ComicHub.io Testing

# Automatic Testing

ComicHub.io is divided into two repositories - one which contains its [frontend](https://github.com/CMPS-115-Webcomics/Webcomics-Frontend) and one that contains its [backend](https://github.com/CMPS-115-Webcomics/Webcomics-Backend). Both sides have automated tests available.

## Frontend Testing

All testing on the frontend is done through the [angular cli](https://cli.angular.io/). The cli must be installed as node, npm and the apps dependencies (via npm install).

**Unit Tests**: The frontend is based on the karma test runner and the jasmine assertion suite. They can be run via the command npm run test.

**End to End Tests**: The frontend also has E2E tests that are based on the protractor test runner. These can be run via npm run e2e.

## Backend Testing

The backend requires that node and npm be installed and the dependencies be installed via npm install. Some tests also use the [postman](https://www.getpostman.com/) app.

**Unit Tests:** The backend’s unit tests may be run by the command npm run test. These are used to test functionality that does not require http requests or database usage.

**Integration Tests**: The app uses [postman](https://www.getpostman.com/) to test its various routes. First the postman app must be installed. Then the tester must import the tests via file - import and select the file “webcomic.postman\_collection.json” in the test directory of the server. Finally the tester must create an environment called ComicHub.io and set the domain variable to localhost:3000 to test the local server or comichub.io to test the production server.

# Manual Testing

* Removed bug that prevented the scheduler from publishing volumes
* Removed bug that left holes in the numbering when deleting pages/chapters/volumes
* Removed bug that inserted the wrong values into the database
* Removed bug that caused scheduler to crash
* Removed bug that allowed empty strings into certain database variables
* Removed bug that loaded a comic from cache without checking if it was up to date
* Removed bug where deleted comics were not removed from cache
* Removed bug that resetted the page counter after every new comic page upload

Known bugs

* On sending anything to update a comic, the HTTP: 200:OK messages are logged as errors by the browser
* Clicking any area in the same row as the “Choose File” button will cause the button to be clicked
* Switching between the “Manage Comic 1” tab and the “Manage Comic 2” tab does not call the route to get a comic