

NAME

App::Prove::State - State storage for the `prove` command.

VERSION

Version 3.26

DESCRIPTION

The `prove` command supports a `--state` option that instructs it to store persistent state across runs. This module implements that state and the operations that may be performed on it.

SYNOPSIS

```
# Re-run failed tests
$ prove --state=fail,save -rbv
```

METHODS

Class Methods

`new`

Accepts a hashref with the following key/value pairs:

* `store`

The filename of the data store holding the data that `App::Prove::State` reads.

* `extensions` (optional)

The test name extensions. Defaults to `.t`.

* `result_class` (optional)

The name of the `result_class`. Defaults to `App::Prove::State::Result`.

`result_class`

Getter/setter for the name of the class used for tracking test results. This class should either subclass from `App::Prove::State::Result` or provide an identical interface.

`extensions`

Get or set the list of extensions that files must have in order to be considered tests. Defaults to `['.t']`.

`results`

Get the results of the last test run. Returns a `result_class()` instance.

`commit`

Save the test results. Should be called after all tests have run.

Instance Methods

`apply_switch`

```
$self->apply_switch('failed,save');
```

Apply a list of switch options to the state, updating the internal object state as a result. Nothing is returned.

Diagnostics: - "Illegal state option: %s"

`last`

Run in the same order as last time

`failed`

Run only the failed tests from last time

passed

Run only the passed tests from last time

all

Run all tests in normal order

hot

Run the tests that most recently failed first

todo

Run the tests ordered by number of todos.

slow

Run the tests in slowest to fastest order.

fast

Run test tests in fastest to slowest order.

new

Run the tests in newest to oldest order.

old

Run the tests in oldest to newest order.

save

Save the state on exit.

get_tests

Given a list of args get the names of tests that should run

observe_test

Store the results of a test.

save

Write the state to a file.

load

Load the state from a file