for CTHs that are installed by means of the CT start flag, the `init/2` function is called first.

**Note:**

Prior to each test execution, Common Test does a simulated test run in order to count test suites, groups and cases for logging purposes. This causes the `post_groups/2` hook function to always be called twice. For this reason, side effects are best avoided in this callback.

```erlang
Module:post_all(SuiteName, Return, GroupDefs) -> NewReturn
Types:
   SuiteName = atom()
   Return = NewReturn = Tests | {skip,Reason}
   Tests = [TestCase | {testCase,TestCase,TCRepeatProps} | {group,GroupName} |
{group,GroupName,Properties} | {group,GroupName,Properties,SubGroups}]
   TestCase = atom()
   TCRepeatProps = [{repeat,N} | {repeat_until_ok,N} | {repeat_until_fail,N}]
   GroupName = atom()
   Properties = GroupProperties | default
   SubGroups = [{GroupName,Properties} | {GroupName,Properties,SubGroups}]
   Shuffle = shuffle | {shuffle,Seed}
   Seed = {integer(),integer(),integer()}
   GroupRepeatType = repeat | repeat_until_all_ok | repeat_until_all_fail |
repeat_until_any_ok | repeat_until_any_fail
   N = integer() | forever
```
Module: pre_init_per_suite(SuiteName, InitData, CTHState) -> Result

Types:

SuiteName = atom()
InitData = Config | SkipOrFail
Config = NewConfig = [{Key, Value}]
CTHState = NewCTHState = term()
Result = {Return, NewCTHState}
Return = NewConfig | SkipOrFail
SkipOrFail = {fail, Reason} | {skip, Reason}
Key = atom()
Value = term()
Reason = term()

OPTIONAL

This function is called before init_per_suite if it exists. It typically contains initialization/logging that must be done before init_per_suite is called. If {skip, Reason} or {fail, Reason} is returned, init_per_suite and all test cases of the suite are skipped and Reason printed in the overview log of the suite.

SuiteName is the name of the suite to be run.

InitData is the original configuration list of the test suite, or a SkipOrFail tuple if a previous CTH has returned this.

CTHState is the current internal state of the CTH.
Return is the result of the init_per_suite function. If it is \{skip, Reason\} or \{fail, Reason\}, init_per_suite is never called, instead the initiation is considered to be skipped or failed, respectively. If a NewConfig list is returned, init_per_suite is called with that NewConfig list. For more details, see section Pre Hooks in the User's Guide.

This function is called only if the CTH is added before init_per_suite is run. For details, see section CTH Scope in the User's Guide.

Module:post_init_per_suite(SuiteName, Config, Return, CTHState) -> Result

Types:

SuiteName = atom()
Config = [{Key, Value}]
Return = NewReturn = Config | SkipOrFail | term()
SkipOrFail = {fail, Reason} | {skip, Reason} | term()
CTHState = NewCTHState = term()
Result = {NewReturn, NewCTHState}
Key = atom()
Value = term()
Reason = term()

OPTIONAL

This function is called after init_per_suite if it exists. It typically contains extra checks to ensure that all the correct dependencies are started correctly.

Return is what init_per_suite returned, that is, {fail, Reason}, {skip, Reason}, a Config list, or a term describing how init_per_suite failed.

NewReturn is the possibly modified return value of init_per_suite. To recover from a failure in init_per_suite, return ConfigList with the tc_status element removed. For more details, see Post Hooks in section "Manipulating Tests" in the User's Guide.

CTHState is the current internal state of the CTH.

This function is called only if the CTH is added before or in init_per_suite. For details, see section CTH Scope in the User's Guide.

Module:pre_init_per_group(SuiteName, GroupName, InitData, CTHState) -> Result

Types:

SuiteName = atom()
GroupName = atom()
InitData = Config | SkipOrFail
Config = NewConfig = [{Key, Value}]
CTHState = NewCTHState = term()
Result = {NewConfig | SkipOrFail, NewCTHState}
SkipOrFail = {fail, Reason} | {skip, Reason}
Key = atom()
Value = term()
Reason = term()

OPTIONAL
This function is called before `init_per_group` if it exists. It behaves the same way as `pre_init_per_suite`, but for function `init_per_group` instead.

If `Module:pre_init_per_group/4` is not exported, `common_test` will attempt to call `Module:pre_init_per_group(GroupName, InitData, CTHState)` instead. This is for backwards compatibility.

```
Module:post_init_per_group(SuiteName, GroupName, Config, Return, CTHState) -> Result
Types:
    SuiteName = atom()
    GroupName = atom()
    Config = [{Key,Value}]
    Return = NewReturn = Config | SkipOrFail | term()
    SkipOrFail = {fail,Reason} | {skip, Reason}
    CTHState = NewCTHState = term()
    Result = {NewReturn, NewCTHState}
    Key = atom()
    Value = term()
    Reason = term()
```

OPTIONAL

This function is called after `init_per_group` if it exists. It behaves the same way as `post_init_per_suite`, but for function `init_per_group` instead.

If `Module:post_init_per_group/5` is not exported, `common_test` will attempt to call `Module:post_init_per_group(GroupName, Config, Return, CTHState)` instead. This is for backwards compatibility.

```
Module:pre_init_per_testcase(SuiteName, TestcaseName, InitData, CTHState) -> Result
Types:
    SuiteName = atom()
    TestcaseName = atom()
    InitData = Config | SkipOrFail
    Config = NewConfig = [{Key,Value}]
    CTHState = NewCTHState = term()
    Result = {NewConfig | SkipOrFail, NewCTHState}
    SkipOrFail = {fail,Reason} | {skip, Reason}
    Key = atom()
    Value = term()
    Reason = term()
```

OPTIONAL

This function is called before `init_per_testcase` if it exists. It behaves the same way as `pre_init_per_suite`, but for function `init_per_testcase` instead.
If `Module:pre_init_per_testcase/4` is not exported, `common_test` will attempt to call `Module:pre_init_per_testcase(TestcaseName, InitData, CTHState)` instead. This is for backwards compatibility.

CTHs cannot be added here right now. That feature may be added in a later release, but it would right now break backwards compatibility.

`Module:post_init_per_testcase(SuiteName, TestcaseName, Config, Return, CTHState)` -> Result

Types:

```
SuiteName = atom()
TestcaseName = atom()
Config = [{Key,Value}]
Return = NewReturn = Config | SkipOrFail | term()
SkipOrFail = {fail,Reason} | {skip, Reason}
CTHState = NewCTHState = term()
Result = {NewReturn, NewCTHState}
Key = atom()
Value = term()
Reason = term()
```

OPTIONAL

This function is called after `init_per_testcase` if it exists. It behaves the same way as `post_init_per_suite`, but for function `init_per_testcase` instead.

If `Module:post_init_per_testcase/5` is not exported, `common_test` will attempt to call `Module:post_init_per_testcase(TestcaseName, Config, Return, CTHState)` instead. This is for backwards compatibility.

`Module:pre_end_per_testcase(SuiteName, TestcaseName, EndData, CTHState)` -> Result

Types:

```
SuiteName = atom()
TestcaseName = atom()
EndData = Config
Config = NewConfig = [{Key,Value}]
CTHState = NewCTHState = term()
Result = {NewConfig, NewCTHState}
Key = atom()
Value = term()
Reason = term()
```

OPTIONAL

This function is called before `end_per_testcase` if it exists. It behaves the same way as `pre_end_per_suite`, but for function `end_per_testcase` instead.

This function cannot change the result of the test case by returning skip or fail tuples, but it may insert items in `Config` that can be read in `end_per_testcase/2` or in `post_end_per_testcase/5`. 
If `Module:pre_end_per_testcase/4` is not exported, `common_test` will attempt to call `Module:pre_end_per_testcase(TestcaseName, EndData, CTHState)` instead. This is for backwards compatibility.

```
Module:post_end_per_testcase(SuiteName, TestcaseName, Config, Return, CTHState) -> Result
```

Types:

- `SuiteName` = `atom()`
- `TestcaseName` = `atom()`
- `Config` = `[[Key, Value]]`
- `Return` = `NewReturn = Config | SkipOrFail | term()`
- `SkipOrFail` = `{fail, Reason} | {skip, Reason}`
- `CTHState` = `NewCTHState = term()`
- `Result` = `{NewReturn, NewCTHState}`
- `Key` = `atom()`
- `Value` = `term()`
- `Reason` = `term()`

OPTIONAL

This function is called after `end_per_testcase` if it exists. It behaves the same way as `post_end_per_suite`, but for function `end_per_testcase` instead.

If `Module:post_end_per_testcase/5` is not exported, `common_test` will attempt to call `Module:post_end_per_testcase(TestcaseName, Config, Return, CTHState)` instead. This is for backwards compatibility.

```
Module:pre_end_per_group(SuiteName, GroupName, EndData, CTHState) -> Result
```

Types:

- `SuiteName` = `atom()`
- `GroupName` = `atom()`
- `EndData` = `Config | SkipOrFail`
- `Config` = `NewConfig = [[Key, Value]]`
- `CTHState` = `NewCTHState = term()`
- `Result` = `{NewConfig | SkipOrFail, NewCTHState}`
- `SkipOrFail` = `{fail, Reason} | {skip, Reason}`
- `Key` = `atom()`
- `Value` = `term()`
- `Reason` = `term()`

OPTIONAL

This function is called before `end_per_group` if it exists. It behaves the same way as `pre_init_per_suite`, but for function `end_per_group` instead.

If `Module:pre_end_per_group/4` is not exported, `common_test` will attempt to call `Module:pre_end_per_group(GroupName, EndData, CTHState)` instead. This is for backwards compatibility.
Module:post_end_per_group(SuiteName, GroupName, Config, Return, CTHState) -> Result
Types:
   SuiteName = atom()
   GroupName = atom()
   Config = [{Key,Value}]
   Return = NewReturn = Config | SkipOrFail | term()
   SkipOrFail = {fail,Reason} | {skip, Reason}
   CTHState = NewCTHState = term()
   Result = {NewReturn, NewCTHState}
   Key = atom()
   Value = term()
   Reason = term()

OPTIONAL
This function is called after end_per_group if it exists. It behaves the same way as post_init_per_suite,
but for function end_per_group instead.

If Module:post_end_per_group/5 is not exported, common_test will attempt to call
Module:post_end_per_group(GroupName, Config, Return, CTHState) instead. This is for
backwards compatibility.

Module:pre_end_per_suite(SuiteName, EndData, CTHState) -> Result
Types:
   SuiteName = atom()
   EndData = Config | SkipOrFail
   Config = NewConfig = [{Key,Value}]
   CTHState = NewCTHState = term()
   Result = {NewConfig | SkipOrFail, NewCTHState}
   SkipOrFail = {fail,Reason} | {skip, Reason}
   Key = atom()
   Value = term()
   Reason = term()

OPTIONAL
This function is called before end_per_suite if it exists. It behaves the same way as pre_init_per_suite,
but for function end_per_suite instead.

Module:post_end_per_suite(SuiteName, Config, Return, CTHState) -> Result
Types:
   SuiteName = atom()
   Config = [{Key,Value}]
   Return = NewReturn = Config | SkipOrFail | term()
   SkipOrFail = {fail,Reason} | {skip, Reason}
   CTHState = NewCTHState = term()
   Result = {NewReturn, NewCTHState}
Key = atom()
Value = term()
Reason = term()

OPTIONAL

This function is called after end_per_suite if it exists. It behave the same way as post_init_per_suite, but for function end_per_suite instead.

Module:on_tc_fail(SuiteName, TestName, Reason, CTHState) -> NewCTHState
Types:
  SuiteName = atom()
  TestName = init_per_suite | end_per_suite | {init_per_group,GroupName} | {end_per_group,GroupName} | {FuncName,GroupName} | FuncName
  FuncName = atom()
  GroupName = atom()
  Reason = term()
  CTHState = NewCTHState = term()

OPTIONAL

This function is called whenever a test case (or configuration function) fails. It is called after the post function is called for the failed test case, that is:
• If init_per_suite fails, this function is called after post_init_per_suite.
• If a test case fails, this function is called after post_end_per_testcase.

If the failed test case belongs to a test case group, the first argument is a tuple {FuncName,GroupName}, otherwise only the function name.

The data that comes with Reason follows the same format as FailReason in event tc_done. For details, see section Event Handling in the User's Guide.

If Module:on_tc_fail/4 is not exported, common_test will attempt to call Module:on_tc_fail(TestName, Reason, CTHState) instead. This is for backwards compatibility.

Module:on_tc_skip(SuiteName, TestName, Reason, CTHState) -> NewCTHState
Types:
  SuiteName = atom()
  TestName = init_per_suite | end_per_suite | {init_per_group,GroupName} | {end_per_group,GroupName} | {FuncName,GroupName} | FuncName
  FuncName = atom()
  GroupName = atom()
  Reason = {tc_auto_skip | tc_user_skip, term()}
  CTHState = NewCTHState = term()

OPTIONAL

This function is called whenever a test case (or configuration function) is skipped. It is called after the post function is called for the skipped test case, that is:
• If init_per_group is skipped, this function is called after post_init_per_group.
• If a test case is skipped, this function is called after post_end_per_testcase.
If the skipped test case belongs to a test case group, the first argument is a tuple \((\text{FuncName}, \text{GroupName})\), otherwise only the function name.

The data that comes with \texttt{Reason} follows the same format as events \texttt{tc_auto_skip} and \texttt{tc_user_skip} For details, see section \textit{Event Handling} in the User's Guide.

If \texttt{Module:on_tc_skip/4} is not exported, \texttt{common_test} will attempt to call \texttt{Module:on_tc_skip(TestName, \texttt{Reason}, \texttt{CTHState})} instead. This is for backwards compatibility.

\textbf{Module:terminate(CTHState)}

Types:

\begin{verbatim}
CTHState = term()
\end{verbatim}

OPTIONAL

This function is called at the end of a CTH scope.

\textbf{Module:id(Opts) \to Id}

Types:

\begin{verbatim}
  Opts = term()
  Id = term()
\end{verbatim}

OPTIONAL

The \texttt{Id} identifies a CTH instance uniquely. If two CTHs return the same \texttt{Id}, the second CTH is ignored and subsequent calls to the CTH are only made to the first instance. For details, see section \textit{Installing a CTH} in the User's Guide.

This function is \textbf{not} to have any side effects, as it can be called multiple times by \texttt{Common Test}.

If not implemented, the CTH acts as if this function returned a call to \texttt{make_ref/0}. 
ct_property_test

Erlang module

EXPERIMENTAL support in Common Test for calling property-based tests.

This module is a first step to run property-based tests in the Common Test framework. A property testing tool like QuickCheck or PropEr is assumed to be installed.

The idea is to have a Common Test test suite calling a property testing tool with special property test suites as defined by that tool. The usual Erlang application directory structure is assumed. The tests are collected in the test directory of the application. The test directory has a subdirectory property_test, where everything needed for the property tests is collected.

A typical Common Test test suite using ct_property_test is organized as follows:

```erlang
-include_lib("common_test/include/ct.hrl").

all() -> [prop_ftp_case].

init_per_suite(Config) ->
    ct_property_test:init_per_suite(Config).

%%%---- test case
prop_ftp_case(Config) ->
    ct_property_test:quickcheck(
        ftp_simple_client_server:prop_ftp(Config),
        Config
    ).
```

Warning:

This is experimental code that can be changed or removed anytime without any warning.

Exports

init_per_suite(Config) -> Config | {skip, Reason}
Initialize Config for property testing.

This function investigates if support is available for either Quickcheck, PropEr, or Triq. The options {property_dir,AbsPath} and {property_test_tool,Tool} are set in the Config returned.

The function is intended to be called in function init_per_suite in the test suite.

The property tests are assumed to be in subdirectory property_test.

quickcheck(Property, Config) -> true | {fail, Reason}
Calls quickcheck and returns the result in a form suitable for Common Test.

This function is intended to be called in the test cases in the test suite.
ct_testspec

ct_testspec

Erlang module

Parsing of test specifications for Common Test.
This module exports help functions for parsing of test specifications.

Exports

get_tests(SpecsIn) -> {ok, [{Specs,Tests}]} | {error, Reason}

Types:
SpecsIn = [string()] | [[string()]]
Specs = [string()]
Test = [{Node,Run,Skip}]
Node = atom()
Run = {Dir,Suites,Cases}
Skip = {Dir,Suites,Comment} | {Dir,Suites,Cases,Comment}
Dir = string()
Suites = atom | [atom()] | all
Cases = atom | [atom()] | all
Comment = string()
Reason = term()

Parse the given test specification files and return the tests to run and skip.
If SpecsIn=[Spec1,Spec2,...], separate tests will be created per specification. If
SpecsIn=[[Spec1,Spec2,...]], all specifications will be merge into one test.
For each test, a {Specs,Tests} element is returned, where Specs is a list of all included test specifications, and
Tests specifies actual tests to run/skip per node.