Faculdade de Engenharia da Universidade Do Porto

Mestrado Integrado em Engenharia Informática e Computação

Engenharia de Software

T3 – Software Development in Practice - Jest

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15 de Novembro, 2018

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Issue #5730

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**Issue Documentation**

**Issue #6830**: iterables and **toHaveBeenCalledWith** result in **RangeError**: Maximum call stack size exceeded.

If toHaveBeenCalledWith is used with an iterable, **RangeError: Maximum call stack size exceeded** will be thrown.

**Requirements use case -> user story -> feature description (se necessario…unico com codigo)**

Use case:

User story:

As a <role>

I can <capability>,

so that <receive benefit>

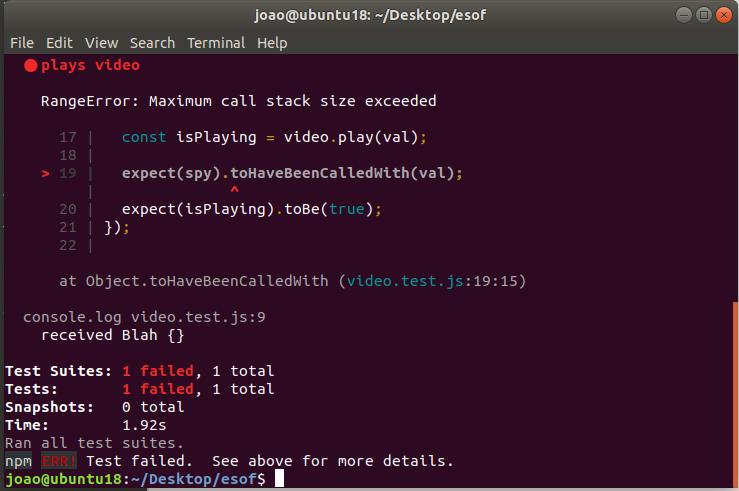
Jest is a desktop application that is used by Facebook to test all JavaScript code including React applications.

Version in package.json: “jest”: “^23.5.0”,.

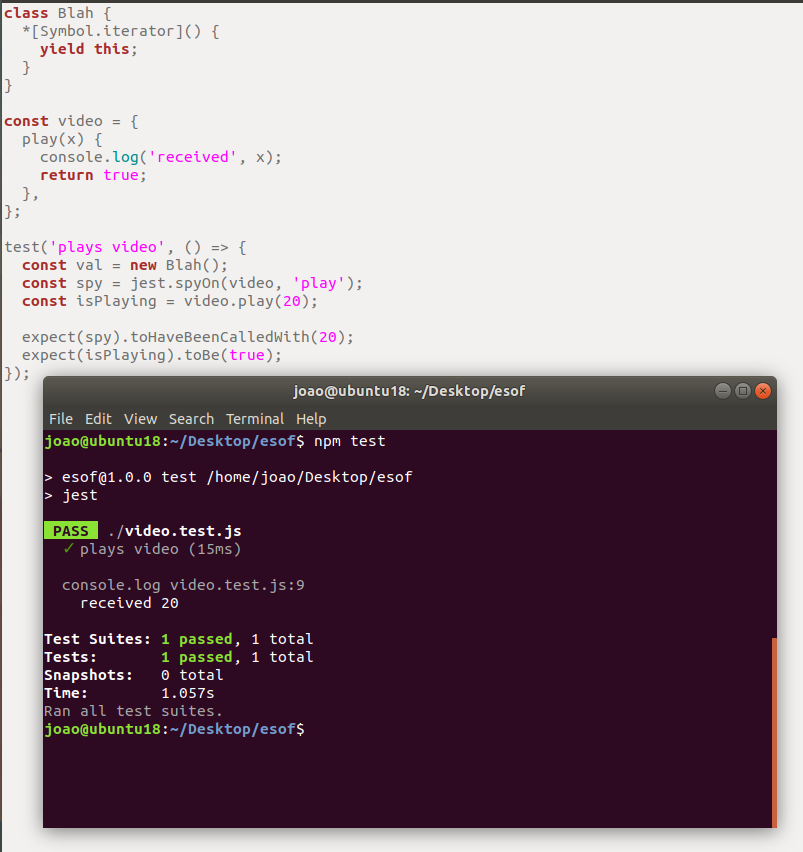
**Use case:**

The issue consists in the usage of a specific iterator that generates an error message when we try to make tests with it. The expected behavior is for the test to pass. We can check it by declaring a variable with the specific iterator and then call functions defined in Jest to check it. Here is an example to reproduce the behavior:

First, a class that uses the iterator (\*[Symbol.iterator]()) is created. Then a function to be tested and the test itself are created. It can be checked that on the test function it is created a variable using the class Blah, this guarantees that the specific iterator is used. In the end the function toHaveBeenCalledWith is used, using as an argument the variable that was first declared. This should show successful tests but instead the tests fail.

Results:

Somehow the class used is generating something too big, therefore, calling Maximum call stack size exceeded. In the reproduction of the error it is called a **console.log** to verify the value passed to the Jest test functions, and here it is printed “received Blah {}”, which is not an actual value.

In order to verify that the iterator was the actual cause of the issue, the value called on the test functions was changed to an integer. As expected, the tests succeeded. This leads to the conclusion that Jest does not have the proper code to receive and deal with this specific iterator.

**Explanation of the iterator:**

\*[Symbol.iterator] () creates a custom iterator for Blah object. But written this way, the iterator never ends, so it is like a loop without an end-condition. **Yield.this** defines the value to return from the generator function via the iterator protocol, returning the optional value passed to the gen\*erator’s next () method.

**Source Code Files**

Files that are directly related to the issue:

1. jest/packages/expect/src/spyMatchers.js
2. jest/packages/expect/src/utils.js

The file number 1 is responsible for creating a “**spyMatcher**” that will test the function with the value that was passed to “toHaveBeenCalledWith”.

The file number 2 is used in the first file. The first file imports an “iterableEquality” from the second file. This “**iterableEquality**” is responsible for handling the values passed to the test functions like “**toHaveBeenCalledWith**”.

Files that are indirectly related to the issue:

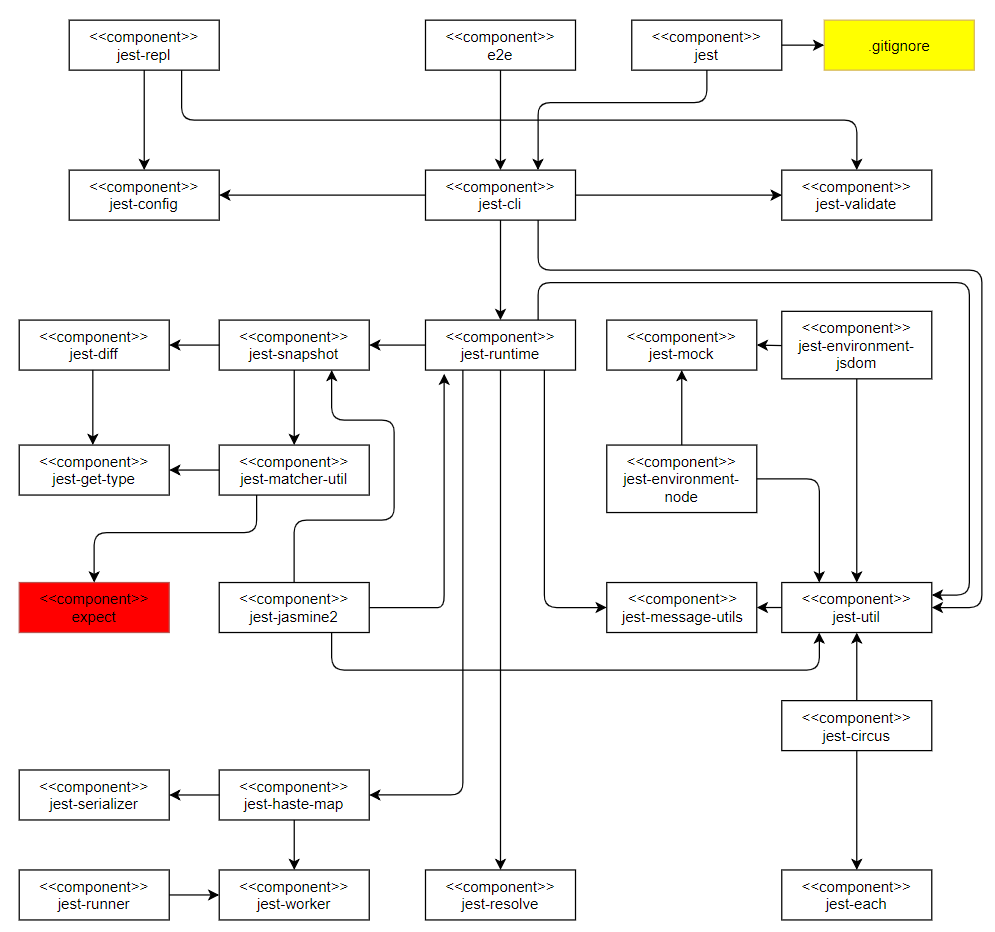
1. jest/packages/expect/src/jasmineUtils.js

The file number 1 is indirectly related to the issue, that is because it contains a function “equals” that is used in “jest/packages/except/src/utils.js” to help handling the iterable.

**System architecture**

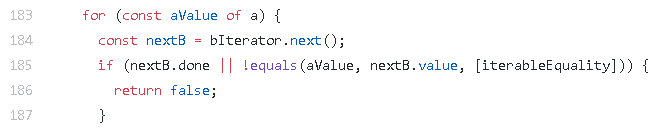
After a lot of research in this repository we were able to construct the system architecture to help localize the issues we are working on.

This issue in particular is related to the component marked as red **“expect”**.

**Component Diagram:**

**Design of the fix:**

In order to fix the issue it won’t be necessary to add any aditional files or even classes. To fix it, it will be needed to change some cycles adding more conditions to verify the state of the iterable when used. In other words, the code of the defined functions needs to be changed se that it can handle the iterables without creating an infinite loop.

The values of the iterable might recurse forever here:

**jest/packages/expect/src/utils.js**

**Issue Documentation**

**Issue #5730**: Support dynamically detecting changes when *.gitignore* is updated

A certain repository has a *.gitignore* file in it. This type of file specifies intentionally untracked files that Git should ignore. Each line in a *.gitignore* identifies a pattern that must be disregarded.

If a *\*.js* is selected, then all changes in JavaScript (*.js*) files will not be taken into account. Besides this, Jest tests are coded in TypeScript files (*.ts*). The problem consists in the fact that when editing *.ts*, although Jest notices the file changes, it does not run the tests. But, when removing *\*.js* from the *.gitignore* the Jest runs those same tests.

**Requirements**

The case described on the issue documentation, implies that the users trying to fix the problem install and use either the suggested *Yarn* and *NPM* or any other dependency managers (for example, *IED*, *PNPM* or *NPMD*) that Jest can work with. These programs that are responsible for controlling the packages will be used to the user be able test.

**Example**

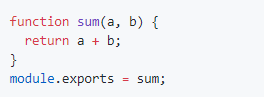
As said before, Jest is a robust framework, so it will be used along with *Yarn*/*NPM* for **package** and **dependency** management.

To test you must:

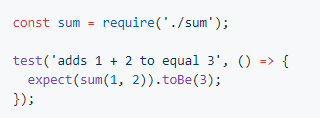
1. Install the *NPM*:

C:\Users\User\Desktop\download.png

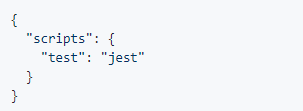
1. Create a *sum.js* file, with the following code:



1. Create a *sum.test.js* file, with the following code:



1. Modify the *package.json* file, changing the code inside the *“scripts”* curly brackets to *“"test": "jest"”*:



1. Create a file named *.gitignore*, that will be automatically hidden, with:



After the whole preparation, the user must keep running the *“tsc –watch”* and run *“jest –watch”*. Edit the *sum.test.js* and observe if the Jest notices the file change and if it runs any tests. Finally, the user should try removing the *“\*.js”*, and repeat the previous process. The results must be the same as the ones obtained by this GitHub user:

<https://user-images.githubusercontent.com/1370842/45393212-dec1e000-b665-11e8-988f-b8e7e1fea459.gif>

**Source Code Files**

Taking into account that the only files that are affected by this problem are the TypeScript tests, we can narrow them down to:

1. *jest/e2e/coverage-remapping/\_\_tests\_\_/covered-test.ts*, which requires the file *jest/e2e/coverage-remapping/covered.ts*
2. *jest/e2e/typescript-coverage/\_\_tests\_\_/covered-test.ts*, which requires the file *jest/e2e/ typescript-coverage /covered.ts*
3. *jest/examples/typescript/\_\_tests\_\_/sum-test.ts*, which requires the files *jest/examples/typescript/sum.js* and *jest/examples/typescript/sum.ts*
4. *jest/examples/typescript/\_\_tests\_\_/sub-test.ts*, which requires the same files in the previous point.

Both files number 1 and 4 are responsible for testing whether the result of a difference between two numbers is right or not in TypeScript files.

The second file is similar to the previous one, but this time tests a sum, also in a TypeScript file.

Again, the third test is related to the test of sums with the difference that it tests in both JavaScript and TypeScript.

Finally, the *.gitignore* files are the ones that affect the *test.ts*, so we may also mention:

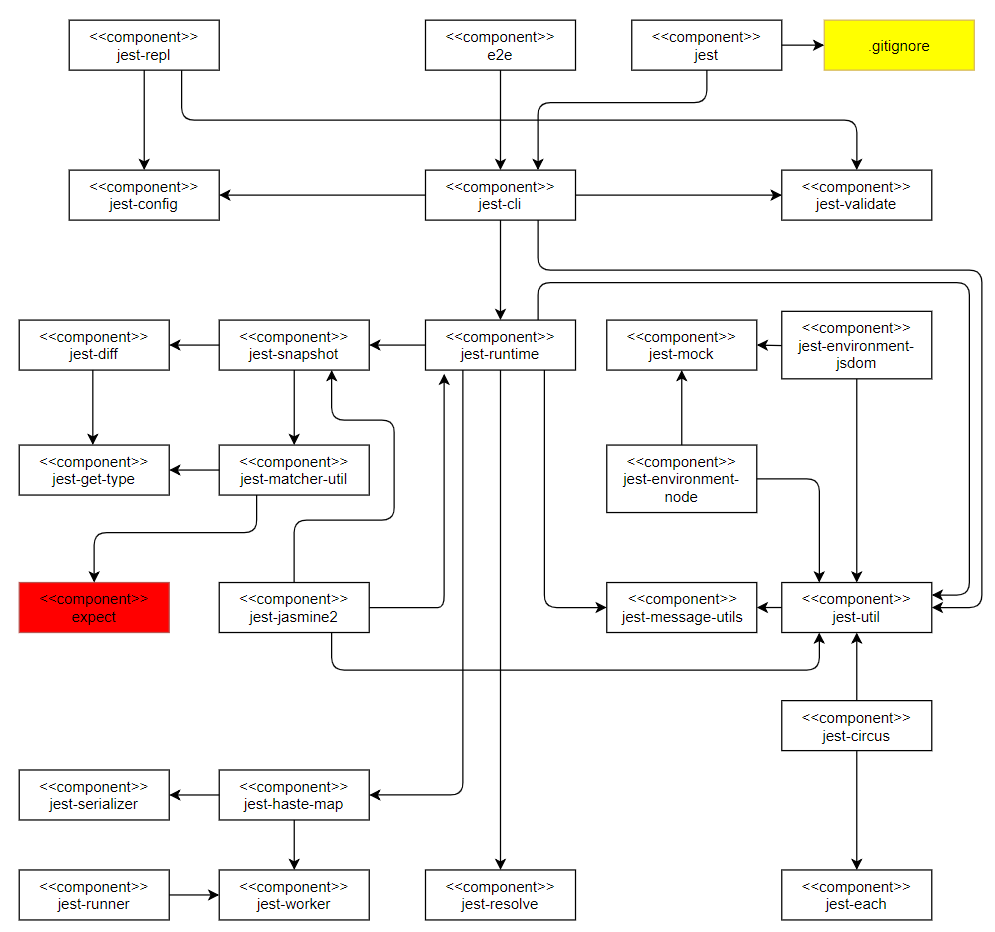
1. *jest/.gitignore*

* *jest/e2e/coverage-report/.gitignore*
* *jest/examples/react-native/.gitignore*

The last two files may be ignored during the solving of this issue, since the solution for both of them must be exactly the same as the one in the first *.gitignore*, which is more general.

**System architecture**

The system architecture is exactly the same as the previous issue, but this time this issue is related to the component marked as yellow.

**Component Diagram:**

**Design of the fix**

Just like the previous issue, we believe that the solution for this problem does not involve the creation of extra files or classes. In order to solve this particular issue, we must only change the *.gitignore* file. So the UML should remain the same as the one showed in the System Architecture point.

We have thought of changing this *.gitignore* in a way that keeps allowing Jest to ignore the changes in *.js* files, but not ignore the *.ts* or the *.test.ts* files.