

Chapter 3 – Advanced Events (React Testing Library)

Sunday On-Demand – Summary

In this chapter, we focus on **advanced user interactions** in React Testing Library, especially when dealing with forms, checkboxes, and popups. We also review important testing concepts and explain why **userEvent** is preferred over **fireEvent**.

Quick Refresher

When testing UI behavior, we should always think like a **real user**, not like the browser. That's exactly the philosophy behind React Testing Library.

```
test("checkbox is unchecked by default", async () => {
  const user = userEvent.setup();
  render(<SummaryForm />);

  const checkbox = screen.getByRole("checkbox", { name: /terms/i });

  expect(checkbox).not.toBeChecked();

  await user.click(checkbox);
  expect(checkbox).toBeChecked();

  await user.click(checkbox);
  expect(checkbox).not.toBeChecked();
});
```

Code Explanation

1. **userEvent.setup()**

- Starts a user interaction session.

- It simulates **real user behavior** (mouse clicks, typing, focus, etc.).
- It returns a promise-based API, so interactions must be awaited.

2. `render(<SummaryForm />)`

- Renders the component we want to test.

3. `screen.getByRole("checkbox", { name: "/terms/i })`

- Finds the checkbox the same way a user would: by its role and accessible name.
- This improves accessibility and test reliability.

4. Initial State Assertion

```
expect(checkbox).not.toBeChecked();
```

5. User Interaction

```
await user.click(checkbox);
```

6. State Change Assertions

After first click → checkbox should be checked.

After second click → checkbox should return to unchecked.

Why We Replaced `fireEvent` with `userEvent`

`fireEvent`

- Simulates **browser events**, not real users.
- Triggers events instantly.
- Can lead to unrealistic tests.

`userEvent`

- Simulates **real user interactions**.
- Handles focus, keyboard, mouse, and delays properly.
- Encourages better testing practices.
- Matches how users actually use the app.

✓ Conclusion:

`userEvent` is closer to real-world usage and should be your default choice.

Screen Queries – Quick Summary

Type of Query	0 Matches	1 Match	>1 Matches	Retry (Async/Await)
Single Element				
<code>getBy...</code>	Throw error	Return element	Throw error	No
<code>queryBy...</code>	Return <code>null</code>	Return element	Throw error	No
<code>findBy...</code>	Throw error	Return element	Throw error	Yes
Multiple Elements				
<code>getAllBy...</code>	Throw error	Return array	Return array	No
<code>queryAllBy...</code>	Return <code>[]</code>	Return array	Return array	No
<code>findAllBy...</code>	Throw error	Return array	Return array	Yes

Advanced User Interaction Testing with React Testing Library

Example Test Code

```
test("checkbox is unchecked by default", async () => {
  1 const user = userEvent.setup();
  2 render(<SummaryForm />);
  3 const checkbox = screen.getByRole("checkbox", { name: /terms/i });
  4 expect(checkbox).not.toBeChecked();
  5 await user.click(checkbox); expect(checkbox).not.toBeChecked();
```

- 1 **Async Test:** user interaction takes time, so `await/async` is required.
- 2 **Create User:** Starts a "user session". Must begin with `userEvent.setup()`.
- 3 **Render the Form:** Render the form with `render(<SummaryForm />)`.
- 4 **Find by Role:** Use an accessibility-first query to find the checkbox.
- 5 **Await user.click(checkbox);**

Example Test

UserAction Simulates real users:

fireEvent

- 🚫 Simulates browser-generated events
- 👉 Immediate, simpler
- ✖ Less realistic
- ✗ Not recommended

userEvent

- 🚀 Simulates realistic user actions
- 🖱️ Clicks a box the way a user would
- ☑️ More accurate, async

Screen Query Refresher

- 🔍 getByQueryType
- 💻 getAllByQueryType
- 🔍 findByQueryType
- 🔍 findAllByQueryType



Notes

- While **fireEvent** simulates browser-generated events, **userEvent** mimics real user interaction: clicks, typing, and more.
- **Important:** Always start by creating a user session with `userEvent.setup()`.
- All user interactions (e.g. `user.click(...)`) are asynchronous. Always use `await` to ensure tests wait for user interactions to finish.

Notes

- ✓ While **fireEvent** simulates browser-generated events,
- ✓ Prefer accessibility queries (e.g. `getByRole`)



React Testing Library Philosophy

- Don't test internals – test like a user
- Prefer accessibility queries (e.g. `getByRole`)