**Slot Machine E2E Automated Tests**

Sanity Test Suite with 13 end-to-end automated tests. The testing framework used was Protractor with Jasmine. The coding language used was JavaScript.

**Getting Started**

These instructions will get you a copy of the project up and running on your local machine for testing purposes. See deployment for notes on how to deploy the project on a live system.

**Prerequisites**

- Install Node.js

- Set Nodejs path to System Variables

- Install Protractor

- Clone or download the Project from github

- Install Visual Studio Code or another JavaScript compatible IDE

**Installing**

Installing Node.js

- <https://nodejs.org/en>

- Download the 8.11.3 LTS version

- Install it

Setting Nodejs folder Path to System Variables

- Copy nodejs folder path

- Control Panel – System and Security – System

- Enter in Advanced System Settings

- Enter Environment Variables

- Create a new system variable with name NODE\_HOME and past the nodejs path in the variable file

- Still in system variables look for ‘Path’ system variable and double click it

- Check if nodejs path is there. If not, create a new one and add it

Install Protractor

- Open your command prompt

- run ‘npm install -g protractor’ to install it globally

- run webdriver-manager update

Clone SlotMachine github project

- go to <https://github.com/dmoreirab/SlotMachine>

- Download it or clone it

Open the Project on Visual Studio Code

- Open the Slot Machine file folder on Visual Studio Code

**Running the tests**

To run the tests, open the Output view in VisualStudioCode and run the command:

protractor configurationFile.js