

end-to-end testing

End-to-end tests (short e2e) are split into two parts:

1. The rendered UI (short: fixture)
2. Instrumentation of that UI

Rendered UI

The composition of all tests happens in `./index.js`. The rendered UI is located inside a separate file in `./fixtures` and written as a React component. If you're adding a new test prefer a new component instead of editing existing files since that might unknowingly alter existing tests.

Instrumentation

We're using `playwright` to replay user actions. Each test tests only a single fixture. A fixture can be loaded with `await renderFixture(fixturePath)` e.g. `renderFixture('TrapFocus/OpenTrapFocus')`.

Commands

For development `yarn test:e2e:dev` and `yarn test:e2e:run --watch` in separate terminals is recommended.

command	description
<code>yarn</code>	Full run
<code>test:e2e</code>	
<code>yarn</code>	Prepares the fixtures to be able to test in watchmode
<code>test:e2e:dev</code>	
<code>yarn</code>	Runs the tests (requires <code>yarn test:e2e:dev</code> or <code>yarn test:e2e:run</code>)
<code>test:e2e:run</code>	<code>test:e2e:build+yarn test:e2e:server</code>
<code>yarn</code>	Builds the webpack bundle for viewing the fixtures
<code>test:e2e:build</code>	
<code>yarn</code>	Serves the fixture bundle.
<code>test:e2e:server</code>	