

```
— Turn buffering off.
io.stdout:setvbuf('no')
io.stderr:setvbuf('no')

— Load inspect so we can dump anything from within here.
local Inspect = require('utils/inspect')
assert(Inspect)

— We want sanity checking on everywhere while testing.
local savedSanityCheckEnabled = sanityCheckEnabled
sanityCheckEnabled = true

— Global to let us know we are running the unit tests. It allows
— certain functions to run rather than assert.
unit_tests = true
```

```
— Functions for allowing us to know how progress is going.
```

```
local testNameUnderway
```

```
function start_test(testName)
```

```
    assert(testNameUnderway == nil)
```

```
    print('----- Testing ' .. testName .. '(). -----')
```

```
    testNameUnderway = testName
```

```
end
```

```
local function end_test()
```

```
    assert(type(testNameUnderway) == 'string')
```

```
    assert(#testNameUnderway > 0)
```

```
    assert(testNameUnderway ~= nil)
```

```
    print('----- Successfully passed ' .. testNameUnderway .. '() unit tests. -----')
```

```
    testNameUnderway = nil
```

```
end
```

```
function start_next_test(testName)
```

```
    end_test()
```

```
    start_test(testName)
```

```
end
```

```
local moduleNameUnderway
```

```
function start_module(moduleName)
```

```
    assert(moduleNameUnderway == nil)
```

```
    print('----- Starting ' .. moduleName .. '.lua unit test suite... -----')
```

```
    moduleNameUnderway = moduleName
```

```
end
```

```
function end_module()
```

```
    end_test()
```

```
    assert(type(moduleNameUnderway) == 'string')
```

```
    assert(#moduleNameUnderway > 0)
```

```
    assert(moduleNameUnderway ~= nil)
```

```
    print('----- Successfully passed ' .. moduleNameUnderway .. '.lua module test suite! -----')
```

```
    moduleNameUnderway = nil
```

```
end
```

```
— Stub in the foundation mocks, which are the time mocks. We can't test
— without them.
```

```
require('test/mocks/current_time_in_ms')
```

```
require('test/mocks/current_time_in_ns')
```