Test your f*** code!

Why do you need to test your code?

think. create. accelerate.



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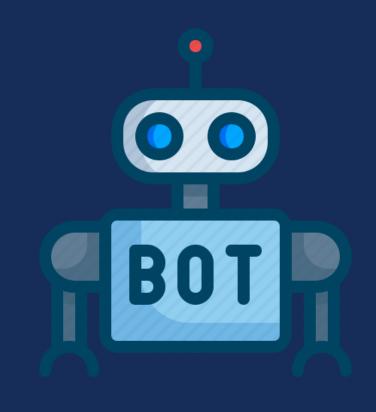
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What is testing?



There are many aspects to software testing. It does not always involve using the product. It is not just about finding bugs. Testing can start around the requirements stage. Thinking about what the product should do, where risks could be, and how the user/customer navigates the product is all part of testing.



Doftware testing is a way to assess the quality of the software and to reduce the risk of software failure in operation"







What is unit testing?



A unit test (component testing, according to the **ISTQB**) is a piece of a code (usually a method) that invokes another piece of code and checks the correctness of some assumptions afterward. If the assumptions turn out to be wrong, the unit test has failed. A unit is a method or function.



Objectives of unit testing

- Reducing risk
- Verifying whether the functional and non-functional behaviors of the component are as designed and specified
- Building confidence in the component's quality
- Finding defects in the component
- Preventing defects from escaping to higher test levels



Test elements

Test basis

- Detailed design
- Code
- Data model
- Component specifications

Test objects

- Components, units or modules
- Code and data structures
- Classes
- Database modules



Typical defects and failures

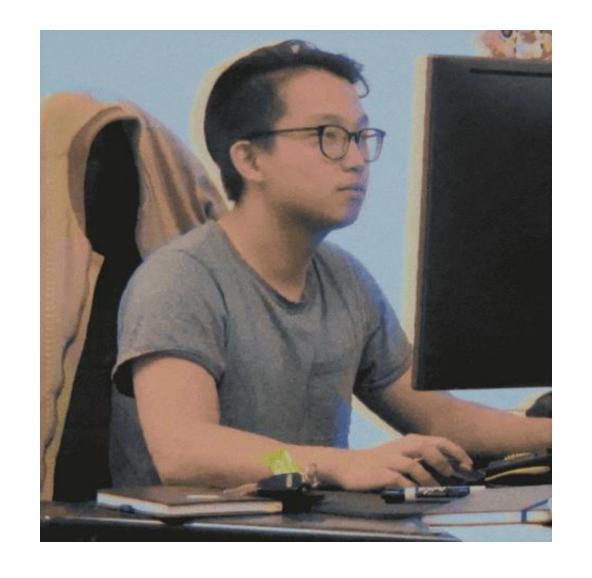
- Incorrect functionality (e.g., not as described in design specifications)
- Data flow problems
- Incorrect code and logic



Benefits of unit testing

- Makes the Process Agile
- Quality of Code
- Finds Software Bugs Early
- Facilitates Changes and Simplifies Integration
- Provides Documentation
- Debugging Process
- Design
- Reduce Costs







What is e2e testing?



e2e testing is a technique that tests the entire software product from beginning to end to ensure the application flow behaves as expected. It defines the product's system dependencies and ensures all integrated pieces work together as expected.



The main purpose of e2e testing is to test from the end user's experience by simulating the real user scenario and validating the system under test and its components for integration and data integrity.



Benefits of e2e testing

- Expand test coverage
- Reduce time to market
- Reduce cost
- Detect bugs





But, where to start?



I think is one of the most difficult questions to answer. In the first place, before starting writing code think in your tests and think like a final (common) user (and tester). How can your code be violated? How the user is going to use the application? Imagine all the scenarios, including the ridiculous ones, in which the application can be used.

How can I do my code testable? Do I need to refactor my code to test? What pieces of code can I test? Remember, is not possible to test all your code, and it's not possible to get coverage of 100%. Focus on functionality.



Which tools do I need to use? Another difficult question. There are a lot of tools in the market, but it depends on the stack you are using to code (and sometimes the available documentation).

Use **TDD** and **BDD**. *Test-Driven Development* is one of the most popular techniques to start writing code using tests. I know it's difficult to follow, but you can get good results at the moment of developing your application. *Behavior-Driven Development* could help you to think like a final user, following the business rules of the project.



Example





Setting up our project

In order to create and execute our tests, we need to configure the current project, doing the following changes:

- package.json
 - Install the following packages as a devDependencies:
 - npm i -save-dev @babel/core @babel/plugin-transform-modules-commonjs @babel/preset-env babel-jest cypress node-fetch
 - Install the following package as a dependencies:
 - npm i -save jest



package.json

```
• Add the following section to the file:
```

```
"jest": {
    "collectCoverage": true,
    "coverageReporters": [
      "html"
 },
```

• In the scripts section, add the following values:

```
"scripts": {
    "test": "jest",
   "dev": "live-server",
    "cypress:open": "cypress open"
 },
```



- At the root project level, add a folder to contain the unit tests. The structure should be as follows: test => unit => app.test.js. Inside of the unit folder, add a resources folder where you can add your JS files that will contain objects, requests, responses, etcetera, that will be used by your unit tests.
- Enable the transform object in the jest.config.js file. Add the following value: "^.+\\.[j|t]sx?\$": "babel-jest"
- At the root project level, add a .babelrc file, and write the following line:

```
{
    "plugins": ["@babel/plugin-transform-modules-commonjs"]
}
```

• Modify the cypress.json file as follows:

```
{
    "baseUrl": "http://127.0.0.1:8080/"
}
```

• Inside of the cypress => integration => examples folder, delete the integration tests created during the installation of **Cypress** and add a PWA.spec.js file test



Unit tests

We did some changes to the app.js file to make it testable. We separated the lines of code that calls the **News API** into a new function called getJSON(param) as follows:

```
async function getJSON(url) {
  const response = await fetch(url);
  const json = await response.json();
  return json;
```



Now, our code looks like this:

```
async function updateNewsSources() {
  const json = await getJSON(`https://newsapi.org/v2/sources?apiKey=${apiKey}`);
  document.querySelector('#sourceSelector').innerHTML =
    json.sources
      .map(source => `<option value="${source.id}">${source.name}</option>`)
      .join('\n');
async function updateNews(source = defaultSource) {
  document.querySelector('main').innerHTML = '';
  const json = await getJSON(`https://newsapi.org/v2/top-headlines?sources=${source}&sortBy=top&apiKey=${apiKey}`);
  document.querySelector('main').innerHTML = json.articles.map(createArticle).join('\n');
```



```
async function queryNews(query) {
  document.querySelector('main').innerHTML = '';
  const json = await getJSON(`https://newsapi.org/v2/everything?q=${query}&apiKey=${apiKey}`);
  document.querySelector('main').innerHTML = json.articles.map(createArticle).join('\n');
  document.getElementById('results').innerHTML = `Se encontraron <strong>${Object.keys(json.articl)}
es).length}</strong> resultados de <strong>"${query}"</strong>. `;
  document.querySelector('input[type="search"]').value = ""
```



Other updates we did with the code were the following:

```
function networkStatus(sb) {
  sb = sb || statusBar;
  if (navigator.onLine) {
    sb.innerHTML = ""
    sb.style.display = "none"
    console.log('online');
  } else {
    sb.style.display = "block"
    sb.innerHTML = "Estas Offline"
    console.log('offline')
```

```
export {
  apiKey,
  getJSON,
  updateNewsSources,
 updateNews,
  queryNews,
  createArticle,
 networkStatus
```



Let's take a look at our suite of unit tests. We created a main suite called app.js, and inside of it, there are another sub-suites to test the different functions available in our code. Inside of every sub-suite, there are different tests to prove the different scenarios available for our code.

```
describe('app.js', () => {
  beforeEach(() => {
    jest.restoreAllMocks();
  describe('when `"getJSON(param)"` is called', () => {
    it('should return a JSON response', async () => {
      fetch.mockReturnValue(Promise.resolve(new Response(sampleResponse)));
      const url = `https://newsapi.org/v2/sources?apiKey=${apiKey}`;
      const data = await getJSON(url);
      expect(fetch).toHaveBeenCalledTimes(1);
      expect(fetch).toHaveBeenCalledWith(url);
      expect(data[0].title).toContain("Hello World!");
```



```
describe('when `"networkStatus(param)"` is called', () => {
 it('should display `""` when online', () => {
      document.body.innerHTML = `<div id="statusBar" class="status"></div>`;
      const statusBar = document.querySelector('.status');
      statusBar.innerHTML = "";
      document.getElementById("statusBar").setAttribute("style", "display:none");
      expect(document.getElementById("statusBar").innerHTML).toBe("")
      const logSpy = jest.spyOn(console, 'log');
      jest.spyOn(navigator, 'onLine', 'get').mockReturnValueOnce(true);
     networkStatus(statusBar);
      expect(logSpy).toBeCalledWith('online');
```



```
describe('when `"queryNews(param)"` is called', () => {
   it('should populate the `<main>` tag with articles', async () => {
     fetch.mockReturnValue(Promise.resolve(new Response(articleResponse)));
     document.body.innerHTML = `
       <header>
         <div class="search-bar">
           <input type="search" placeholder="Buscar..." name="Buscar" id="search" class="">
         </div>
       </header>
       <main></main>
     await queryNews('buzzfeed');
     expect(fetch).toHaveBeenCalledTimes(1);
```



e2e tests

```
describe('News PWA', () => {
   beforeEach(() => {
        cy.visit('/');
    it('should render 10 articles inside of a `"<div>"` element', () => {
        cy.get('main').find('.article').should('have.length', 10)
    });
    it('should render 10 articles when I interact with <select> tag', () => {
        cy.get('#sourceSelector').should('exist');
        cy.get('#sourceSelector').select('ANSA.it')
        cy.get('main').find('.article').should('have.length', 10)
   });
});
```



```
describe('News PWA', () => {
   beforeEach(() => {
       cy.visit('/');
    });
    it('should render results', () => {
        const search = "México";
        const resultsText = "Se encontraron 20 resultados de \"" + search + "\".";
        cy.get('#search').should('exist');
        cy.get('#search').clear().type(search+'{enter}')
          .trigger('search');
        cy.get('#results').should('exist');
        cy.get('#results').contains(resultsText);
        cy.get('main').find('.article').should('have.length', 20);
});
```



A&Q



Bibliography



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Thank You!

