

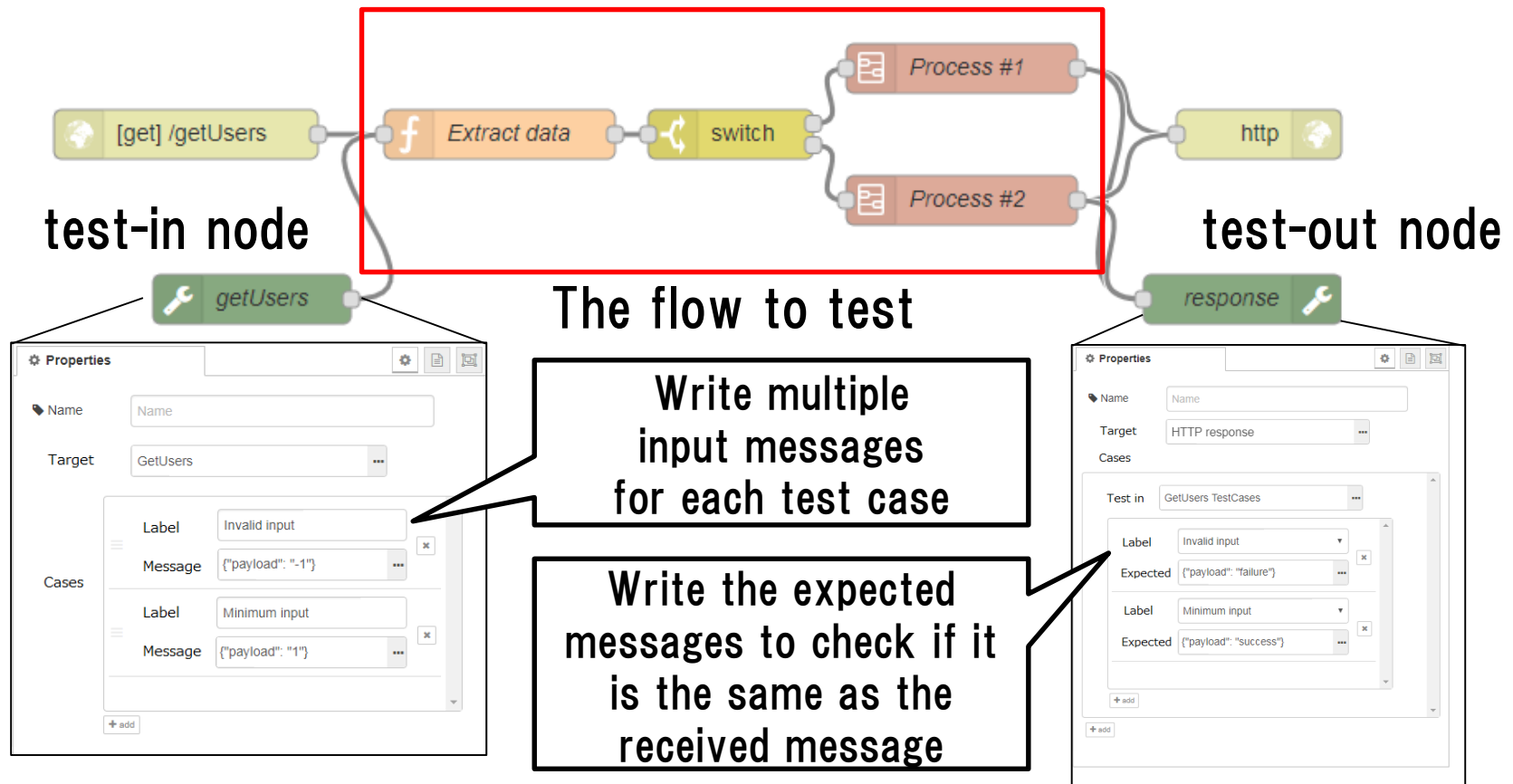


# Testing

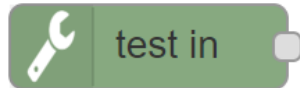
Kazuhito Yokoi

Framework to create test cases of flows and execute them on flow editor

- The flow to test is wrapped by test-in and test-out node (like pair of http-in and http-response nodes)
- Testing flows from CLI is also supported



- **Test-in node**



The node to send messages instead of the input node

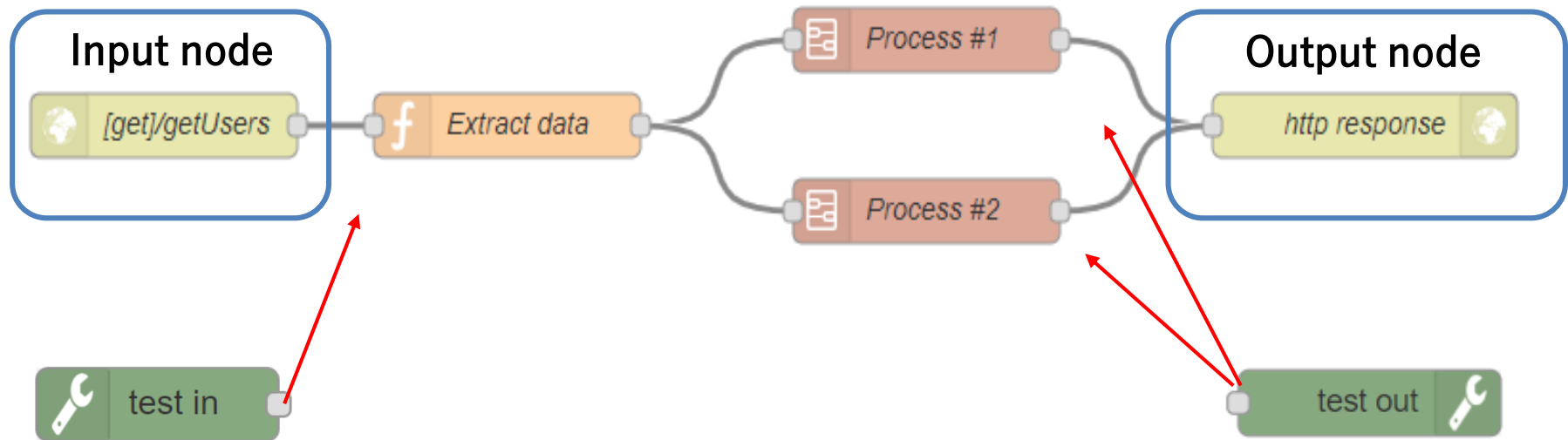
- **Test-out node**



The node to receive message instead of output node  
and check that it is the expected message

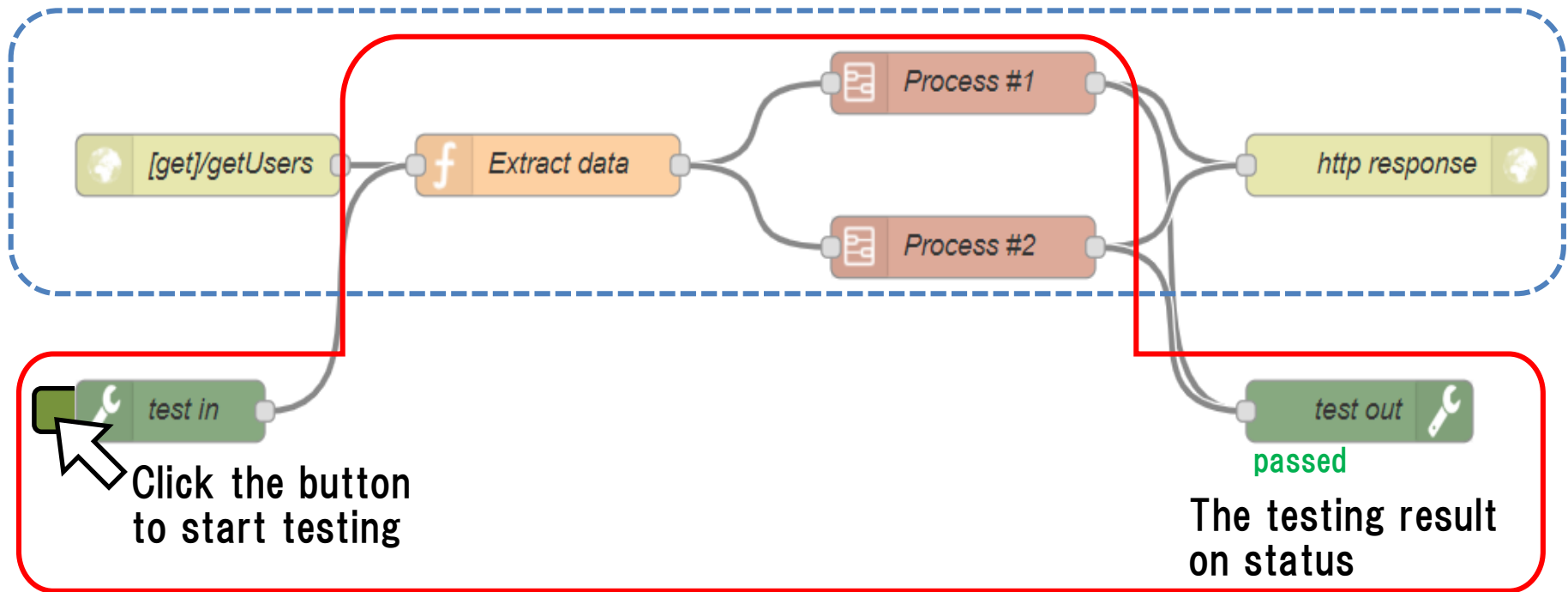
# How to use test-in and test-out nodes

- **Test-in node:**  
A user connects it to the input port of the first node in the flow to test.
- **Test-out node:**  
A user connects it to the output port of the last node in the flow to test.

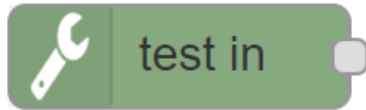


- To start flow testing, a user clicks the button of test-in node
- After execution of the flow testing, test-out has the result of testing in the status

## Original flow



## Flow for testing



The node which sends the messages for testing instead of the input node

Cases

A screenshot of a web interface for specifying test scenarios. It features a list of two scenarios. Each scenario has a "Label" field and a "Message" field. The first scenario has the label "Invalid input" and the message {"payload": "-1"}. The second scenario has the label "Minimum input" and the message {"payload": "1"}. Each message field has a three-dot menu icon on its right. At the bottom left of the list is a "+ add" button. At the bottom right of each scenario is a close button (an 'x' in a square).

Label	Invalid input	
Message	<code>{"payload": "-1"}</code>	...
Label	Minimum input	
Message	<code>{"payload": "1"}</code>	...

+ add

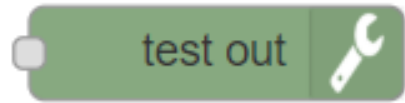
Specify test scenarios

- Scenario name
- Input message

※ **Users can register**

**multiple scenarios in the UI**

# Node property UI in test-out node



The node which receives message instead of an output node and checks the received message is the expected value

Cases

Test in

Label	<input type="text" value="Invalid input"/>	<input type="button" value="x"/>
Expected	<input "="" type="text" value='{"payload": "failure"}'/>	<input type="button" value="x"/>
Label	<input type="text" value="Minimum input"/>	<input type="button" value="x"/>
Expected	<input "="" type="text" value='{"payload": "success"}'/>	<input type="button" value="x"/>

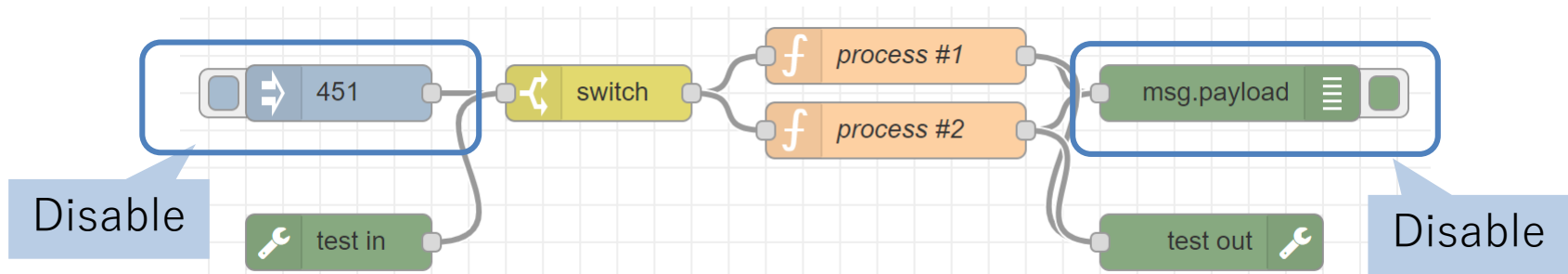
Specify test-in node which sends messages to this test-out node

Input the expected message for each scenario

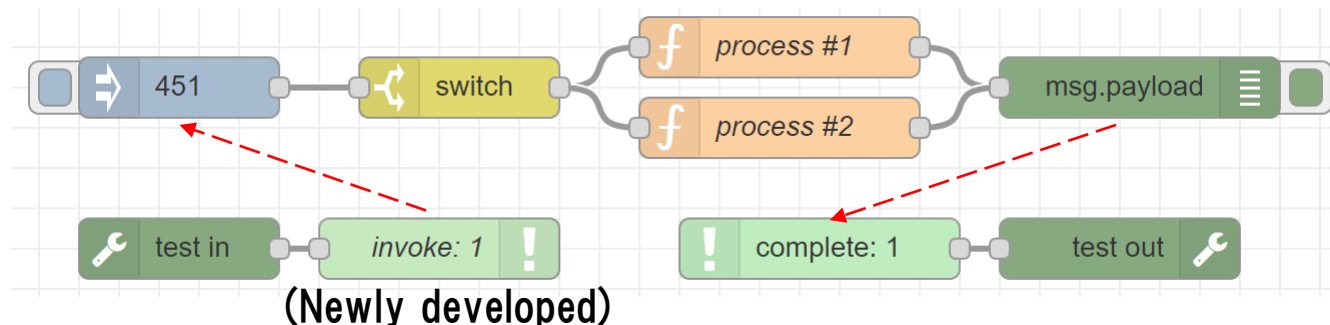
(If the received message equals the expected message, the testing process will be a success)

#	Suggestion
1	Flow testing supports both methods

- Method 1: Making the first and the last nodes disabled  
(It will be suitable for internal logic)



- Method 2: The invoke node sends the test message to the first node.  
The complete node receives the test message from the last node.  
(This method can test entire flow including the first and last nodes)

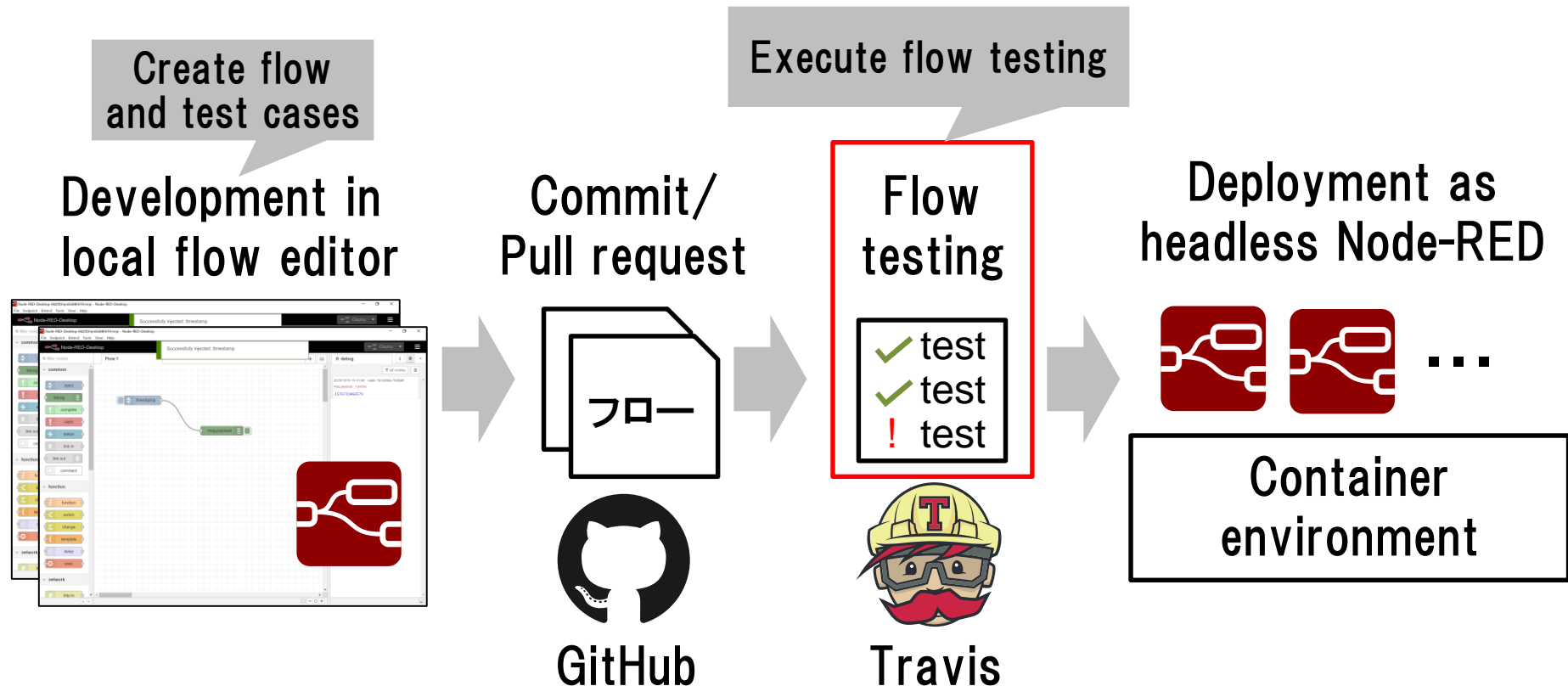




# Execution of flow testing from command line

Flow testing from CLI will be required in the deployment pipeline.

- To check the flow in each commit
- To test the flow before deployment to the production environment



```
grunt flow-test --flow="./flow.json"
```

- input

- --flow:

JSON file of the flow data

- output

```
Flow test:77a02011.510cc
  ✓ Label:Test Case 01 (1006ms)
  ✓ Label:Test Case 02 (1002ms)

2 passing (22s)

Done.
```

2 scenarios are success

## Demonstration

## Testing tab on side bar to execute flow testing

The screenshot shows a UI for the 'test' tab. At the top, there is a tab labeled 'test' with icons for information, a pencil, a play button, and a dropdown arrow. Below the tab, there is a 'Test mode' button and a 'Run' button. A list of scenarios is displayed, each with a checkbox. The scenarios are grouped into three sections: 'MQTT node', 'Users API', and 'Post API'. The 'Run' button is highlighted with a callout explaining its function. The 'Test mode' button is highlighted with a callout explaining its function. The list of scenarios is highlighted with a callout explaining its function.

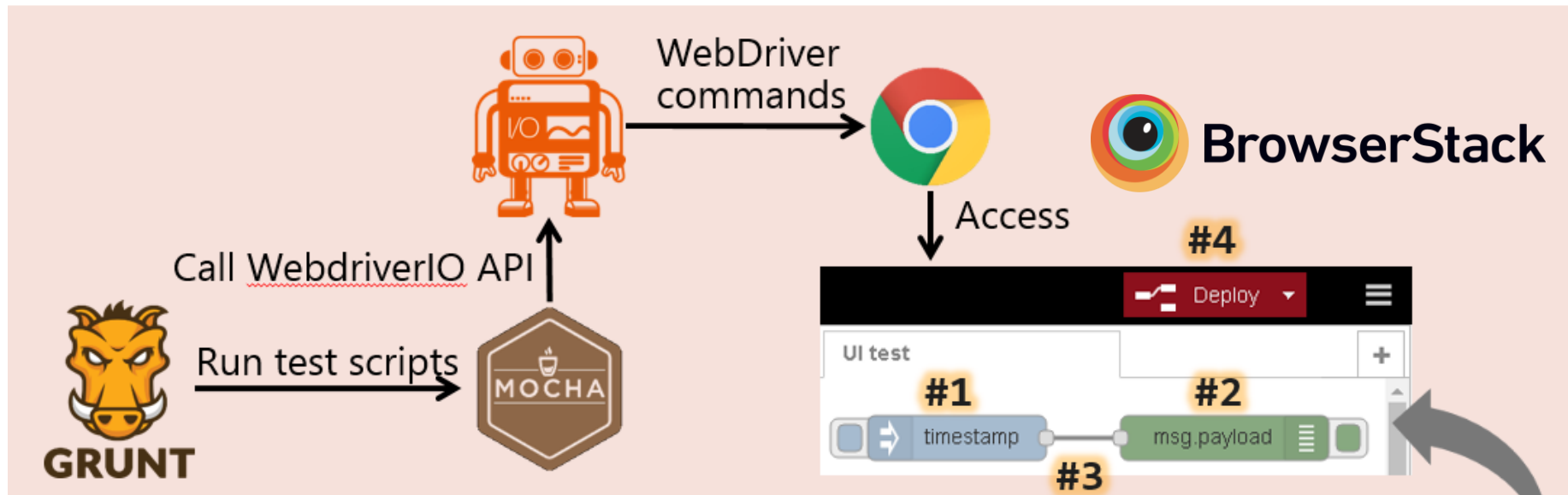
Button to switch test mode and normal node

Run the flow testing and see the result

Select scenarios to execute flow testing

Scenario	Checkbox
MQTT node	<input type="checkbox"/>
Humidity	<input type="checkbox"/>
Pressure	<input type="checkbox"/>
Thermometer	<input type="checkbox"/>
Users API	<input type="checkbox"/>
No parameters	<input checked="" type="checkbox"/>
Starts with S	<input type="checkbox"/>
top 10 users	<input checked="" type="checkbox"/>
Post API	<input checked="" type="checkbox"/>
Large contents	<input checked="" type="checkbox"/>
No contents	<input type="checkbox"/>

## Automated UI testing to prevent new problems related to the flow editor

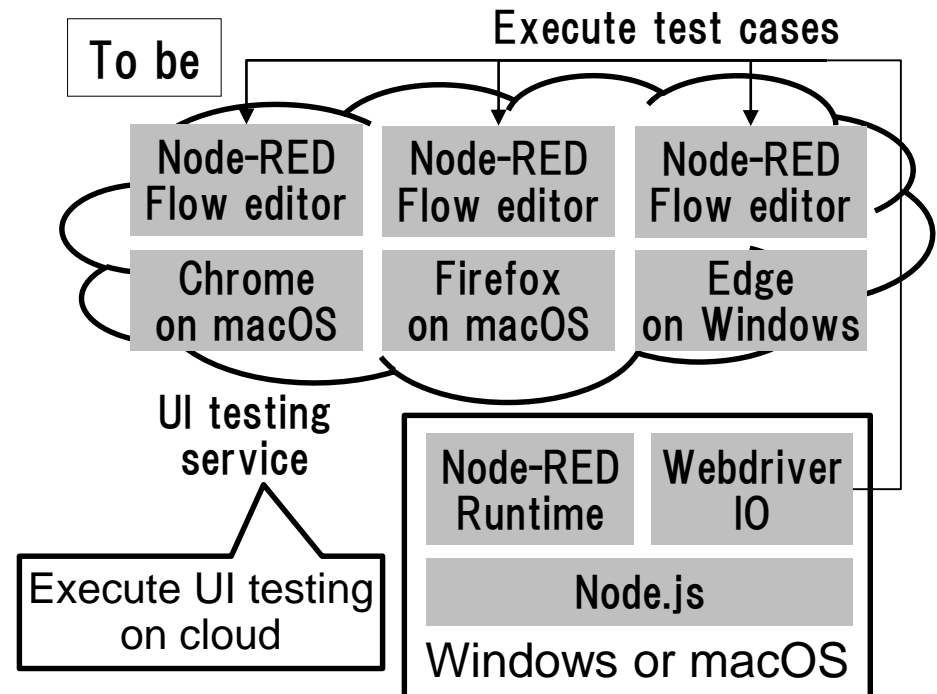
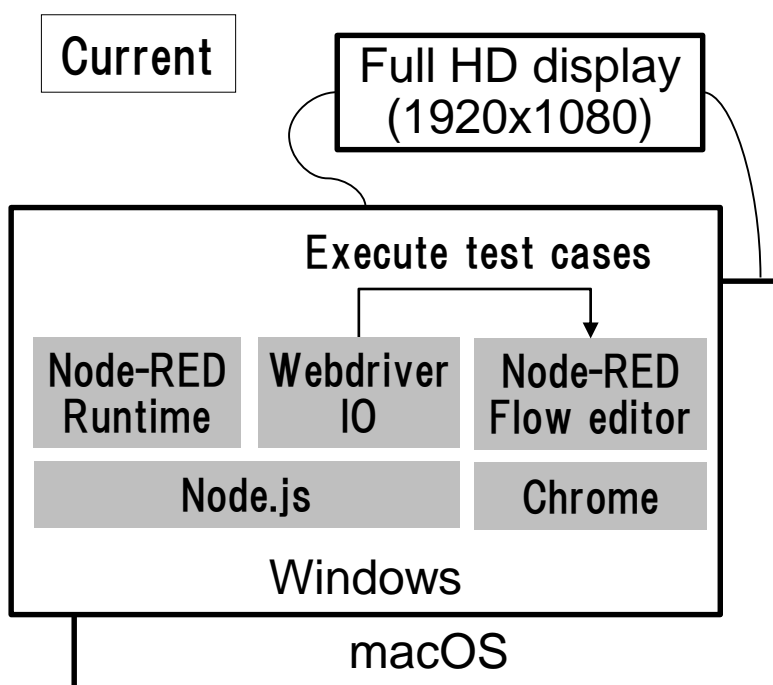


```
// Add an inject node and a debug node
var workspace = require("workspace");
var inject = workspace.addNode("inject"); // #1
var debug = workspace.addNode("debug", nodeWidth); // #2
// Connect an inject node with a debug node, and deploy it
inject.connect(debug); // #3
workspace.deploy(); // #4
```

# Concerns in the current UI testing

- In headless mode, it is difficult to check the screen in which UI bug occurred.
- The full HD display is needed when using browser mode (grunt test-ui -headless).
- To test browser testing on Windows and Mac, both environments are required.
- To test browsers like Firefox, additional code to connect to the browser is needed.

-> To solve these problems, I surveyed UI testing services on the cloud and tried to use them.



We compared UI testing services which WebdriverIO command-line tool (@wdio/cli module) supports in terms of the following options.

- WebSocket support for connections between runtime and editor
- Proxy support for corporate network
- Free plan for OSS

## Comparisons of UI testing services

#	Service	WebSocket	Proxy	Free plan for OSS
1	Sauce Labs		√	√
2	BrowserStack	√	√	√
3	Testingbot		√	

We selected  
BrowserStack

We confirmed that all current UI test cases on Chrome and Firefox in BrowserStack.

[Merits which we found]

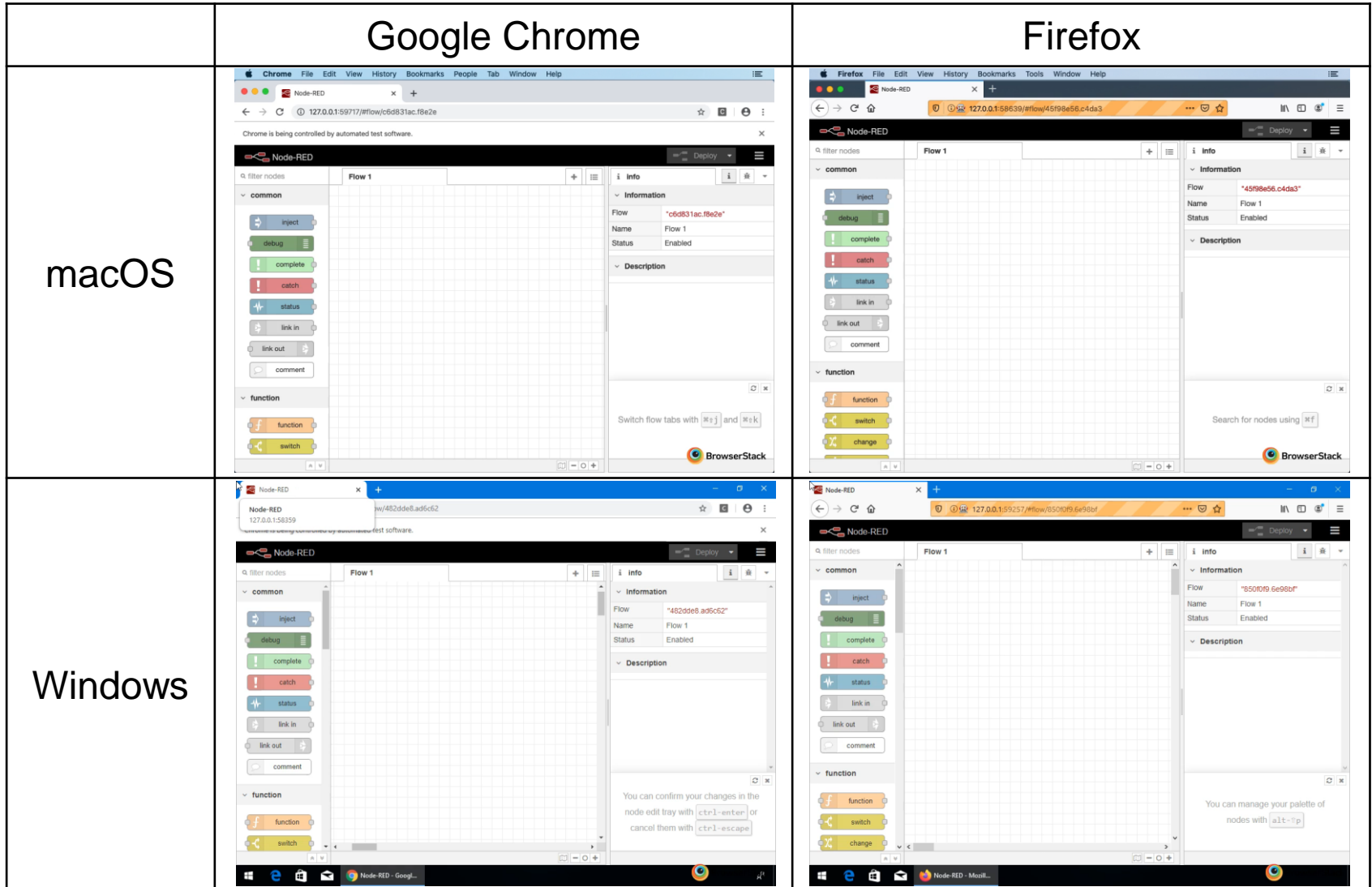
- Supported environment list in each Node-RED release
- Testing the old version of browsers and OS environments
- Testing for the beta version browsers before browser release

#	OS	Chrome			Firefox		
		v80 beta	v79	v78	v73 beta	v72	v71
1	Windows 10	✓	✓	✓	✓	✓	✓
2	Windows 8.1	✓	✓	✓	✓	✓	✓
3	macOS Catalina	✓	✓	✓	✓	✓	✓
4	macOS Mojave	✓	✓	✓	✓	✓	✓

Tested in Node-RED v1.0.3

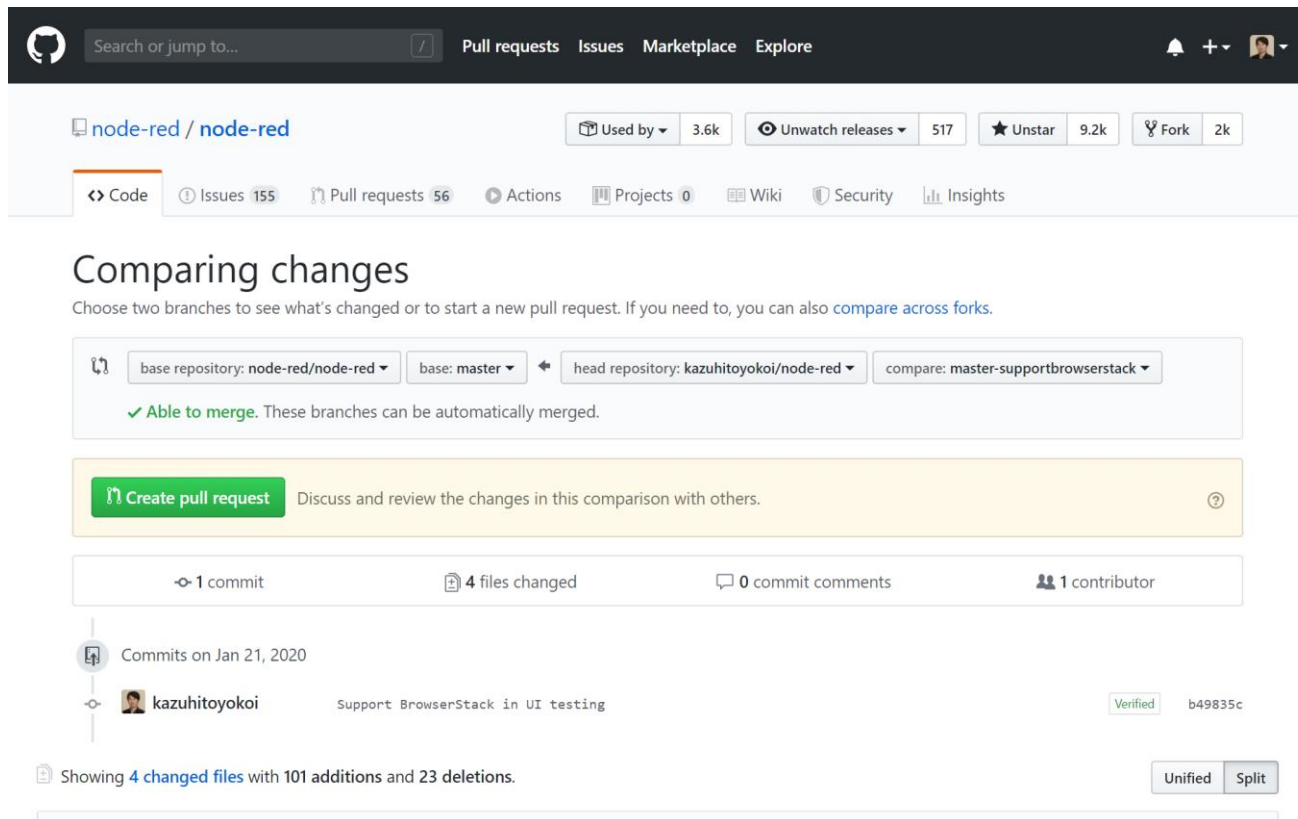


# Demonstration of UI testing on cloud services



# Pull request to support UI testing on BrowserStack

#	Question
1	Could you accept for me to submit the pull request to support the UI testing on BrowserStack?



<https://github.com/node-red/node-red/compare/master...kazuhitoyokoi:master-supportbrowserstack>