Weather ForeCast App

1. Instructions for Running the Weather App

Follow these steps to run the Weather App on your local machine:

Requirements:

- Xcode 12 or later (for SwiftUI support)
- macOS 10.15 or later
- Simulator or iOS device for testing

Steps to Run the Weather App:

1. Clone the Repository:

If you are using a Git repository for version control, clone the repository to your local machine. qit clone

https://github.com/nivruttikokane/WeatherForecastApp/tree/master

2. Open the Project:

• Open the .xcodeproj in **Xcode**.

3. Set Up API Key (if applicable):

- Ensure that the Weather API key (e.g., for OpenWeatherMap) is properly configured in the app.
 - Go to **Constants.swift** and add your API key if it's missing.

4. Build the App:

- Select your desired simulator or device in the Xcode toolbar.
- Click the **Run** button (Cmd + R) to build and run the app.

5. Test the App:

- Home Screen: Enter a city name and click the "Fetch Weather" button to get weather data.
- Weather Details: View the weather forecast for the next 5 days, including temperature, humidity, and weather conditions.
- Error Handling: Test by entering an invalid city or disconnecting from the internet to see error handling in action.

2. Unit Tests for Weather App

Below are the **unit test cases** for the Weather App. These tests ensure the app functions correctly and follows the MVVM architecture with the appropriate error handling, API interaction, and UI states.

Test Case 1: WeatherViewModel - Fetch Weather Success

This test case verifies that when a valid city is entered, the weather data is fetched correctly.

```
func testFetchWeatherSuccess() {
    // Arrange
    let expectation = XCTestExpectation(description: "Fetch weather
succeeds")
    let mockResponse = WeatherResponse(
        list: [
            DailyForecast(dt: 1678928400, temp: Temperature(min: 10,
max: 20), weather: [Weather(main: "Cloudy", description: "Cloudy",
icon: "02d")]),
            DailyForecast(dt: 1679014800, temp: Temperature(min: 12,
max: 22), weather: [Weather(main: "Sunny", description: "Clear sky",
icon: "01d")])
        1.
        city: City(name: "Test City")
    mockWeatherService.mockResponse = mockResponse // Set mock
response
    // Act
    viewModel.fetchWeather(for: "Test City")
    // Assert
    DispatchQueue.main.asyncAfter(deadline: .now() + 1) {
        XCTAssertEqual(self.viewModel.cityName, "Test City")
        XCTAssertEqual(self.viewModel.forecasts.count, 2)
        XCTAssertEqual(self.viewModel.forecasts[0].weather[0].main,
"Cloudy")
        XCTAssertEqual(self.viewModel.forecasts[1].weather[0].main,
"Sunny")
        expectation.fulfill()
```

```
wait(for: [expectation], timeout: 2)
}
```

Test Case 2: WeatherViewModel - Fetch Weather Failure (No Internet)

This test simulates a failure in fetching weather data due to no internet connection.

```
swift
Copy code
func testFetchWeatherFailureNoInternet() {
    // Arrange
    let mockNetworkMonitor = MockNetworkMonitor(isConnected: false)
// Simulate no internet
    let viewModelWithNoInternet = WeatherViewModel(
        weatherService: mockWeatherService,
        persistenceService: mockPersistenceService,
        networkMonitor: mockNetworkMonitor
    )
    // Act
    viewModelWithNoInternet.fetchWeather(for: "Test City")
    // Assert
    DispatchQueue.main.asyncAfter(deadline: .now() + 1) {
        XCTAssertEqual(viewModelWithNoInternet.errorMessage, "No
internet connection. Please check your network and try again.")
        XCTAssertTrue(viewModelWithNoInternet.forecasts.isEmpty)
    }
}
```

Test Case 3: WeatherViewModel - Fetch Weather Failure (API Error)

This test case verifies how the app handles API errors, such as a bad server response.

```
swift
Copy code
func testFetchWeatherFailureApiError() {
```

```
// Arrange
    let expectation = XCTestExpectation(description: "Fetch weather
fails")
    mockWeatherService.error = URLError(.badServerResponse) //
Simulate server error
    // Act
    viewModel.fetchWeather(for: "Test City")
    // Assert
    DispatchQueue.main.asyncAfter(deadline: .now() + 1) {
        XCTAssertNotNil(self.viewModel.errorMessage)
        XCTAssertEqual(self.viewModel.errorMessage, "Network Error:
Unable to connect to the server.")
        XCTAssertTrue(self.viewModel.forecasts.isEmpty)
        expectation.fulfill()
    }
    wait(for: [expectation], timeout: 2)
}
```

Test Case 4: Persistence - Save Last Searched City

This test case checks if the last searched city is saved correctly in persistent storage.

```
swift
Copy code
func testSaveLastSearchedCity() {
    // Arrange
    let testCity = "Saved City"
    // Act
    viewModel.fetchWeather(for: testCity)
    // Assert
    XCTAssertEqual(mockPersistenceService.getLastSearchedCity(),
testCity)
```

Test Case 5: Persistence - Retrieve Last Searched City on App Launch

This test case verifies that the last searched city is retrieved correctly when the app is relaunched.

```
swift
Copy code
func testRetrieveLastSearchedCityOnInit() {
    // Arrange
    let savedCity = "Previously Searched City"
    mockPersistenceService.saveLastSearchedCity(savedCity)

    // Act
    let newViewModel = WeatherViewModel(
        weatherService: mockWeatherService,
        persistenceService: mockPersistenceService
    )

    // Assert

XCTAssertEqual(newViewModel.persistenceService.getLastSearchedCity(),
savedCity)
}
```

Test Case 6: Fetch Weather from Saved Response

This test case verifies that weather data is loaded correctly from previously saved data.

```
mockPersistenceService.saveWeatherResponse(savedResponse)

// Act
if let response = mockPersistenceService.getWeatherResponse() {
    viewModel.cityName = response.city.name
    viewModel.forecasts = response.list
}

// Assert
XCTAssertEqual(viewModel.cityName, "Test City")
XCTAssertEqual(viewModel.forecasts.count, 1)
XCTAssertEqual(viewModel.forecasts[0].weather[0].main, "Sunny")
}
```