

# 1. Presentation

This short document deals with the implementation of a document manager for DTest. Once again this part is independent and could perfectly be left aside from the rest of the project. However such an evolution could be convenient for DTest users.

The proposed solution consists in the development of a manager that provides methods to generate many documents (reports) in different formats at once.

An interface is given which provides the functions to overload when implementing a specific document generator (e.g. latex, TAP etc.).

# 2. Conception details

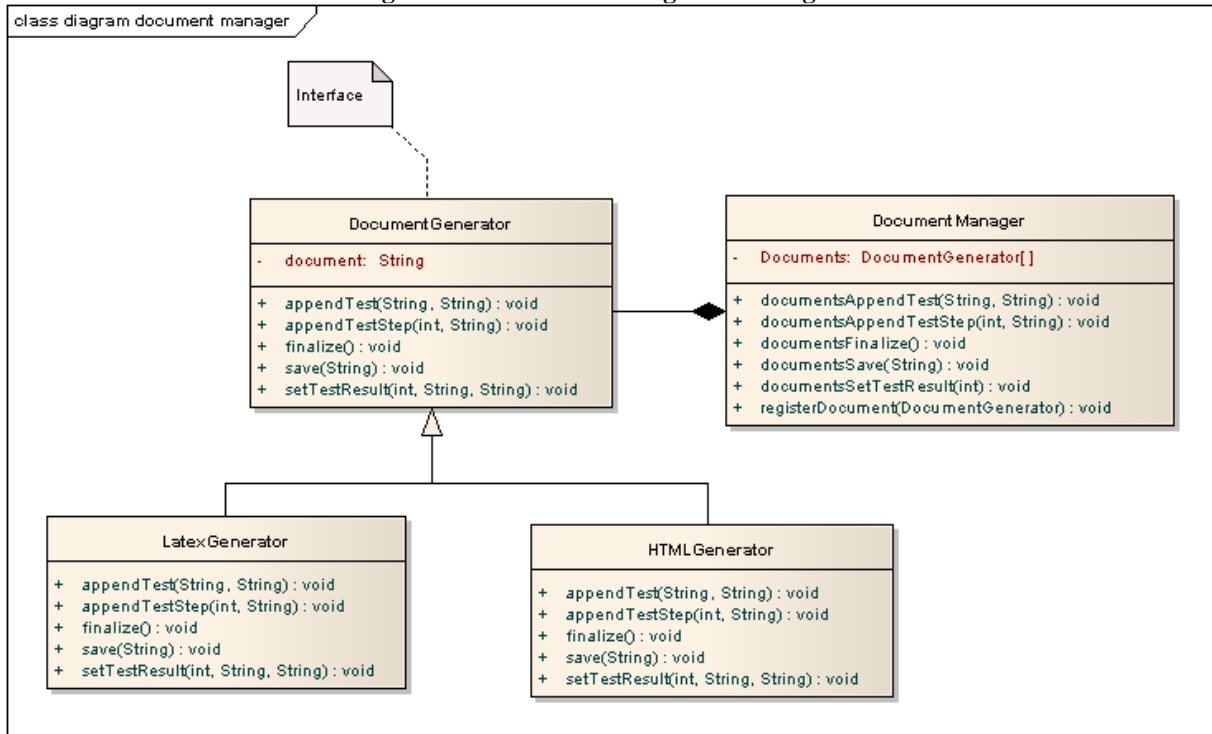
The document manager consists in 2 main classes :

- DocumentManager
- DocumentGenerator

A test internally consists in many steps.

The user is in charge of the development of the specific generators implementation (xxxGenerator). We propose to provide HTML and Latex generators.

Figure 1 : Document manager class diagram



Such a module could be used the following manner in a test:

```
docs = DocumentManager()  
docs.registerDocument(HTMLGenerator())  
docs.registerDocument(LatexGenerator())  
  
docs.documentsAppendTest("Test 1", "This test checks something")  
# e.g. download a file from somewhere  
docs.documentsAppendTestStep(RESULT_OK, "File download from somewhere")  
# e.g. check something related to integrity  
docs.documentsAppendTestStep(RESULT_OK, "Integrity check")  
docs.documentsSetTestResult(RESULT_OK)  
  
docs.documentsAppendTest("Test 2", "This test checks something else")  
docs.documentsAppendTestStep(RESULT_KO, "Initialisation")  
docs.setTestResult(RESULT_KO)  
  
docs.documentsFinalize()  
docs.save("/path/file_name")
```

The result of the HTMLGenerator could be the following document:

### Test Results

Date: 15/04/2008  
Time: 2:28 pm  
Passed: 1/1

Hide/show  
details

Test : Test 1 Pass ▼

Description:

This test checks something

Step 1: OK  
Description: File download from somewhere

Step 2: OK  
Description: Integrity check

Test : Test 2 Fail ▼

Description :

This test checks something else

Step 1: KO  
Description: Initialisation