



TESTING

# App Testing

- Testing should occur on a number of levels
  - *Unit testing*
  - *End to End*

# Q-Unit

- Unit Testing Framework designed to work with JavaScript
- Tests are defined along with correct results
- All unit tests can be run
- May not be exhaustive, but instead give a basic check that code is nominally correct.
- ([ref](#))

# Q-Unit (Example)

- Builds a driver for the function.
- Description of test
- An assertion of the call and result

```
function add(a, b)  
  { return a + b; }
```

```
QUnit.module('add', hooks =>  
  { QUnit.test('should add two numbers', assert =>  
    { assert.equal(add(1, 1), 2); }); });
```

# Q-Unit

- Add a test directory to your project.
- Inside define a test file
- Export the function that you want to test and require it in the test file

```
const add = require('./add.js')
```

```
QUnit.module('add')
```

```
QUnit.test('should add two numbers', assert =>  
  { assert.equal(add(1, 1), 2); });
```

# Running Q-Unit

- Add scripts inside your package.json.
- Then you can run the tests via npm

```
{ "scripts": {  
    "test": "qunit" }  
}
```

npm test

# Q-Unit Assertions

- Besides the standard `equal` which compares two expressions there are many options. A few of them follow
  - *`Assert.true()` is an expression true*
  - *`Assert.rejects()` does the promise reject*
  - *`Assert.throws()` does the expression throw an error*
  - *`Assert.timeout()` set the time in milliseconds to wait on the test of an asynchronous expression being tested.*

# Q-Unit Setup

- Can define code that will be run before each test
- There are hooks that you can use to define callbacks that are triggered at certain points in the unit testing process.



# References

- [An introduction to JS Unit testing](#)

# Higher level testing

- Functionality Testing
  - *Test for broken links*
  - *Test forms*
    - Default values
    - Error messages
    - Submission
  - *Test Cookies*
    - Session cookies expire and are deleted
  - *Test HTML/CSS*

# Higher level testing

## ■ Usability Testing

- *Focus group*
- *Give tasks and see how long a person takes to complete the task.*
- *Check navigation*
- *Check content*

# Higher level testing

## ■ System Testing

- *Requests to the data base are sent*
- *DB integrity is maintained*
- *Results are displayed*
- *Results are correct*
- *Results are delivered within required time*
- *Errors are caught and shown to DB admin only*
- *Stress test*
- *Check against denial of service attacks*

# Higher level testing

## ■ Compatibility Testing

- *Check that the web site functions correctly on different browsers.*
- *Check functionality against browser versions*
- *Check functionality on mobile platforms.*
- *Use an automated tool*
  - [A starting point for tools](#)

# Higher level testing

## ■ Security Testing

- *Check secured pages*
- *Check private files not accessible*
- *Check session/cookie timeouts.*
- *Check SSL*

# Tool: Selenium

- Build tests that check for the proper function of a web site.
- Tests define actions and expected results at the browser level.
- Has a playback tool
- Test are separate from the code/server.
- Single test can be run on multiple browsers/versions.