



Gemensam text

PA1489

Group 19

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Brief Summary of What Was Tested:

We tested core functionalities related to managing burger orders. This included testing database functions for fetching burgers that we had created, placing orders, and retrieving all orders in the kitchen view.

Test name	Description	Type	Expected Result
getburger	Fetches a specific burger with toppings from the database.	Jest Unit test	Returns the correct burger name and toppings.
placeOrder	Places a new order with burger, toppings, sides, and drink.	Jest Unit test	Successfully inserts the order and returns an order ID.
getOrderId	Retrieves the latest order ID from the database.	Jest Unit test	Returns the order ID.
Placing order via UI	Simulates placing an order through the user interface.	Cypress E2E test	Displays a success message after placing an order.
Checking Burger Display	Verifies that burgers and descriptions are correctly displayed on the UI.	Cypress E2E test	All burgers are rendered with correct data (name, image, description).
Testing Dropdown	Ensures dropdowns for toppings, sides, and drinks work properly on the UI.	Cypress E2E test	Dropdown values are selectable and passed correctly to the order form.

Summary of How Tests Were Conducted:

We used Jest to perform unit tests of the backend, mocking the database calls to simulate actual functionality. For end-to-end (E2E) tests Cypress was used to ensure user flows like placing an order work correctly via the UI simulating usage of BurgerHub.

Experience Writing Automated Unit Tests and E2E tests:

What Went Well?

Mocking the database with Jest was smooth and testing and setup for both Jest and Cypress was rather simple. Due to Burgerhubs simple design it was a rather small amount of features that had to be tested.

Challenges

Configuring paths in the test environment caused issues. Cypress sometimes struggled with specific UI elements such as not being able to find the Double Trouble burger even though it was clearly displayed on the screen. This may be a problem with either the tests running too fast or that Double Trouble actually uses a different name.

How Were Challenges Resolved?

We resolved path issues by using relative paths and Node's path module. For Cypress, we adjusted the element selectors to be more specific.

What Could Not Be Solved

Some minor UI issues during end-to-end tests particularly related to dynamic rendering (double trouble), could not be fully resolved within the project's timeframe. This problem is not solved yet however as we did manual tests no problem were seen and when assisting the cypress application by navigating back home right before the test for double trouble, this issue got solved and the tests returned 100% success.



