**UI Test Approach**

**Responsive UI**

Address the challenge of visual anomalies and responsive UI. Objective is to ensure things looks correct in the correct resolution, on the correct device, in the correct direct response size. We can use visual test library which allows to create baseline image of your application and then the next time it runs, it will look for anomalies. These checkpoints can come handy w hen catching bugs, especially when you are changing the layout and want to ensure that it’s accurate to the human eye.

**DOM to Shadow DOM**

Shadow dom is supported in all versions of Chrome & Opera. It is not supported in IE, Edge, Firefox or Safari.

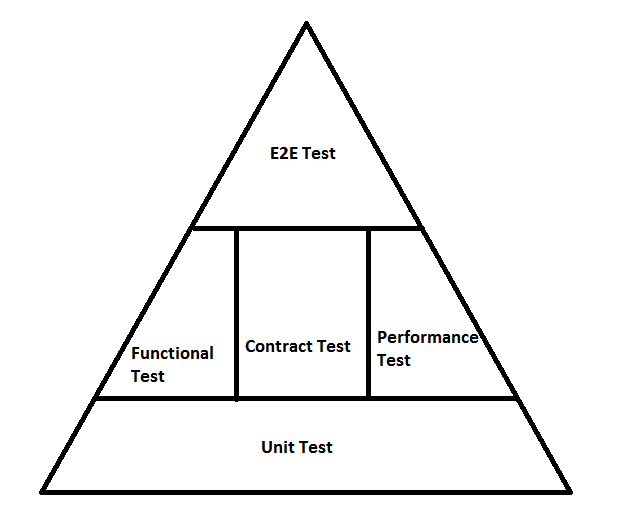
Testers can invest their time in writing many types of automated tests, like unit tests, integration tests and end-to-end tests but this strategy invests mostly in end-to-end tests that verify the product or service as a whole. E2E tests simulate real user scenarios.

**Building the Right Feedback Loop**

Tests creates feedback loop that informs the developer whether the product is working or not. The ideal feedback loop has several properties :

1. It’s fast. No developer wants to wait hours or days to find out if their change works. When change does not work, the feedback loops needs to run multiple times. A faster feedback loops leads to faster fixes.
2. It’s reliable. Flaky tests reduces the developer trusts and as a result flaky tests are often ignored, even when the real product issues
3. It isolate failures.

**Testing Pyramid**

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