Testing Code.

Unit Testing and IntegrationTesting

Integration Testing is done for specific functions. This was explored in the lab.

The following screenshot shows Integration testing with get-hub repo Screen dump of automatic CI testing on classroom Repository



The following test were done for unit testing prior to the functionality of the game to explore unit testing concepts

```
PASS _tests_/filterByTerm.spec.js

Filter function

√ it should filter by a search term (link) (4ms)

Test Suites: 1 passed, 1 total

Tests: 1 passed, 1 total

Snapshots: 0 total

Time: 2.9s

Ran all test suites.

C:\Users\100700131\getting-started-with-jest>
```

Test 2 and Test 3 done to test url and link prior to game development.

```
PASS _tests_/filterByTerm.spec.js

Filter function

√ it should filter by a search term (LINK) (3ms)

√ it should filter by a search term (uRl) (1ms)

√ it should filter by a search term ()

Test Suites: 1 passed, 1 total

Tests: 3 passed, 3 total

Snapshots: 0 total

Time: 2.141s

Ran all test suites.
```

```
//Second Test
            tests /filterByTerm.spec.js
       Filter function

√ it should filter by a search term (link) (8ms)

√ it should filter by a search term (url) (1ms)

     Test Suites: 1 passed, 1 total
    Tests:
                   2 passed, 2 total
     Snapshots:
                   0 total
                   1.879s, estimated 2s
     Time:
    Ran all test suites.
    expect(filterByTerm(input, "uRl")).toEqual(output);
PASS tests /filterByTerm.spec.js
 Filter function

√ it should filter by a search term (link) (4ms)

√ it should filter by a search term (url) (6ms)

√ it should filter by a search term () (2ms)

Test Suites: 1 passed, 1 total
Tests:
          3 passed, 3 total
Snapshots:
           0 total
Time:
           2.4895
Ran all test suites.
C:\Users\100730797\getting-started-with-jest>
```