**CBA Test - UI Test Automation**

Technology used – Javascript, Cypress, Chai assertion library, mocha

**Running locally from Command Line**

*Please make sure you have****node.js & cypress latest version*** *installed and configured on your system. More information regarding installation of have****node.js & cypress*** *can be found here:* [*https://docs.cypress.io/guides/getting-started/installing-cypress#yarn-add*](https://docs.cypress.io/guides/getting-started/installing-cypress#yarn-add)

**Step - 1:** git clone https://github.com/Jothivs/cba-test.git

**Step - 2: Open a Terminal window**

**Step - 3:** cd COVID-19 The Game

**Step - 4: \*\*\*node.js & cypress installation as explained in above URL\*\***

**Step - 5:** npm run RunCode

**Note: After test execution, please look inside /reports/mochawesome-report folder to view the HTML Reports.**

**(OR)**

**If wishing to see the execution in an open browser.**

* Do all steps from 1 to 4.
* In Step-5 type: npx cypress open
* Cypress application window opens. In the “Welcome to Cypress!”, click on “E2E Testing”
* Choose a browser of your choice & click on “Start E2E Testing in Edge”.
* Select any of the specs you wish to run from “E2E specs”. Details below:
  + **HomePageComponent.cy.js:** Includes regression test scripts for ‘Home page’ elements’ visibility, look & feel.
  + **SignUpPageComponent.cy.js:** Includes regression test scripts for ‘Sign Up’ page elements’ visibility, look & feel.
  + **LoginPageComponent.cy.js:** Includes regression test scripts for ‘Login’ page elements’ visibility, look & feel.
  + **GameEntryComponent.cy.js:** Includes regression test scripts for ‘Game Entry’ page elements’ visibility, look & feel.
  + **BattleFieldComponent.cy.js:** Includes regression test scripts for ‘BattleField’ page elements’ visibility, look & feel.
  + **SignUpPage.cy.js**: Test scripts for Sign Up functionality with positive, negative & multiple user scenarios
  + **Login.cy.js:** Test scripts for Login functionality with positive, negative & multiple user scenarios.
  + **GameEntryPage.cy.js:** Test scripts for entry to game functionality with positive & negative scenarios.
  + **Regression.cy.js:** Testing e2e journey from user creation to leader board with positive & negative scenarios.
  + **BattleFieldPage.cy:** Testing e2e journey from user creation to leader board by answering all questions.

**Issues and Bugs:**

For issues or bugs please check under issues tab of this Git repository.

**Note:** /news page doesn’t display question sometimes. In that case, screen refresh is required, to get questions to be displayed.

**Bonus questions implemented:**

* HTML Reporting, videos & screenshots of tests available.
* Uploaded test run results from different browser in “Test run reports” folder.
* Create User “Ray\_Hermann28” with more than 4000 points on the leaderboard

Graphical user interface, text, application

Description automatically generated

**API Testing**

Technology used – Javascript,, Chai assertion library

Tool used – Postman

**Running locally from Command Line**

*Please make sure you have****postman*** *installed.*

* git clone https://github.com/Jothivs/cba-test.git
* Open postman in your computer.
* Import both the collection & environment file found in “COVID-19 The Game API Test” folder.
* Run the collection by selecting “Run collection” option.