

# Getting Started

## Overview

Vitest is a blazing fast unit test framework powered by Vite.

You can learn more about the rationale behind the project in the [Why Vitest](#) section.

## Trying Vitest Online

You can try Vitest online on [StackBlitz](#). It runs Vitest directly in the browser, and it is almost identical to the local setup but doesn't require installing anything on your machine.

## Adding Vitest to your Project

[Learn how to install by Video](#)

With npm

```
npm install -D vitest
```

bash

or with yarn

```
yarn add -D vitest
```

bash

or with pnpm

```
pnpm add -D vitest
```

bash

#### TIP

Vitest requires Vite `>=v3.0.0` and Node `>=v14`

It is recommended that you install a copy of `vitest` in your `package.json`, using one of the methods listed above. However, if you would prefer to run `vitest` directly, you can use `npx vitest` (the `npx` command comes with `npm` and `Node.js`).

The `npx` command will execute the command either from a local `node_modules/.bin` installing any packages needed in order for the command to run. By default, `npx` will check whether command exists in `$PATH`, or in the local project binaries, and execute that. If command is not found, it will be installed prior to execution.

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## Configuring Vitest

One of the main advantages of Vitest is its unified configuration with Vite. If present, `vitest` will read your root `vite.config.ts` to match with the plugins and setup as your Vite app. For example, your Vite `resolve.alias` and `plugins` configuration will work out-of-the-box. If you want a different configuration during testing, you can:

- Create `vitest.config.ts`, which will have the higher priority
- Pass `--config` option to CLI, e.g. `vitest --config ./path/to/vitest.config.ts`
- Use `process.env.VITEST` or `mode` property on `defineConfig` (will be set to `test` if not overridden) to conditionally apply different configuration in `vite.config.ts`

To configure `vitest` itself, add `test` property in your Vite config. You'll also need to add a reference to Vitest types using a `triple slash command` at the top of your

config file, if you are importing `defineConfig` from `vite` itself.

```
import { defineConfig } from 'vite'

export default defineConfig({
  test: {
    // ...
  },
})
```

ts

See the list of config options in the [Config Reference](#)

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## Command Line Interface

In a project where Vitest is installed, you can use the `vitest` binary in your npm scripts, or run it directly with `npx vitest`. Here are the default npm scripts in a scaffolded Vitest project:

```
{
  "scripts": {
    "test": "vitest",
    "coverage": "vitest run --coverage"
  }
}
```

json

To run tests once without watching for file changes, use `vitest run`. You can specify additional CLI options like `--port` or `--https`. For a full list of CLI options, run `npx vitest --help` in your project.

Learn more about the [Command Line Interface](#)

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## IDE Integrations

We also provided a official extension for Visual Studio Code to enhance your testing experience with Vitest.

[Install from VS Code Marketplace](#)

Learn more about [IDE Integrations](#)

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## Examples

Example	Source	Playground
<a href="#">basic</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">fastify</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">graphql</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">image-snapshot</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">lit</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">mocks</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">nextjs</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">playwright</a>	<a href="#">GitHub</a>	
<a href="#">puppeteer</a>	<a href="#">GitHub</a>	
<a href="#">react-enzyme</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">react-mui</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">react-storybook</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">react-testing-lib-msw</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">react-testing-lib</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">react</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">ruby</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>
<a href="#">solid</a>	<a href="#">GitHub</a>	<a href="#">Play Online</a>

Example	Source	Playground
svelte	<a href="#">GitHub</a>	<a href="#">Play Online</a>
vitesse	<a href="#">GitHub</a>	<a href="#">Play Online</a>
vue-jsx	<a href="#">GitHub</a>	<a href="#">Play Online</a>
vue	<a href="#">GitHub</a>	<a href="#">Play Online</a>
vue2	<a href="#">GitHub</a>	<a href="#">Play Online</a>

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## Projects using Vitest

- [unocss](#)
- [unplugin-auto-import](#)
- [unplugin-vue-components](#)
- [vitesse](#)
- [vitesse-lite](#)
- [fluent-vue](#)
- [vueuse](#)
- [milkdown](#)
- [gridjs-svelte](#)
- [spring-easing](#)
- [bytemd](#)
- [faker](#)
- [million](#)
- [Vitamin](#)
- [neodrag](#)
- [svelte-multiselect](#)
- [iconify](#)
- [tdesign-vue-next](#)
- [cz-git](#)

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## Using Unreleased Commits

If you can't wait for a new release to test the latest features, you will need to clone the [vitest repo](#) to your local machine and then build and link it yourself ([pnpm](#) is required):

```
git clone https://github.com/vitest-dev/vitest.git
cd vitest
pnpm install
cd packages/vitest
pnpm run build
pnpm link --global # you can use your preferred package manager for this step
```

bash

Then go to the project where you are using Vitest and run `pnpm link --global vitest` (or the package manager that you used to link `vitest` globally).

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## Community

If you have questions or need help, reach out to the community at [Discord](#) and [GitHub Discussions](#).

[✎ Suggest changes to this page](#)

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