UNIT TESTING(TDD)

QUNIT TESTING FRAMEWORK/LIBRARY:

* QUnit is a powerful, easy-to-use javascript unit testing framework.it is used by the jquery, jquery UI and jQuery mobile projects and is capable of testing any generic javascript code.

Eg:

<html>

<head>

<title> address </title>

<link rel=”stylesheet “ href= ”unit.css”>

</head>

<body>

<script src=”pin.js”>

</script>

</body>

</html>

Pin.js FILE:

QUnit,test(“country”, function (assert){

Assert.skip(1==”1”, “passed”);});

The above html file will be tested automatically with this QUnit testing framework.

* The main use of this is to find out errors automatically just with small effort.

ASSERTIONS:

* QUnits built-in assertions are defined on the QUnit.asset object. An instance of this object is passed as the only argument to the QUnit.test function.
* Types:

1. Async- asynchronous operation.

Assert.async();

2.deepEqual-compare two obects.

Assert.deepEqual();

* There is huge amount of assertions which will be used to automate code test just by changing a single word after the assert.

TEST files:

* Test files is nothing but a small piece of files that are in build and directly included to the source code.
* This test files are written as separate file one with the .js extensions and then this file is attached to the source code and tested how many test cases are passed and how many got failed.
* Based on this passed and failed count the tested code will again undergo re design or recode process.
* The main advantage is easy to develop and easy to deploy.

JS LIBRARY AND CAPABILITES:

* Library is a collection of non-volatile resource used by computer programs, often for software development .
* AJILE: it is module type and a open sour e that enables namespacing , dependency- management,
* ANGULERJS: it a framework useful for application development .
* BACKBONE: it a framework that gives structure to web application by providing models with key value.
* JQuery: it is a tool which will helps to simplify HTML document traversing, event handling , and ajax intractions.
* These are some of common libraries in JS they are the already reserved and easy to use it when we want it.

CROSS BROWSER COMPACTABILITES:

* Each browser will run the code in different manner based on the given set of conditions and based on the protocols.
* So, it is mandatory that our code or developed application should be produce the same output on running in any given browser , it should be browser independent.
* At the same time the performance of the code is also not decreased , it manly involves and applicable in all kinds of browsers
* Sometimes it is not possible to have a running browser with multiple versions (example: IE7 + IE6 on Same PC) so it is useful to have standalone browsers to helps to debug and test.