# Lab 4 Testing

### Goal

Demonstrate the testability of the solution we've built, and how to test full stack ASP.NET Core MVC apps.

# **Topics Used**

Testing, xUnit, Filters

### Requirements

The Guestbook needs to support mobile and/or rich client apps, and thus requires an API. The API needs to support two methods initially:

- ListEntries: Should list the same entries as the current home page
- AddEntry: Should add a new entry (just like the form on the current home page)

## **Detailed Steps**

- Add a new API Controller for GuestbookController in Web/Api/GuestbookController.cs
- Add a method to get a Guestbook
  - Return a 404 Not Found if the Guestbook doesn't exist

### Example

```c# // GET: api/Guestbook/1 [HttpGet("{id:int}")] public IActionResult GetById(int id) { var guestbook = \_guestbookRepository.GetById(id); if (guestbook == null) { return NotFound(id); } return Ok(guestbook); }

```
- Add a new integration test class for the `GetById` method (in

Tests/Integration/Web)

- Use `ApiToDoItemsControllerListShould` as a reference, if necessary

- Add test data to Web/Startup.cs `PopulateTestData` method

- Use ``Entries.Add`` instead of ``AddEntry`` when populating test data

(this avoids throwing events)

- Add one `Guestbook` with one test `GuestbookEntry`

- Use a disposable TestServerFixture (sample at end of lab)

- Confirm the 404 behavior

- Confirm entries are returned correctly (both the Guestbook and the GuestbookEntry)

### Example

```c#

public class ApiGuestbookControllerListShould:
IClassFixture<TestServerFixture>
```

```
private readonly TestServerFixture fixture;
       public ApiGuestbookControllerListShould(TestServerFixture fixture)
           fixture = fixture;
       [Fact]
       public void ReturnGuestbookWithOneItem()
           var response = fixture.Client.GetAsync("/api/guestbook/1").Result;
           response.EnsureSuccessStatusCode();
           var stringResponse = response.Content.ReadAsStringAsync().Result;
           var result = JsonConvert.DeserializeObject<Guestbook>(stringResponse);
           Assert.Equal(1, result.Id);
           Assert.Equal(1, result.Entries.Count());
       [Fact]
       public void Return404GivenInvalidId()
           string invalidId = "100";
           var response =
fixture.Client.GetAsync($"/api/guestbook/{invalidId}").Result;
           Assert.Equal(HttpStatusCode.NotFound, response.StatusCode);
           var stringResponse = response.Content.ReadAsStringAsync().Result;
           Assert.Equal(invalidId.ToString(), stringResponse);
```

#### In Startup.cs

```c# private void PopulateTestData(IApplicationBuilder app) { var dbContext = app.ApplicationServices.GetService();

```
// reset the database
dbContext.Database.EnsureDeleted();

dbContext.ToDoItems.Add(new ToDoItem()
{
    Title = "Test Item 1",
    Description = "Test Description One"
});
dbContext.ToDoItems.Add(new ToDoItem()
{
    Title = "Test Item 2",
    Description = "Test Description Two"
});
dbContext.SaveChanges();

// add Guestbook test data; specify Guestbook ID for use in tests
```

```
var guestbook = new Guestbook() { Name = "Test Guestbook", Id=1 };
    dbContext.Guestbooks.Add(guestbook);
    guestbook.Entries.Add(new GuestbookEntry()
    {
        EmailAddress = "test@test.com",
            Message = "Test message"
    });
    dbContext.SaveChanges();
}
```

```
- Accept a Guestbook ID and a GuestbookEntry
    - Return the updated Guestbook if successful
- Add a new integration test class for the AddEntry method
    - Confirm the 404 behavior
    - Confirm the entry is created and sent to the repository successfully
### Example
**In Api/GuestbookController.cs**
```c#
   // POST: api/Guestbook/NewEntry
   [HttpPost("{id:int}/NewEntry")]
    public async Task<IActionResult> NewEntry(int id, [FromBody] GuestbookEntry
entry)
       var guestbook = guestbookRepository.GetById(id);
       guestbook.AddEntry(entry);
        guestbookRepository.Update(guestbook);
       return Ok (questbook);
```

#### ApiGuestbookControllerNewEntryShould.cs

```c# public class ApiGuestbookControllerNewEntryShould : IClassFixture { private readonly TestServerFixture \_fixture; //private readonly HttpClient \_client; public ApiGuestbookControllerNewEntryShould(TestServerFixture fixture) { \_fixture = fixture; }

```
Assert.Equal (HttpStatusCode.NotFound, response.StatusCode);
        var stringResponse = response.Content.ReadAsStringAsync().Result;
       Assert.Equal(invalidId, stringResponse);
    [Fact]
    public void ReturnGuestbookWithOneItem()
       int validId = 1;
       string message = Guid.NewGuid().ToString();
       var entryToPost = new { EmailAddress = "test@test.com", Message = message };
       var jsonContent = new
StringContent(JsonConvert.SerializeObject(entryToPost), Encoding.UTF8,
            "application/json");
       var response =
fixture.Client.PostAsync($"/api/guestbook/{validId}/NewEntry", jsonContent).Result;
        response.EnsureSuccessStatusCode();
        var stringResponse = response.Content.ReadAsStringAsync().Result;
       var result = JsonConvert.DeserializeObject<Guestbook>(stringResponse);
       Assert.Equal(validId, result.Id);
       Assert.True(result.Entries.Any(e => e.Message == message));
**Note:** If you get test failures due to no mail server being found, make sure you
have smtp4dev / postman running. Otherwise, you may wish to configure your
TestServer to use a different/mock implementation of `IMessageSender`.
- Extract the 404 behavior into a new `VerifyGuestbookExistsAttribute`
**Add a filter to handle 404 policy**
- Create a new Web/Filters/VerifyGuestbookExistsAttribute.cs file
- See https://github.com/ardalis/GettingStartedWithFilters for reference
- Inherit from `TypeFilterAttribute`
- Create a constructor that chains to base() passing in the
`typeof(VerifyGuestbookExistsFilter)`
Create a private class `VerifyGuestbookExistsFilter`
- Inherit from `IAsyncActionFilter`
- Create a constructor that takes an `IGuestbookRepository`
- Implement `OnActionExecutionAsync`:
   public async Task OnActionExecutionAsync(ActionExecutingContext context,
  ActionExecutionDelegate next)
        if (context.ActionArguments.ContainsKey("id"))
           var id = context.ActionArguments["id"] as int?;
            if (id.HasValue)
                if ((await guestbookRepository.GetById(id.Value)) == null)
                    context.Result = new NotFoundObjectResult(id.Value);
```

```
}
}
await next();
}
```

- Add the attribute to the API action methods that should return 404 when no guestbook is found
  - o [VerifyGuestbookExists]
  - Can be applied to a Controller to apply it to every Action of the Controller
- Remove the logic from the API methods to do guestbook existence checks and 404 responses
- Confirm that the behavior remains the same (re-run integration tests)

### **Example:**

#### **TestServerFixture**

```c# using System; using System.IO; using System.Net.Http; using System.Net.Http.Headers; using CleanArchitecture.Web; using CleanArchitecture.Infrastructure.Data; using Microsoft.AspNetCore.Hosting; using Microsoft.AspNetCore.TestHost; using Microsoft.EntityFrameworkCore; using Microsoft.Extensions.DependencyInjection; using Microsoft.Extensions.Logging;

```
namespace CleanArchitecture.Tests.Integration.Web
http://www.stefanhendriks.com/2016/04/29/integration-testing-your-dot-net-core-app-
with-an-in-memory-database/
    public class TestServerFixture : IDisposable
       public TestServer Server { get; }
       public HttpClient Client { get; }
       public TestServerFixture()
            var builder = new WebHostBuilder()
                .UseContentRoot(Directory.GetCurrentDirectory())
                .ConfigureServices(services =>
                    services.AddDbContext<AppDbContext>(options =>
                        options.UseInMemoryDatabase(Guid.NewGuid().ToString()));
                .ConfigureLogging(lf =>
                    lf.AddConsole(LogLevel.Warning);
                .UseStartup<Startup>()
                .UseEnvironment("Testing"); // ensure ConfigureTesting is called in
Startup
            Server = new TestServer(builder);
            Client = Server.CreateClient();
```

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