the Master Course

RTL - fireEvent

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Learning Objectives

Write tests to test our apps functionality, by using fireEvent to interact with elements

RTL

What have we done so far?

Lets have a quick look back at the test block
So far we have been testing that certain elements are in the document

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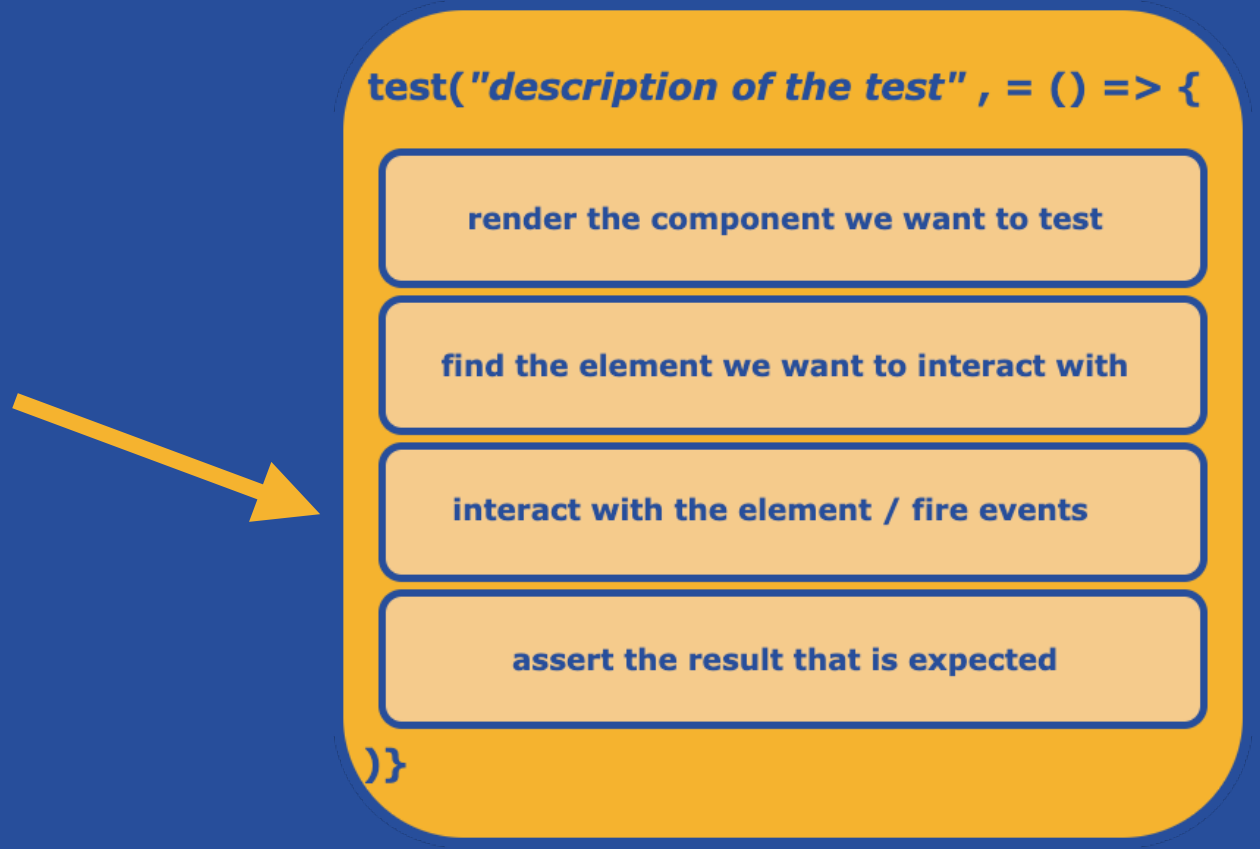
RTL

- Part of the test block we haven't looked at yet
- What events could be fired here?



RTL - fireEvent

How?

- Like ‘render’ and ‘screen’ we need to import it
- We still need to select the elements that we want to interact with
- Using fireEvent, we get the event we want to fire
- With the element that its being performed on
- After the event has fired, what do we expect to see?

RTL

- Using fireEvent, select the event you want to replicate
- The element that triggers the event
- What do you expect to see when that event has been fired?

```
test("submit button adds item", () => {
    render(<App />)
    const button = screen.getByText(/submit/i)
    fireEvent.click(    )
})
```

```
test("submit button adds item", () => {
    render(<App />)
    const button = screen.getByText(/submit/i)
    fireEvent.click(button)
})
```

```
test("submit button adds item", () => {
    render(<App />)
    const button = screen.getByText(/submit/i)
    fireEvent.click(button)
    const deleteButton = screen.getByText(/delete/i)
    expect(deleteButton).toBeInTheDocument()
})
```

Every time an item is added, a delete button is rendered

RTL - fireEvent

- Lots of other events to play with, like change
  - fireEvent change the input, target, value to be “something”
  - Then we expect the input value to be “something”

- What happened when submit is clicked, does the value change?