FlexUnit Basics

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ToDo

- What is FlexUnit?

- How to install FlexUnit into a FlexBuilder Project.

- How to install FlexUnit into an Ant build script

- How to test various aspects of a Flex/Air Application

What is FlexUnit?

An xUnit Test Framework for ActionScript 3.0

FlexBuilder Install

- Download FlexUnit.swc from google code

- Place FlexUnit.swc into lib folder of FlexBuilder Project

- Create TestRunner.mxml with TestRunnerBase provided in FlexUnit.swc

- Write Tests

- Add Tests to TestRunner Test Suite

Code Time!

Ant Install

- Download FlexUnit.swc and FlexUnitOptional.swc from google code

- Place FlexUnit.swc and FlexUnitOptional.swc into a location of your choosing

- Download FlexUnitAnt.jar and place into Ant Classpath

- Create TestRunner.mxml with JUnitTestRunner provided in FlexUnitOptional.swc

- Write Tests

- Add Tests to TestRunner Test Suite

- Create Build Script

Code Time!

How To Test

* Test Runner

* Test Suite

* Test Case

* Test

* Assertion

What can you test?

- Normal Unit Testing Stuff

- Events

- Bindings

The Application

The Tests

Links

* FlexUnit Project
  http://code.google.com/p/as3flexunitlib/

* FlexUnit Ant Tutorial
  http://weblogs.macromedia.com/pmartin/
  archives/2006/06/flexunit_ant.cfm