



Automate user events

```
import { render, screen } from "@testing-library/react";
import userEvent from "@testing-library/user-event";
import App from "../App";

test("Test App counter", async () => {
  // First: we render the component
  render(<App />);
  // Second, we query our elements using `screen` getters
  const counter = screen.getByText(/counter/i);
  const increment = screen.getByRole("button", { name: /increment/i });
  const decrement = screen.getByRole("button", { name: /decrement/i });
  // We fire the click 🔥🖱️
  await userEvent.click(increment);
  // Finally, we verify the results on the UI/
  expect(counter).toHaveTextContent("Counter: 1");
  // Same for decrement button
  await userEvent.click(decrement);
  expect(counter).toHaveTextContent("Counter: 0");
});
```


●●● Let's type something 🐙

```
import { render, screen } from "@testing-library/react";
import userEvent from "@testing-library/user-event";
import { Form } from "../App";

test("Simulate keyboard typing with `userEvent` 🎹", async () => {
  const randomUser = {
    user: "fpetre@vairix.com",
    password: ":party-parrot:",
  };
  const handleSubmit = jest.fn();
  render(<Form handleSubmit={handleSubmit} />);
  const userInput = screen.getByLabelText(/user/i);
  const passwordInput = screen.getByLabelText(/password/i);
  const sendBtn = screen.getByRole("button", { name: /send/i });
  // // Now we'll use `userEvent.type` to fill the above inputs
  await userEvent.type(userInput, randomUser.user);
  await userEvent.type(passwordInput, randomUser.password);
  await userEvent.click(sendBtn);
  expect(handleSubmit).toHaveBeenCalledWith(randomUser);
  expect(handleSubmit).toHaveBeenCalledTimes(1);
});
```

