

## Testing in Sproutcore

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## Overview

- Who am I?
- Why Test?
- Examples of Unit Testing
- Headless Execution
- Integration Tests
- Jenkins
- Q/A

## Who Am I?

#### I'm Joe.

- Technical Lead of Matygo
- BSc/MASC Engineering
- Long time geek
- Minor Contributor to Sproutcore



## Why Test?

#### To err is Human

- Everyone makes mistakes
- Side effects cause regressions [read: rework]
- [js/ruby/python] Lack of compilers to catch interface changes / syntax errors
- Need concrete way to capture expected behaviours

## Why not?

- Time
- Ego
- Difficult to do correctly
- My system is too simple

# Unit Testing in Sproutcore

#### xUnit Pattern

- Setup put the SUT into the desired state
- Exercise call functions on the SUT
- Assert verify appropriate reactions
- Teardown destroy any created objects

## QUnit

## Getting Started

```
\longrightarrow bin — bash — 170×40
joe$ sc-gen app Unit
joe$ sc-gen model Foo
```

## isEven

```
Unit.Foo = SC.Record.extend({
   isEven: function(value) {
     return false;
   }
});
```

## Some Unit Tests

```
\Theta \Theta \Theta
module("Unit.Foo");
var foo;
setup(function(){
  foo = Unit.Foo.create();
});
teardown(function(){
  fool = null;
});
// even cases
// base case
test("Foo#isEven should report even, when 0.", function() {
    ok(foo.isEven(0));
});
// second concrete odd base case
test("Foo#isEven should report even, when 2.", function() {
    ok(foo.isEven(2));
});
// indefinite (anonymous) case
test("Foo#isEven should report even, when number is even.", function() {
    ok(foo.isEven(2 * Math.round(Math.random())));
});
                                                   13
```

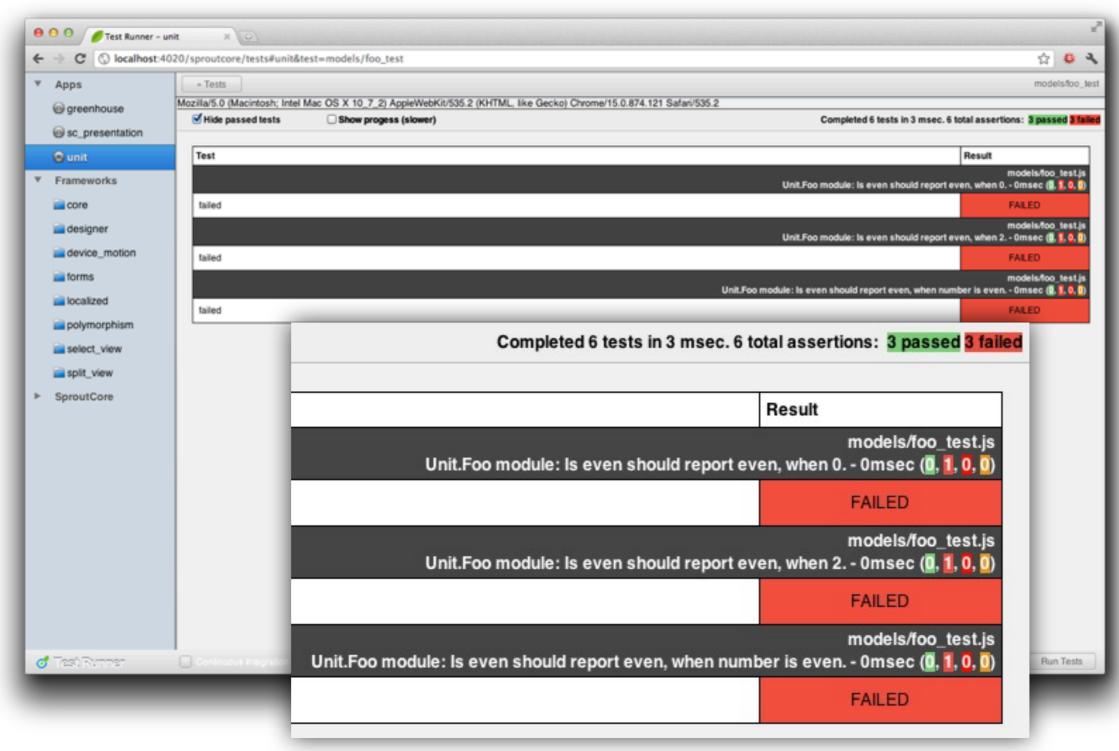
## Some Unit Tests

```
\Theta \Theta \Theta
 // odd cases
 // base case
test("Foo#isEven should report false, when 1.", function() {
    ok(!foo.isEven(1));
});
test("Foo#isEven should report false, when 3.", function() {
    // second concrete odd base case
    ok(!foo.isEven(3));
 });
test("Foo#isEven should report false, when number is odd.",
 function() {
    // indefinite (anonymous) odd case
    ok(!foo.isEven(1 + 2 * Math.round(Math.random())));
 });
```

### Assertions

- ok Checks for True
- [not]Equal
- [not]deepEqual
- [not]strictEqual
- raises
- All assertions take an optional message argument useful if you have multiple assertions.

#### http://localhost:4020/sproutcore/tests#unit&test=models/ foo\_test



## isEven

```
Unit.Foo = SC.Record.extend({
  isEven: function(value) {
    return value % 2 == 0;
  }
});
```

	Result
Unit.Foo module: Is even should re	models/foo_test.js port even, when 0 0msec (1, 0, 0, 0)
	PASSED
Unit.Foo module: Is even should re	models/foo_test.js port even, when 2 0msec (1, 0, 0, 0)
	PASSED
Unit.Foo module: Is even should report even, whe	models/foo_test.js n number is even 0msec (1, 0, 0, 0)
	PASSED
Unit.Foo module: Is even should re	models/foo_test.js port false, when 1 0msec (1, 0, 0, 0)
	PASSED
Unit.Foo module: Is even should re	models/foo_test.js port false, when 3 0msec (1, 0, 0, 0)
	PASSED
Unit.Foo module: Is even should report false, wh	models/foo_test.js en number is odd 0msec (1, 0, 0, 0)
	PASSED

## Jasmine

http://pivotal.github.com/jasmine/

## Jasmine

https://github.com/gmoeck/jasmine-sproutcore

- BDD style tests for JS
- Specs are easy to read / write
- Great for involving non-tech in Q/A
- Spies useful for Mocking / Spying / Faking / Stubbing etc.

## Getting Started

```
\Theta \cap \Theta
                    \sim bin — bash — 170×40
joe$ sc-gen app Jasmine
joe$ sc-gen model Foo
joe$ mkdir frameworks
joe$ cd frameworks
joe$ git clone git://github.com/
      gmoeck/jasmine-
      sproutcore.git
```

## Configuration

```
\Theta \Theta \Theta
  require
  File.expand path(<relativePathToJasmine>,
    FILE )
 // Your normal build config goes here
  //
  namespace :build do
    desc "builds a jasmine unit test"
    build task :test do
      Jasmine::Builder::Test.build ENTRY, DST PATH
    end
  end
```

## isEven

```
Jasmine.Foo = SC.Record.extend({
  isEven: function(value) {
    return false;
  }
});
```

## Some Unit Tests

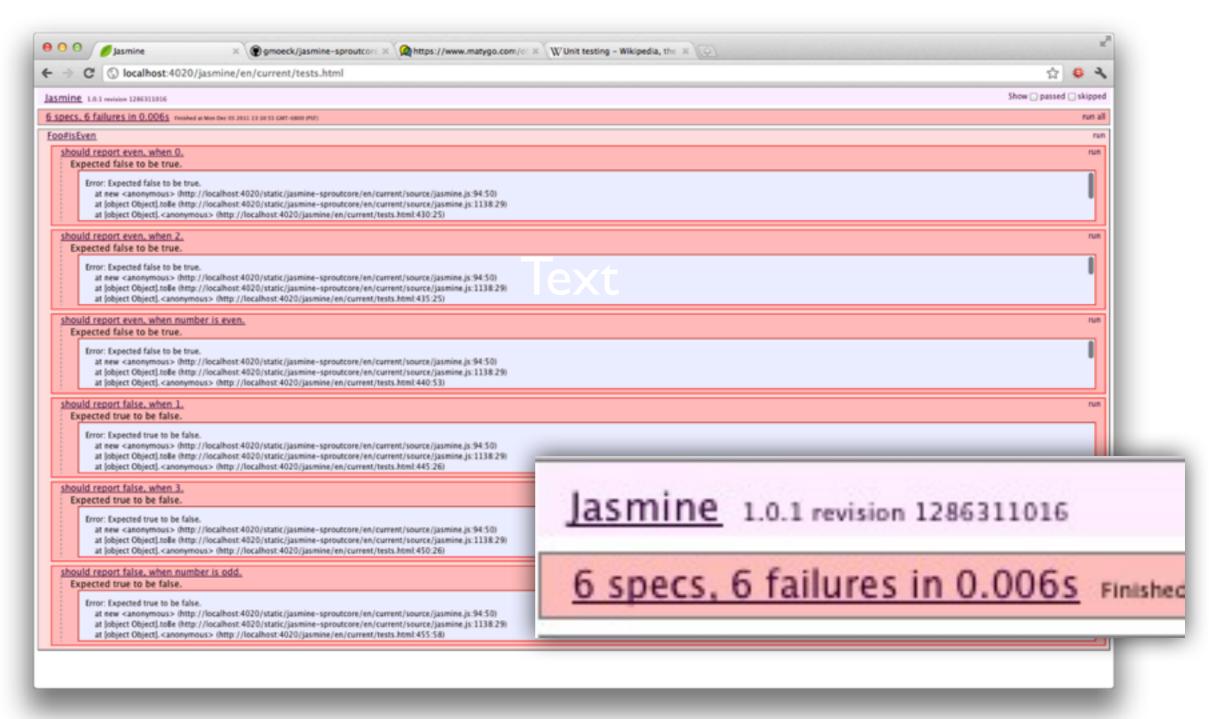
```
\Theta \Theta \Theta
describe('Foo#isEven',
function() {
   var foo;
    beforeEach(function() {
       foo = Jasmine.Foo.create();
   });
    afterEach(function() {
       foo = null;
    });
   // base case
   it("should report even, when 0.", function() {
       expect(foo.isEven(0)).toBe(true);
   });
   // second concrete odd base case
   it("should report even, when 2.", function() {
       expect(foo.isEven(2)).toBe(true);
   });
                                     24
```

## Some Unit Tests

```
\Theta \Theta \Theta
   // indefinite (anonymous) case
   it("should report even, when number is even.", function() {
      expect(foo.isEven(2 * Math.round(Math.random()))).toBe(true);
   });
   // base case
   it("should report false, when 1.", function() {
      expect(foo.isEven(1)).toBe(false);
   });
   // second concrete odd base case
   it("should report false, when 3.", function() {
      expect(foo.isEven(3)).toBe(false);
   });
    // indefinite (anonymous) odd case
   it("should report false, when number is odd.", function() {
      expect(foo.isEven(1 + 2 *
Math.round(Math.random()))).toBe(false);
   });
});
                                    25
```

## Output

http://localhost:4020/<myApp>/en/current/tests.html



## isEven

```
Jasmine.Foo = SC.Record.extend({
  isEven: function(value) {
    return value % 2 == 0;
  }
});
```

## Output

Jasmine 1.0.1 revision 1286311016

6 specs, 0 failures in 0.006s Finished at Mon Dec 05 2011 13:14:05 GMT-0800 (PST)

## Headless Execution



#### **PhantomJS**

- (co)
- http://www.phantomjs.org/
- Allows for headless (scriptable) execution of JS
- Great for fitting into integration pipeline
- Has test runners for QUnit and Jasmine

## Now With Colour

```
= bin - bash - 170×40
joe$ ./phantomjs run-jasmine.js
http://localhost:4020/jasmine/en/current/tests.html
'waitFor()' finished in 200ms.
6 specs, 3 failures in 0.009s
Foo#isEven
  should report even, when 0.
   Expected false to be true.
  should report even, when 2.
   Expected false to be true.
  should report even, when number is even.
   Expected false to be true.
  should report false, when 1.
  should report false, when 3.
  should report false, when number is odd.
```

## Now With Colour

```
= bin - bash - 170×40
joe$ ./phantomjs run-jasmine.js
http://localhost:4020/jasmine/en/current/tests.html
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6 specs, 0 failures in 0.008s
Foo#isEven
  should report even, when 0.
  should report even, when 2.
  should report even, when number is even.
  should report false, when 1.
  should report false, when 3.
  should report false, when number is odd.
```



## Lebowski

Q/A and Integration Testing <a href="https://github.com/FrozenCanuck/Lebowski">https://github.com/FrozenCanuck/Lebowski</a>

#### Lebowski

- Written by @FrozenCanuck (Michael Cohen)
- Unit test are great for units of code
- Need full feature integration testing that starts at the UI
- These are slow (run nightly pre deploys)

#### Lebowski

- Based on Selenium
- RSpec tests [works with other test frameworks as well]
- Uses Ruby proxy objects to access SC objects by path.
  - MyApp.mainPane.labelView.value

## Installation

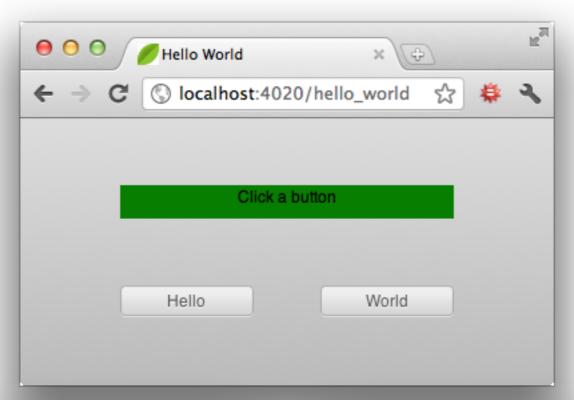
```
in − bash − 170×40
joe$ gem install lebowski
```

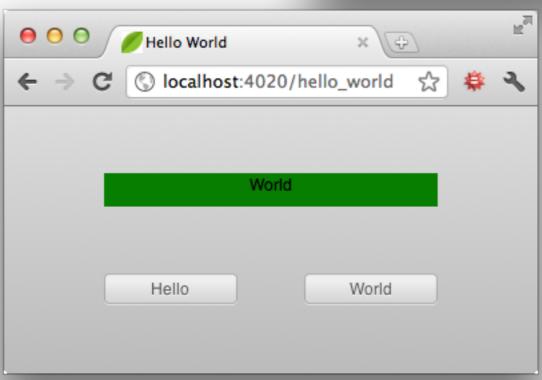
### Useful Commands

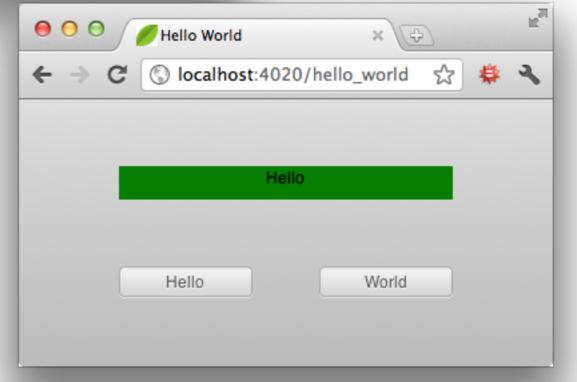
```
\frac{1}{2} bin — bash — 170\times40
joe$ lebowski-start-server
      (starts the selenium server)
joe$ lebowski
      (for running inside ruby scripts)
joe$ lebowski-spec
      (for running lebowski specs)
```

# A Simple Example

### Hello World







## Setup

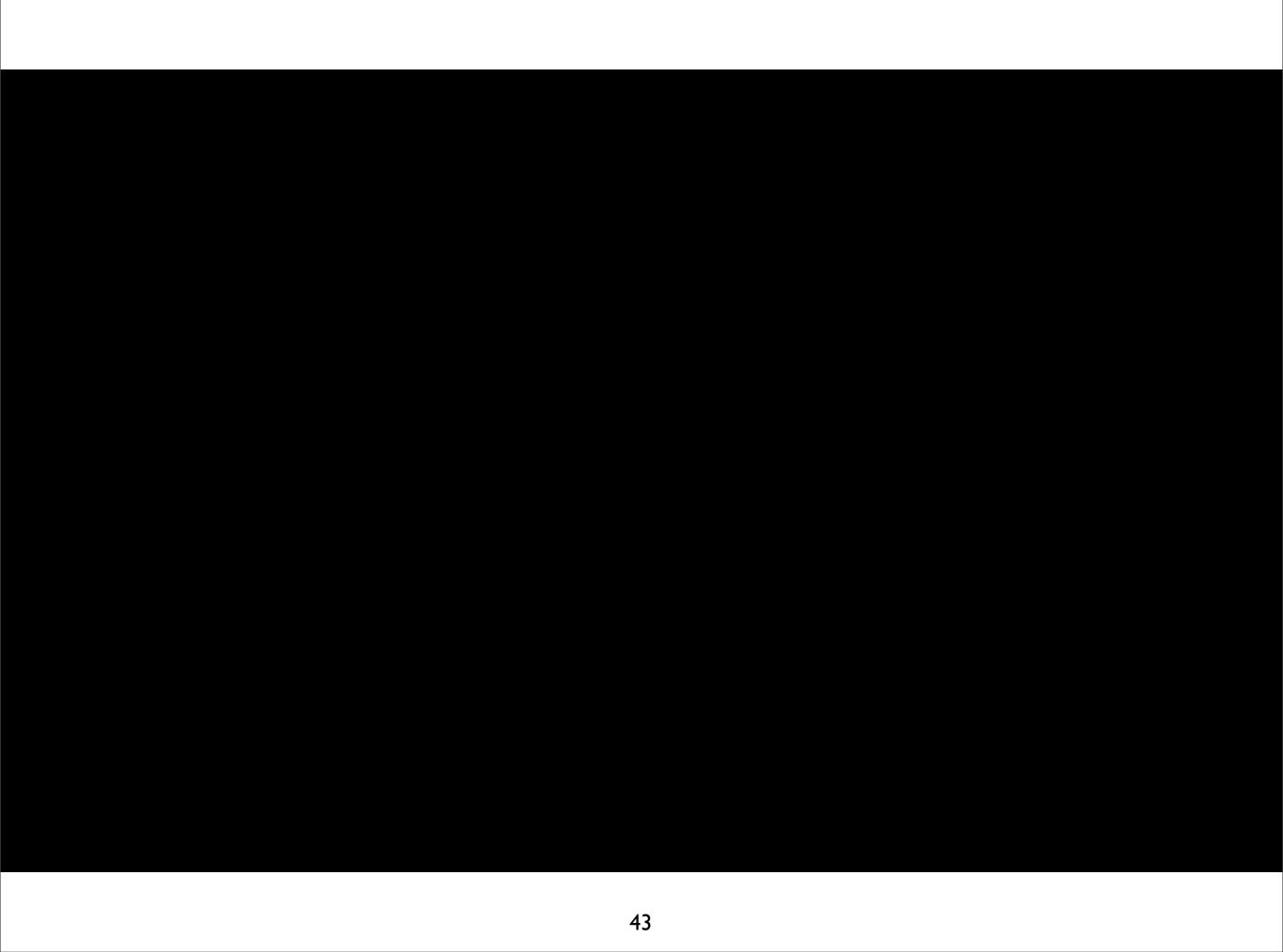
```
App = MainApplication.new \
        :app_root_path => "/hello_world",
        :app_name => "HelloWorldApp",
        :browser => :firefox
App.start do |app|
  app['mainPage.mainPane.isPaneAttached'] == true
end
App_move_to 1, 1
App.resize to 1024, 768
App.define_path 'group', 'mainPage.mainPane.groupView'
```

## A Spec

```
\Theta \Theta \Theta
  describe "Hello World Test" do
     before(:all) do
       @label = App['group.label', 'SC.LabelView']
      @hello button = App['group.helloButton', ButtonView]
      @world_button = App['#world-button', ButtonView]
     end
     it "will check that label has an initial value 'click a button'" do
      @label.should have_value /click a button/i
     end
     it "will check that hello button has title 'hello'" do
      @hello_button.should have_title /hello/i
     end
     it "will check that world button has title 'world'" do
      @world_button.should have_title /world/i
     end
     it "will click hello button and then confirm label has value 'hello'" do
      @hello_button.click
      @label.should have_value /hello/i
     end
     it "will click world button and them confirm label has value 'world'" do
       @world button.click
```

#### Hello World Controller

```
HelloWorldApp.helloWorldController = SC.Object.create({
  caption: null,
  doHello: function() {
    //this.set('caption', '_hello'.loc());
  },
  doWorld: function() {
    //this.set('caption', '_world'.loc());
});
```



# Continuous Integration Jenkins

### Jenkins

http://jenkins-ci.org/

- OpenSource CI server
- Highly configurable
- Unit tests scriptable through PhantomJS
- Integration Tests scriptable through Lebowski
- Code Quality++ !!!

## Basic Loop at Matygo

Code Commit Jenkins Updates Local Code Run Backend Unit Tests Run Backend Functional Tests [API] Run Sproutcore Unit Test Run Lebowski Q/A Test Push to staging for manual Q/A





## We are Hiring!!!

- SproutCore / Scala / Ruby On Rails
- Fun / Flexible working environment

- Delivering affordable education
  - Make a dent in the universe:P

## Questions?

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Recommended Reading: xUnit Test Patterns - Gerard Meszaros