



In FRONT of the Pyramíd

Testing for React and React Native

Oussama Ghalbzouri

Who am I ?

- ◆ Solution Architect at BIL
- ◆ Using React and React Native
- ◆ Giving talks at Mobile Apps Luxembourg Meetup and BIL Dev Community

Why this talk ?

- ◆ Testing is important and mandatory in some projects
- ◆ But testing for Front-End development can be hard
- ◆ Understanding different layers of testing in React and React Native is difficult
- ◆ React Native is a framework that requires specific approach for UI/E2E testing
- ◆ Should we use TDD in Front-End development?

Why this talk ?



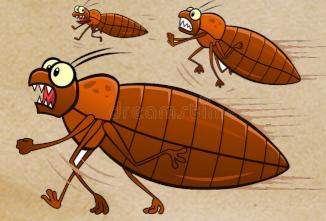
Prevent, Find, Fix



BUGS



Bugs don't like testing



Devs don't like testing ?





Edsger Dijkstra

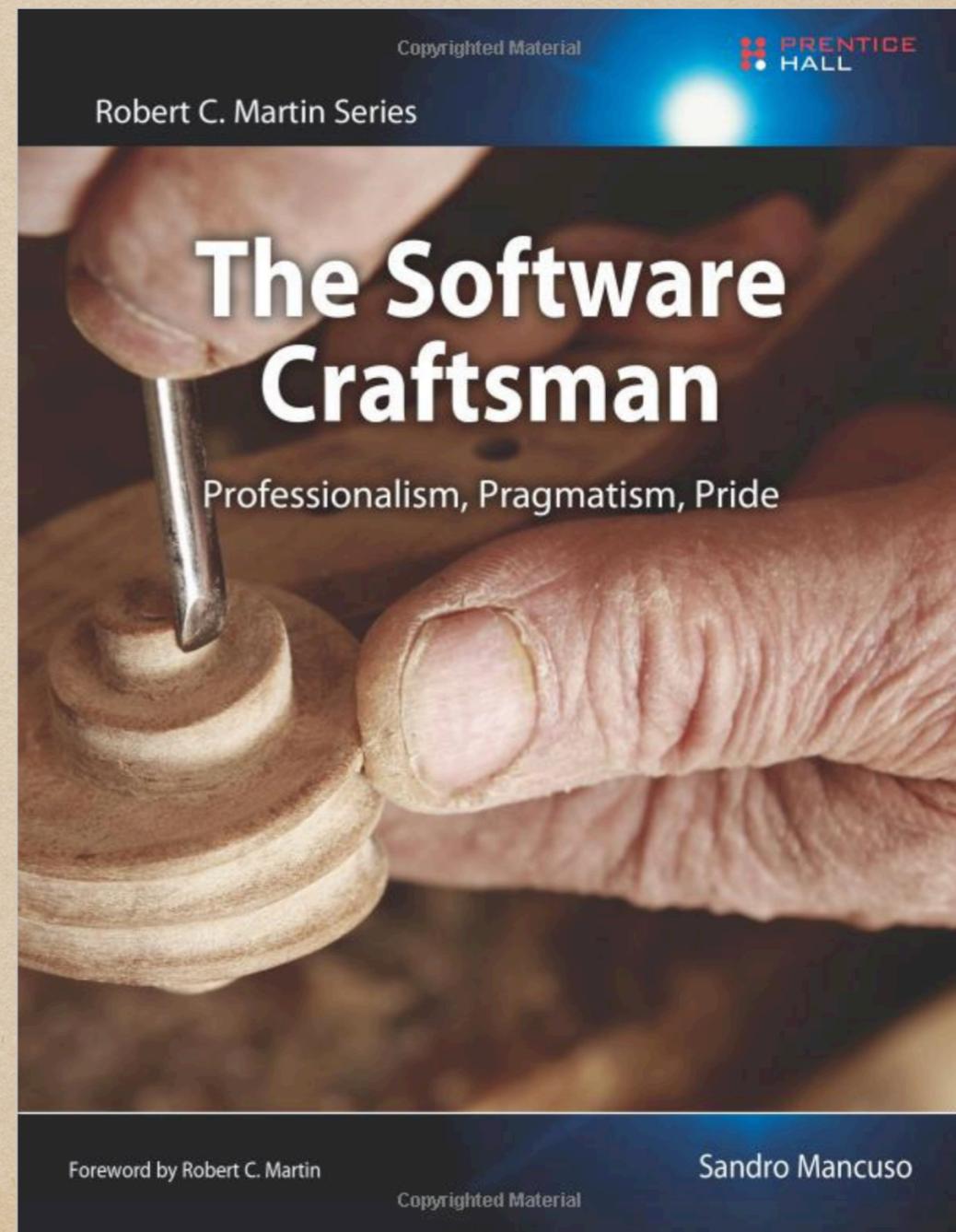
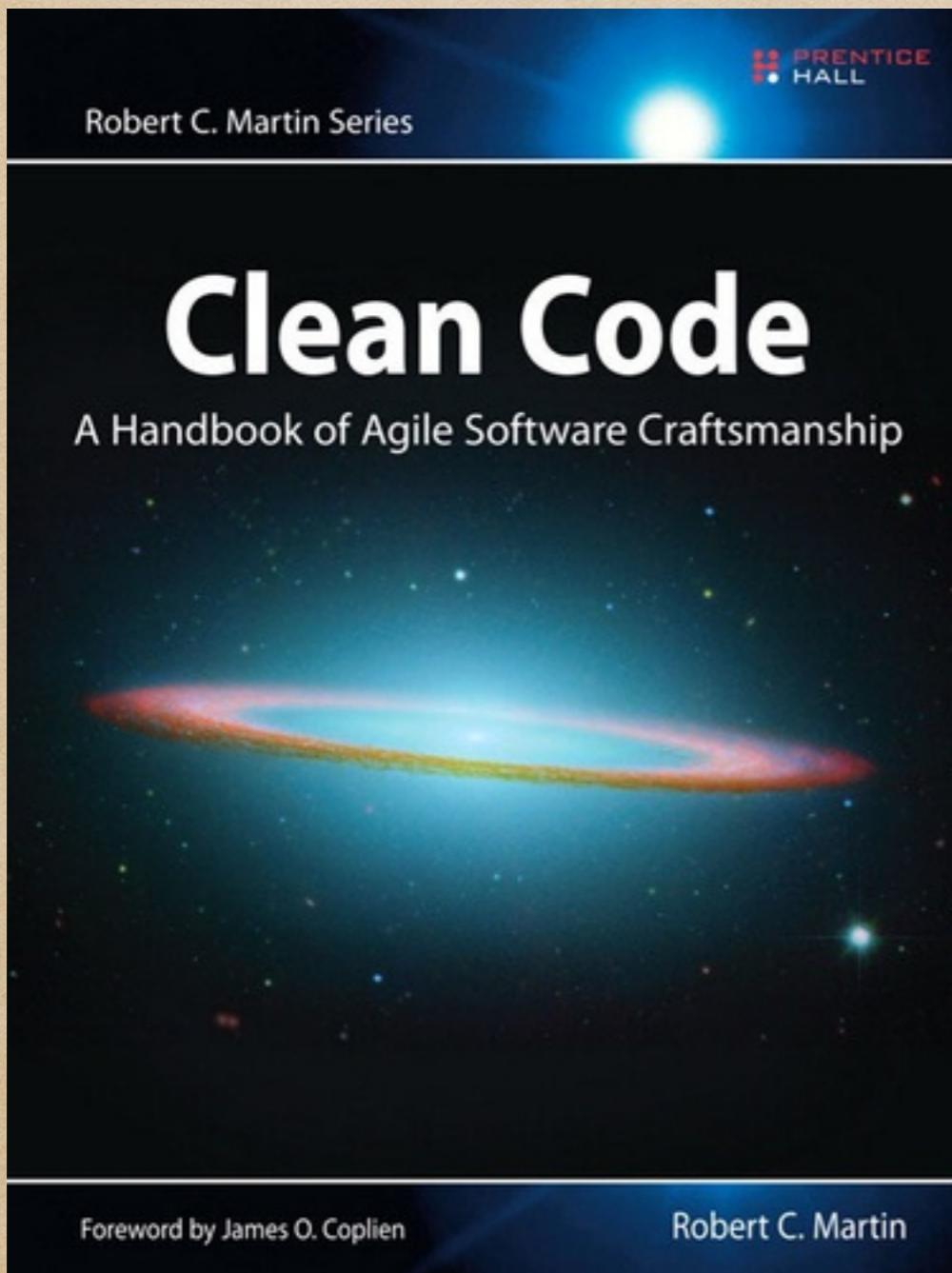
« Programming in Basic
causes brain damage. »

Edsger Dijkstra

« If debugging is the process of
removing software bugs,
then programming must be
the process of putting them in. »

Edsger Dijkstra

Software Craftsmanship ❤️ Testing



Content

- ◆ The Test Pyramid
- ◆ The Foundations (Unit Testing / Component Testing)
- ◆ The Link (Integration Testing)
- ◆ The Eye (UI Testing)
- ◆ The Legend (TDD)

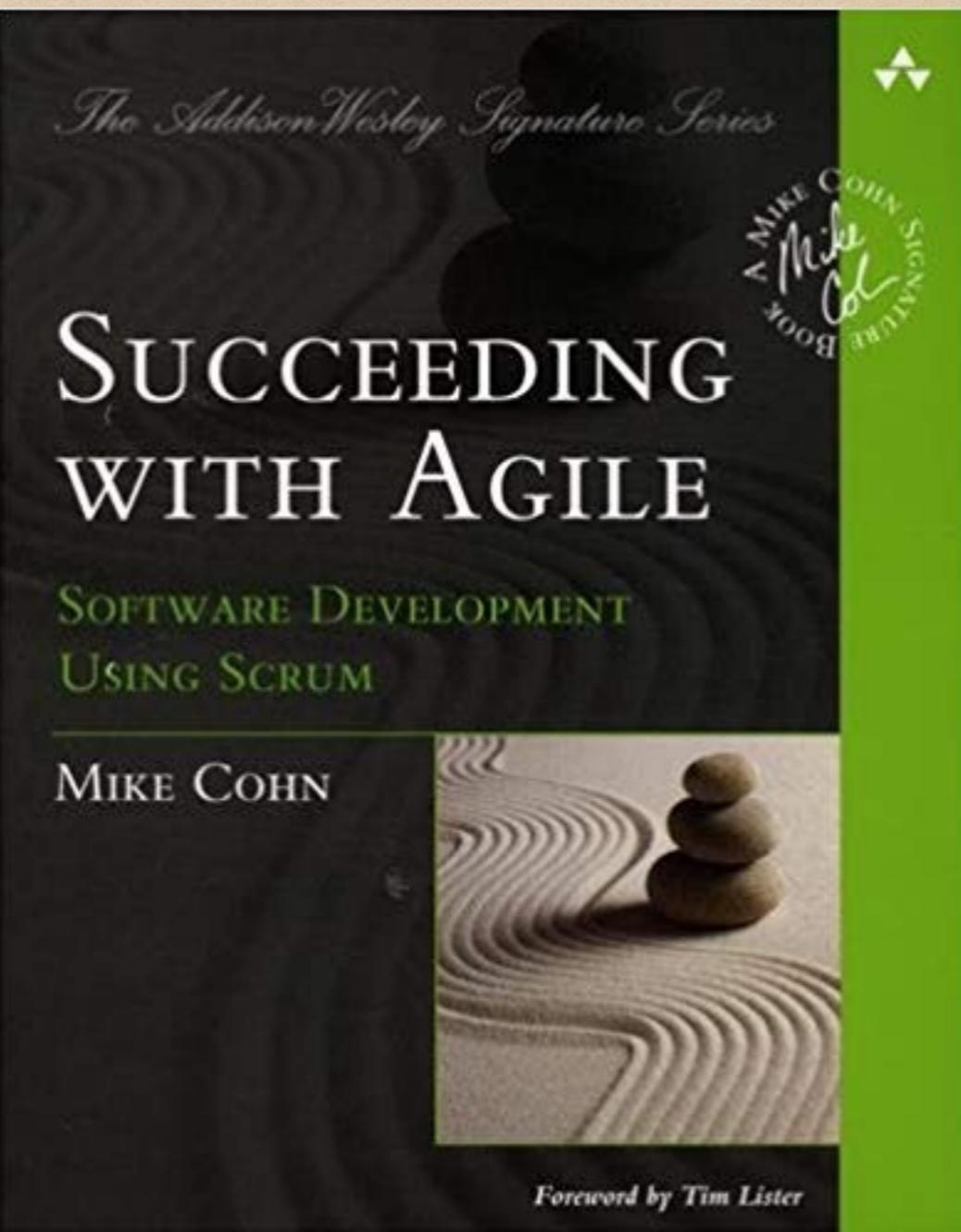
The Test Pyramid



« The "Test Pyramid" is a metaphor
that tells us to group software tests
into buckets of different granularity. »

Ham Vocke

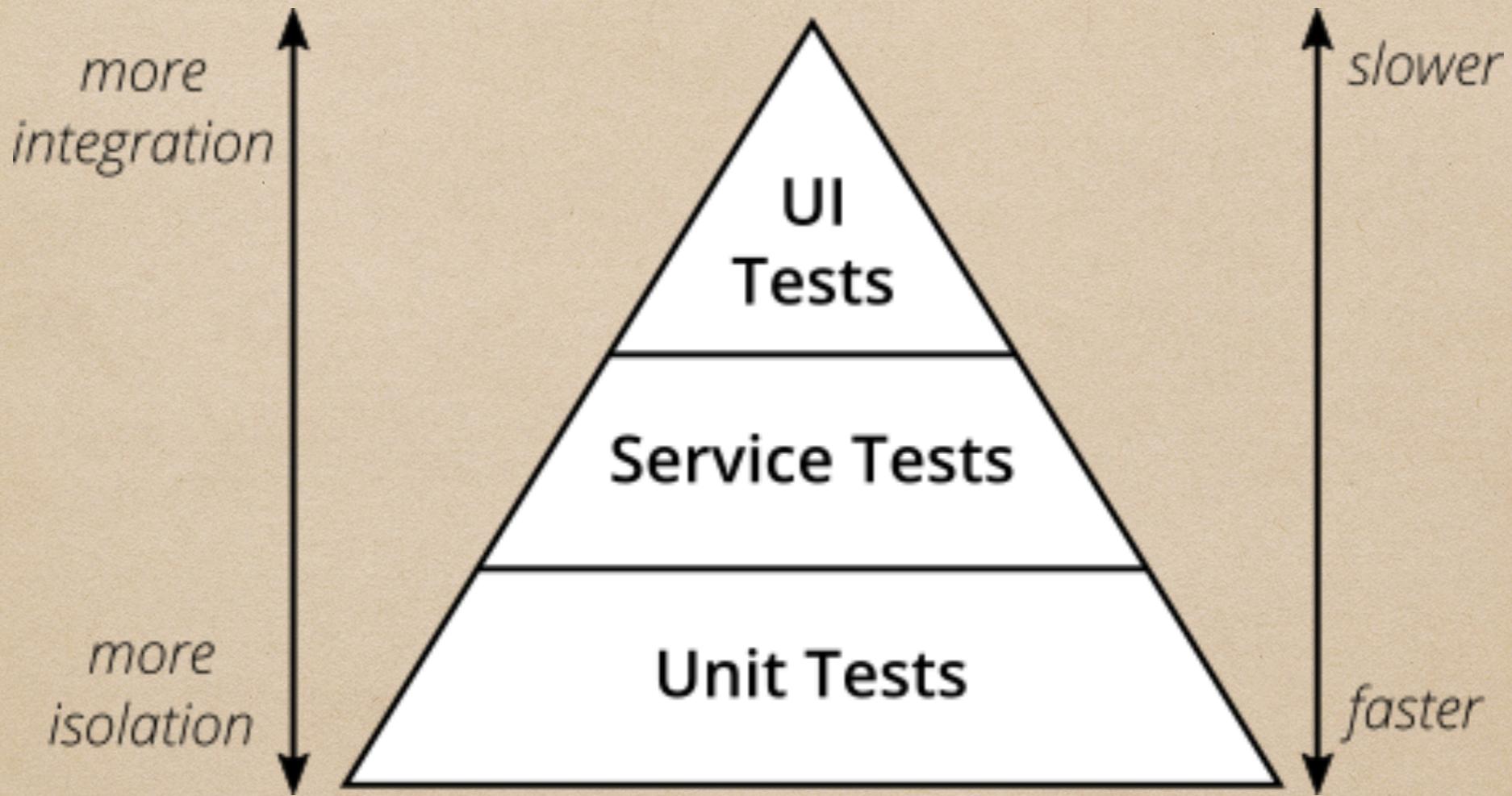
<https://martinfowler.com/articles/practical-test-pyramid.html>



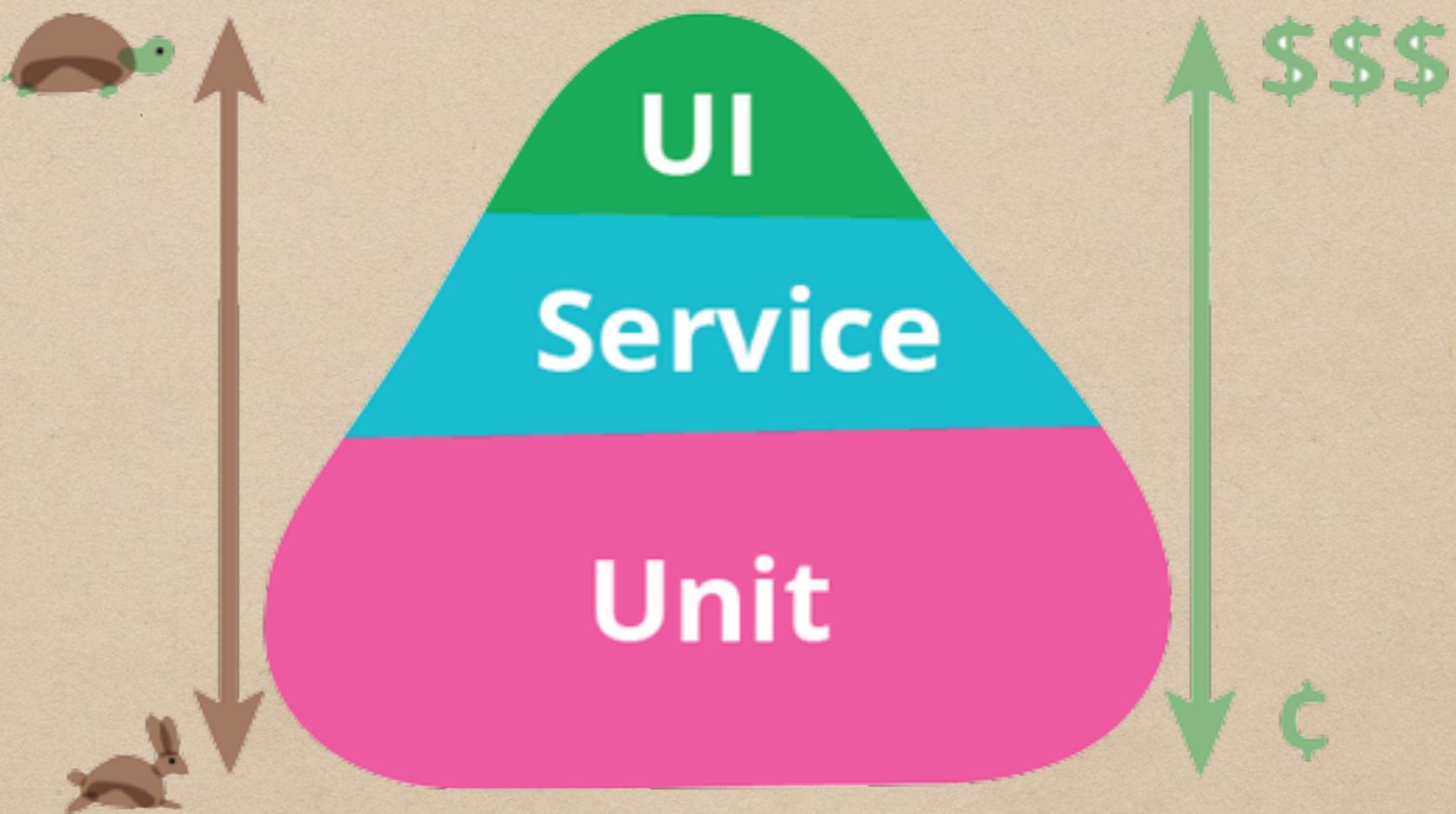
"Write tests with different granularity."

"The more high-level you get,
the fewer tests you should have "

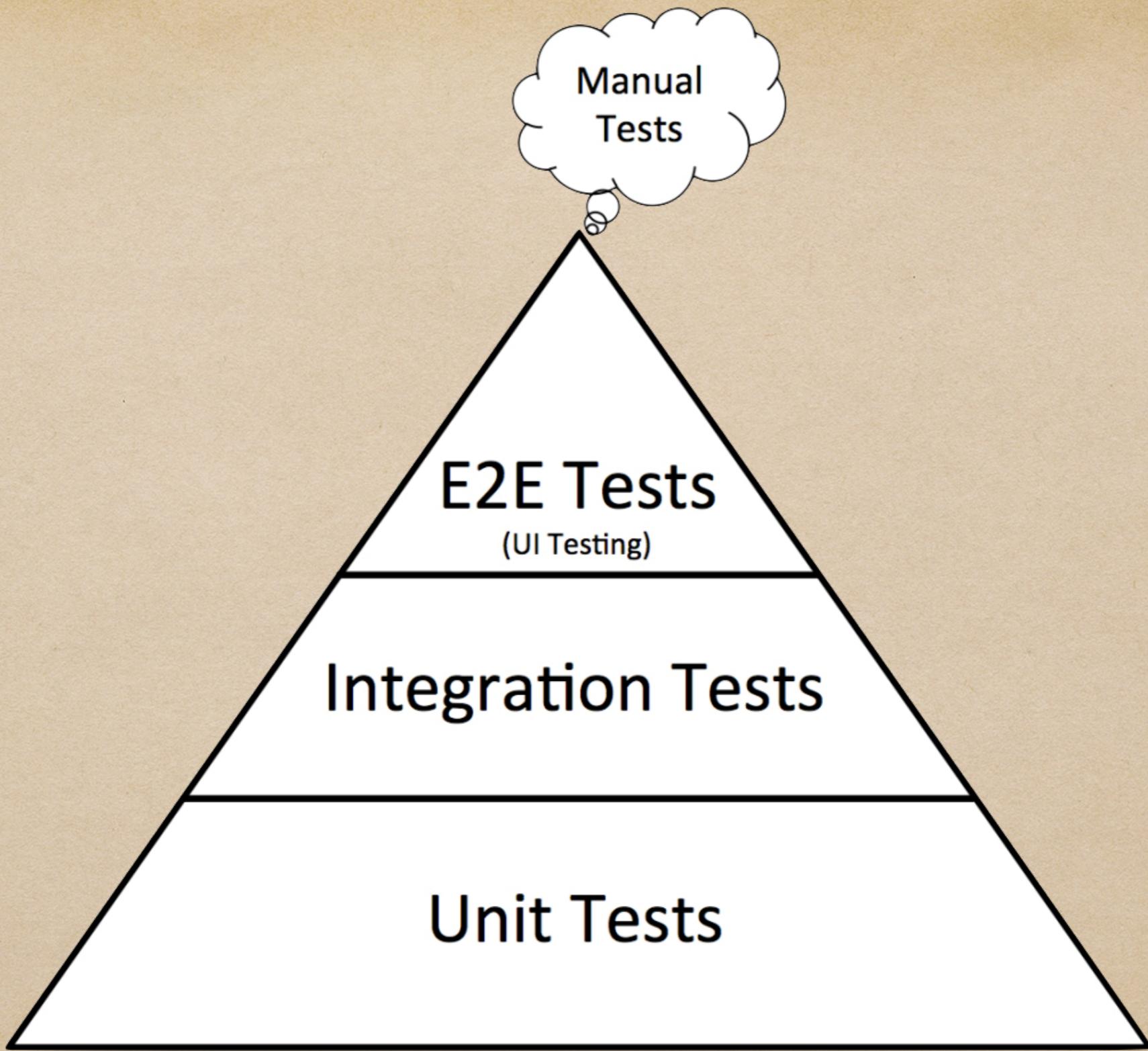
Mike Cohn



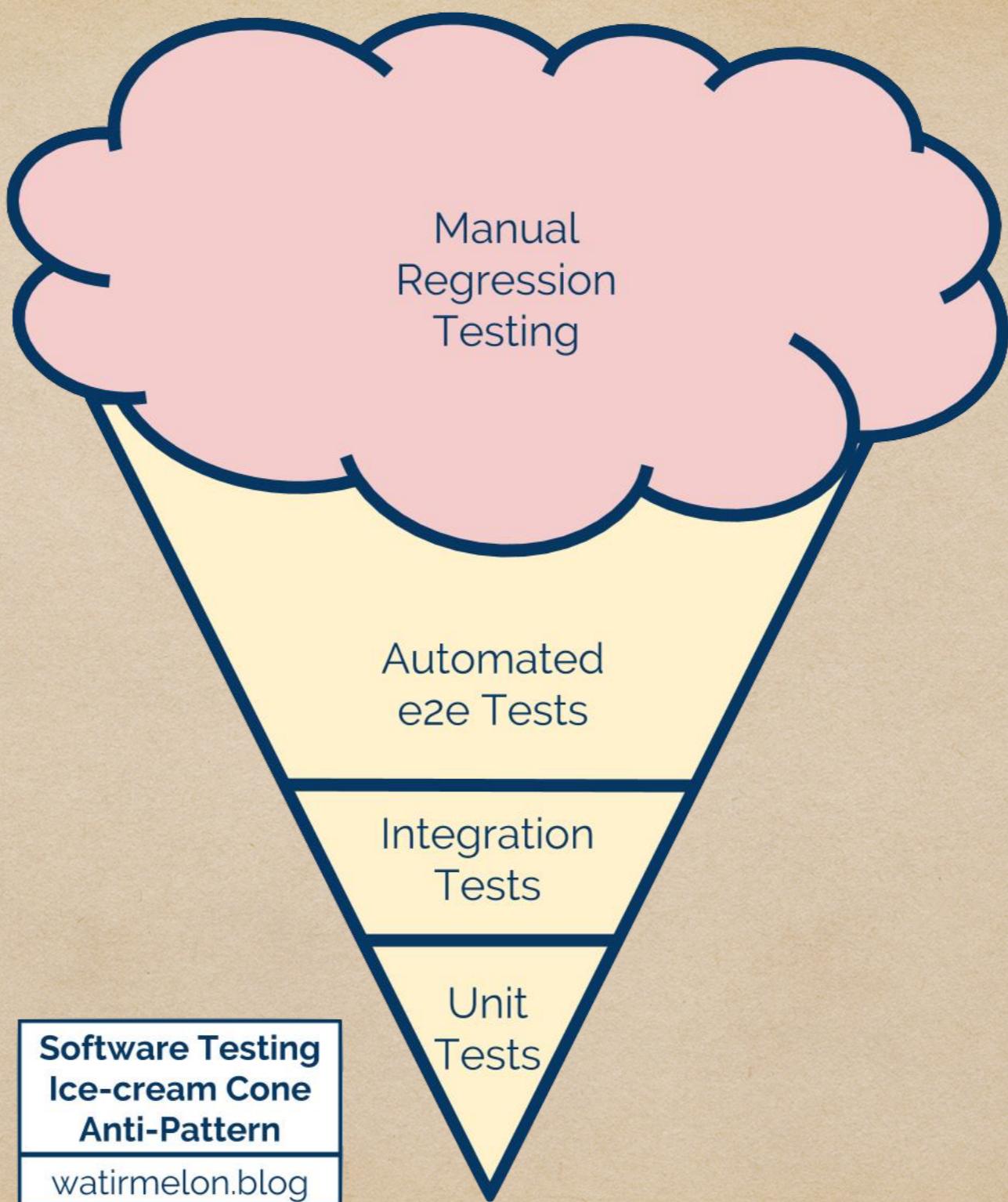
Mike Cohn



<https://martinfowler.com/bliki/TestPyramid.html>



<https://dojo.ministryoftesting.com/dojo/lessons/the-mobile-test-pyramid>



<https://watirmelon.blog/testing-pyramids/>

First Level

The Foundations

Before writing tests...

- ◆ Static Analysis: ESLint
- ◆ Type Checking: Flow
- ◆ Transpiled Languages :
 - TypeScript
 - ReasonML

What should I test ?

Uses cases



Bill Sempf

@sempf



QA Engineer walks into a bar. Orders a beer. Orders 0 beers. Orders 999999999 beers. Orders a lizard. Orders -1 beers. Orders a sfdeljknesv.

7:56 PM · 23 sept. 2014 · [Twitter Web Client](#)

28,5 k Retweets **21,2 k** J'aime

Use cases for login screen?

- ◆ Happy Path: user submits valid credentials 😊
- ◆ Sad Path: user submits invalid credentials 😞
- ◆ Evil Path: user is hacking your UI with DevTools 😈
- ◆ Weird Path: user is using Internet Explorer 🤣

Unit-Testing for Plain Old JavaScript

Know your test doubles

- ◆ Stubs
- ◆ Mocks
- ◆ Spies

Pure Functions

No side effects

\$> code plain-js/

Unit-Test for
React Component ?

Component Test Tips

- ◆ Have a clear test plan (ask for examples to QA/Product)
- ◆ Use Given / When / Then
- ◆ Test how the component should behave
(simulate interactions)
- ◆ Test how the component should be rendered
(conditional rendering, dynamic list)

\$> code react/

What about Hooks ?

- ◆ Good for testing because its separate state and lifecycle logic from rendering logic
- ◆ Use custom hooks to reuse logic across different components
- ◆ Test your custom hooks

\$> code custom-hook/



John Carmack 
@ID_AA_Carmack

Sometimes, the elegant implementation is just a function.
Not a method. Not a class. Not a framework. Just a
function.

[Traduire le Tweet](#)

7:41 PM · 31 mars 2011 · [Twitter Web Client](#)

1,3 k Retweets **986** J'aime

Snapshot Testing

```
expect(sum(1, 2)).toMatchSnapshot()
```

↓ 3

get the output of the function

↓

has saved
snapshot?

→ y

Fail

↑ n

same as
snapshot?

3 === 3

↓ y

Pass

save it into a .snap file

↓

Pass

```
exports[`Adds two numbers 1`] = `3`;
```

↓ 4

get the output of the function

Fail

has saved
snapshot?

↑ n

same as
snapshot?

$4 \neq 3$

y

↓ y

save it into a .snap file

Pass

↓
Pass

Snapshot Summary

> 1 **snapshot test** failed in 1 test suite.

Inspect your code changes or press `u` to update them.

```
expect(value).toMatchSnapshot()
```

```
Received value does not match stored snapshot 1.
```

```
- Snapshot
+ Received
```

```
@@ -6,10 +6,16 @@
      </div>
    </li>
    <li
      className="Movie">
      <div>
        + ⛄️ 💚 🎉 Frozen 2
        + </div>
        + </li>
        + <li
          + className="Movie">
          + <div>
```

Snapshot Testing

- ◆ Easy to write and maintain (`npm t - -u`)
- ◆ Simple way to detect side effects in other components

\$> code snapshot/

Unit Testing Quality ?

- ◆ Code Coverage
- ◆ Mutation Testing with Stryker

Mutation testing involves modifying a program in small ways. Each mutated version is called a mutant and tests detect and reject mutants by causing the behavior of the original version to differ from the mutant.

Second Level

The Link

Integration Testing

« Integration testing is the phase in software testing in which individual software modules are combined and tested as a group. »

Wikipedia



2 Unit Tests

0 Integration Tests



2 Unit Tests

0 Integration Tests

Integration test for
Web

enzyme

vs

react-testing-library

\$> code integration/



Kent C. Dodds 
@kentcdodds



The more your tests resemble the way your software is used,
the more confidence they can give you.

♡ 531 4:05 AM - Mar 23, 2018



💬 187 people are talking about this



Integration test for
React Native

No deep rendering (Mount) in
enzyme for React Native.

react-native-testing-library

```
import { render, fireEvent } from 'react-native-testing-library';
import { QuestionsBoard } from '../QuestionsBoard';
import { Question } from '../Question';

function setAnswer(question, answer) {
  fireEvent.changeText(question, answer);
}

test('should verify two questions', () => {
  const { getAllByType, getByText } = render(<QuestionsBoard {...props} />);
  const allQuestions = getAllByType(Question);

  setAnswer(allQuestions[0], 'a1');
  setAnswer(allQuestions[1], 'a2');

  fireEvent.press(getByText('submit'));

  expect(props.verifyQuestions).toBeCalledWith({
    '1': { q: 'q1', a: 'a1' },
    '2': { q: 'q2', a: 'a2' },
  });
});
```

Redux Testing

\$> code redux/

Third Level

The Eye

E2ETesting with Katalon



UI Testing for Mobile App

Detox

no more sleep()

What is Detox?

In one sentence:

Gray box End-to-End testing and automation library for mobile apps.

Black Box vs Gray Box

Black Box



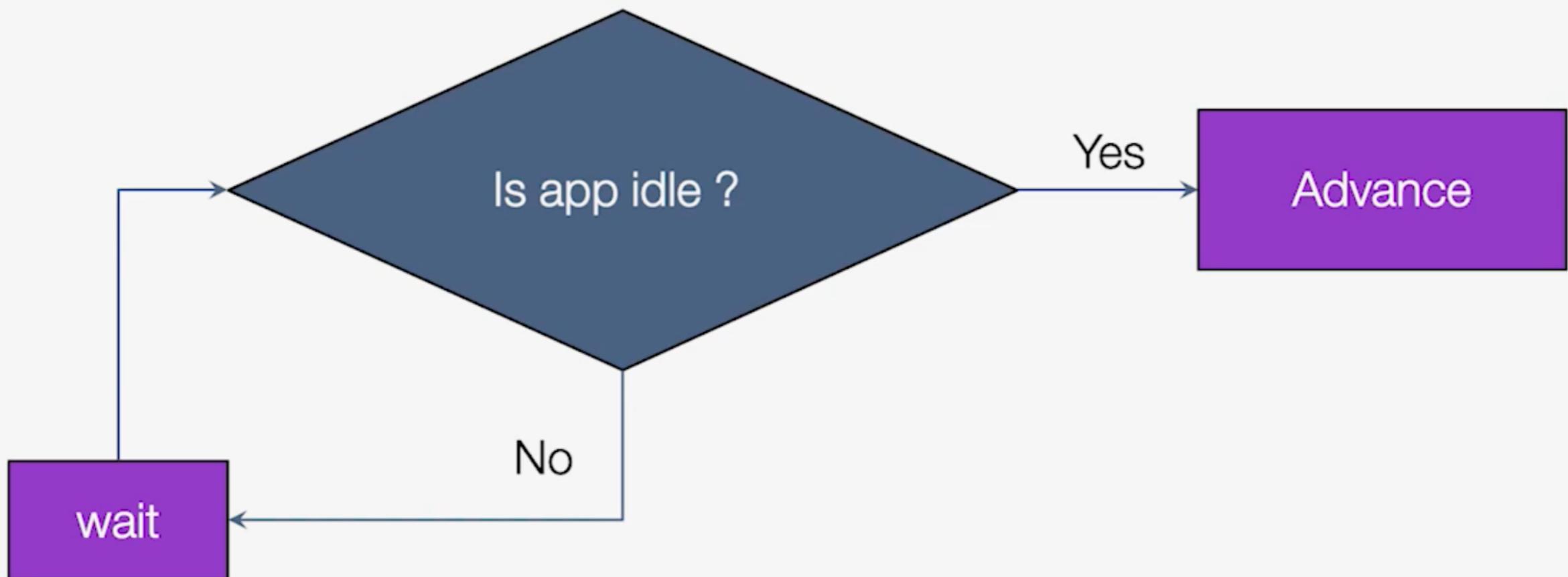
A method of testing stuff from the outside, without knowing what's going on internally.

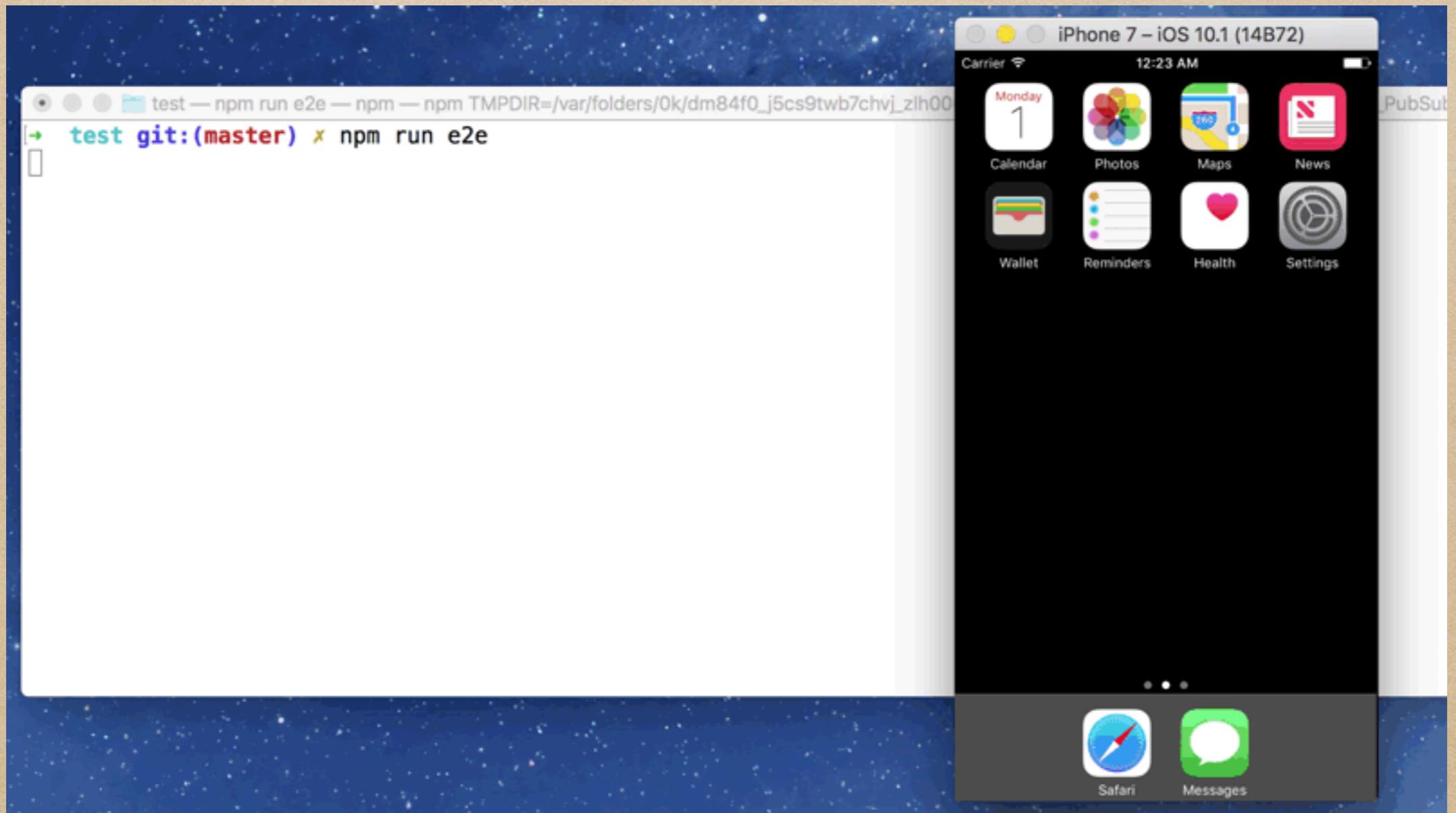
Gray Box



Allows the test framework to monitor the app from the inside and actually **synchronize** with it.

Gray Box Sync





device Object Functions

device.launchApp()

device.terminateApp()

device.sendToHome()

device.reloadReactNative()

device.installApp()

device.uninstallApp()

device.openURL(url)

device.sendUserNotification(params)

device.sendUserActivity(params)

device.setOrientation(orientation)

device.setLocation(lat, lon)

device.setURLBlacklist()

device.enableSynchronization()

device.disableSynchronization()

device.resetContentAndSettings()

device.getPlatform()

device.pressBack() Android Only

device.shake() iOS Only

Matchers



by.id()

for more uniqueness:

by.text()

.withAncestor()

by.label()

.withDescendant()

by.type()

.and()

by.traits()

Actions ➡

.tap()	.replaceText()
.longPress()	.clearText()
.multiTap()	.scroll()
.tapAtPoint()	.scrollTo()
.typeText()	.swipe()

Detox

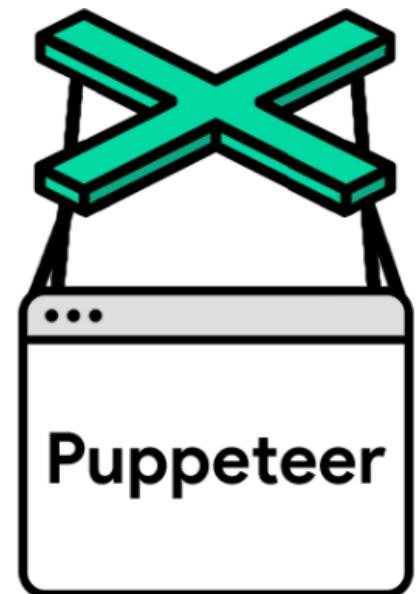
- ◆ Fast feedback loop
- ◆ "testID" can also be used by Black-Box Testing framework like Appium
- ◆ Easily mock file with .e2e.js extension
- ◆ All in JavaScript with await/async (no sleep)

UI Testing for Web

Puppeteer

[build](#) passing [CI build](#) passing [CI failing](#) [npm](#) v1.17.0

[API ↗](#) | [FAQ](#) | [Contributing ↗](#) | [Troubleshooting ↗](#)



Puppeteer is a Node library which provides a high-level API to control Chrome or Chromium over the [DevTools Protocol ↗](#). Puppeteer runs [headless ↗](#) by default, but can be configured to run full (non-headless) Chrome or Chromium.

Puppeteer

- ◆ Generate screenshots and PDFs of pages.
- ◆ Crawl a SPA (Single-Page Application)
- ◆ Automate form submission, UI testing, keyboard input, etc.
- ◆ Run your tests directly in the latest version of Chrome using the latest JavaScript and browser features.
- ◆ Capture a timeline trace of your site to help diagnose performance issues.
- ◆ Mock cookies and network requests
- ◆ Record automations via Chrome plugins Katalon recorder or Puppeteer recorder

\$> code puppeteer/

Manual Testing



Ideal Software Testing Pyramid



Manual
Exploratory Testing

watirmelon.blog



Automated
e2e Tests

Automated API Tests

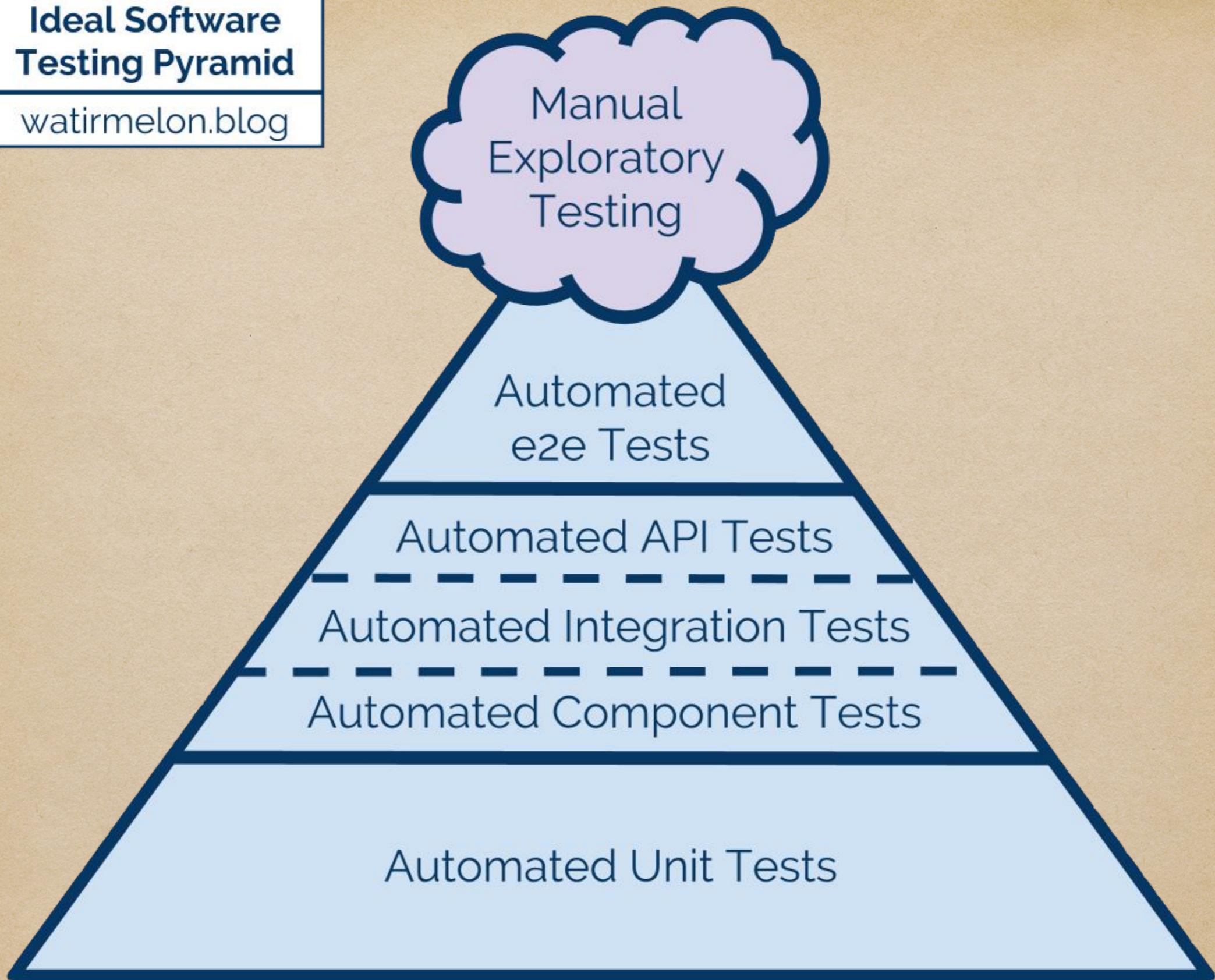
Automated Integration Tests

Automated Component Tests

Automated Unit Tests

Ideal Software Testing Pyramid

watirmelon.blog



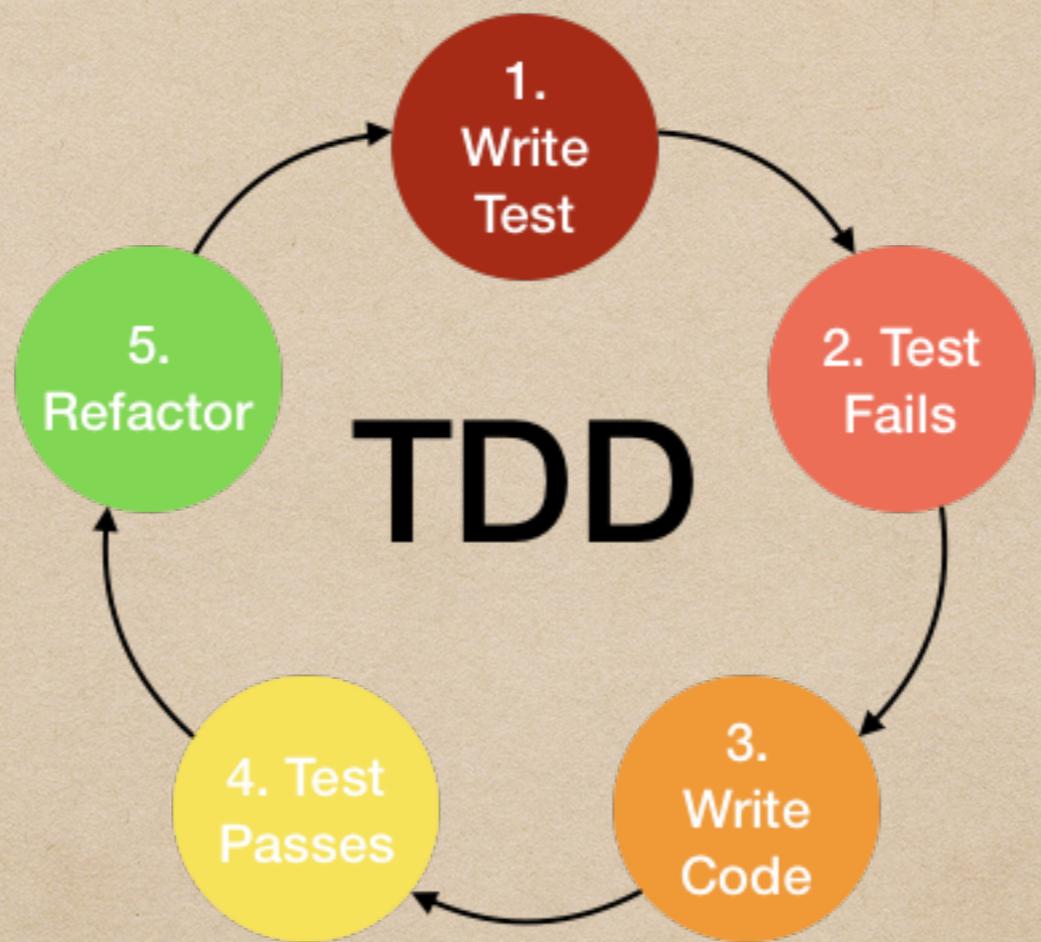
Exploratory testing is all about discovery, investigation, and learning. It emphasizes personal freedom and responsibility of the individual tester.

It is defined as a type of testing where Test cases are not created in advance but testers check system on the fly.

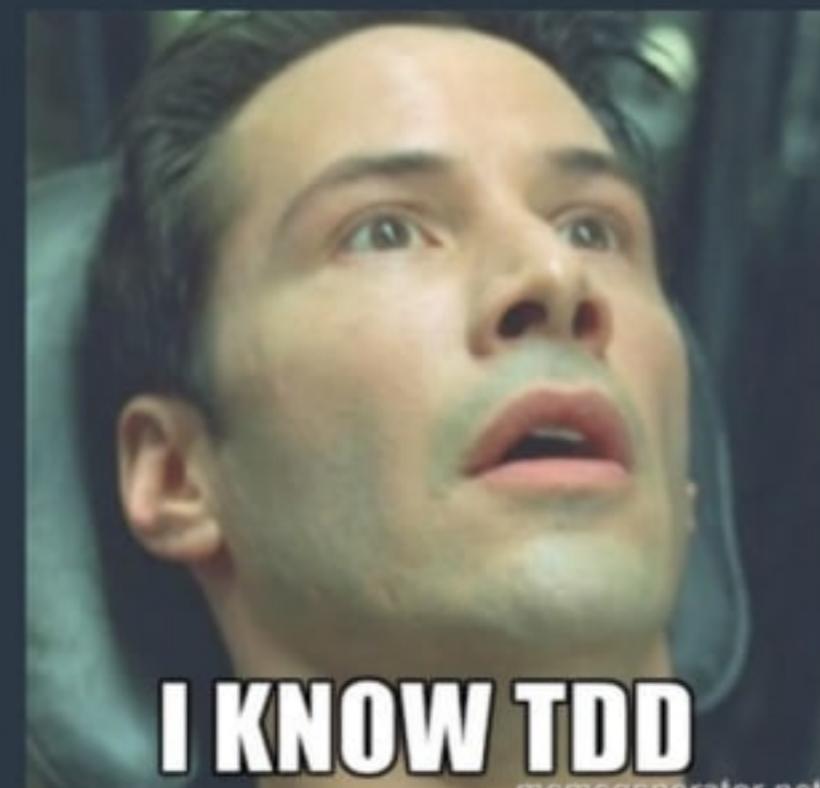
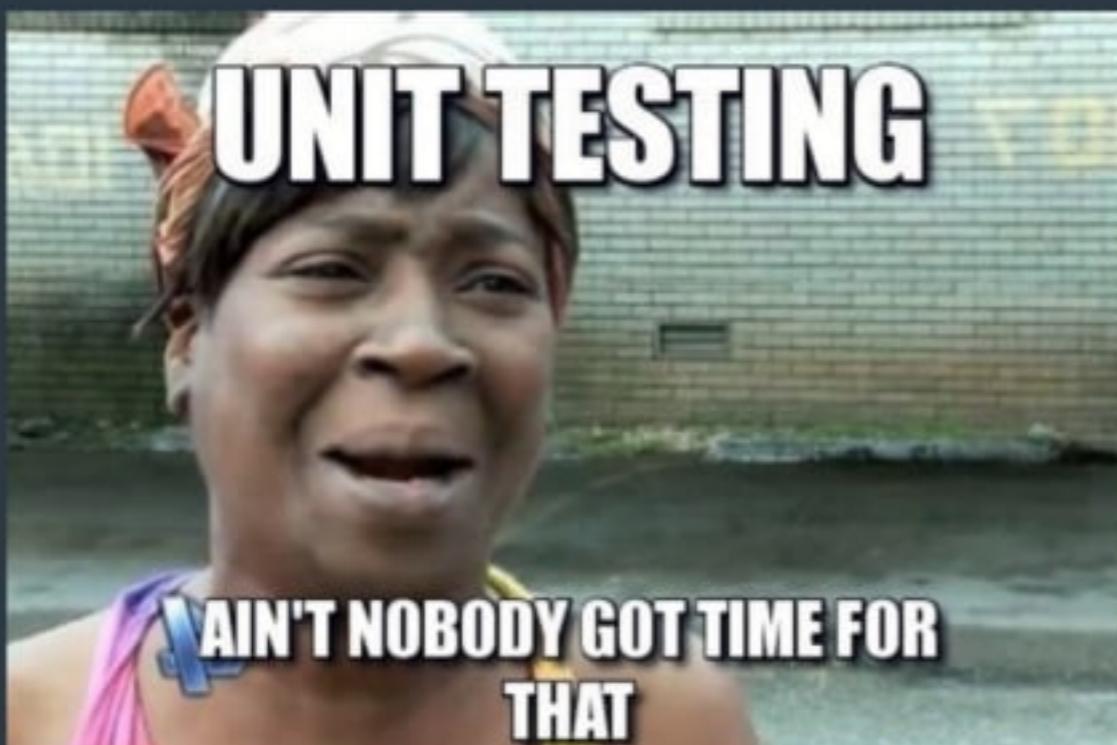
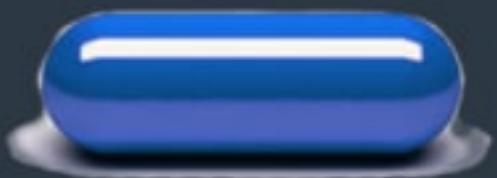
Box Testing,
Monkey Testing
Performance Testing
Security Testing
Negative Testing

...

The Legend



TAKE THE RED PILL



Step 1: describe it #RDD

```
describe('rendering', () => {
  it('should render a <TouchableOpacity>')
  it('should render a label')
  describe('no type', () => {
    it('should have the default style')
  })
  describe('primary type', () => {
    it('should have the primary style')
  })
}

describe('interaction', () => {
  describe('clicking the button', () => {
    it('should call the onClick callback')
  })
})
```

Step 2: make it fail

```
// button.js
import React from 'react'

export default () => null

// button.test.js
import Button from './button'

const wrapper = shallow(<Button />
it('should render a <TouchableOpacity>', () => {
  expect(wrapper.find('TouchableOpacity')).toHaveLength(1)
})
```



Dan Abramov

@dan_abramov

Abonné



TDD paralyzes me. I'm all for writing tests early in the process – especially in library code. But I can't write them before I *play*. I need to write a shitty draft and play with the behavior to understand what I really want. Then rewrite guided by tests.

Traduire le Tweet

01:23 - 19 janv. 2019

1298 Retweets 6889 J'aime



321

1,3 k

6,9 k





Jon Eaves @joneaves · 19 janv.



En réponse à **@dan_abramov** @delfick

I completely agree. I wrote about this in 2004.

Traduire le Tweet

Spike to learn, TDD to build

I don't consider myself a coding genius, and as my brain is fairly small when I start on new programming problems, I invariably come across things that I don't...

joneaves.wordpress.com



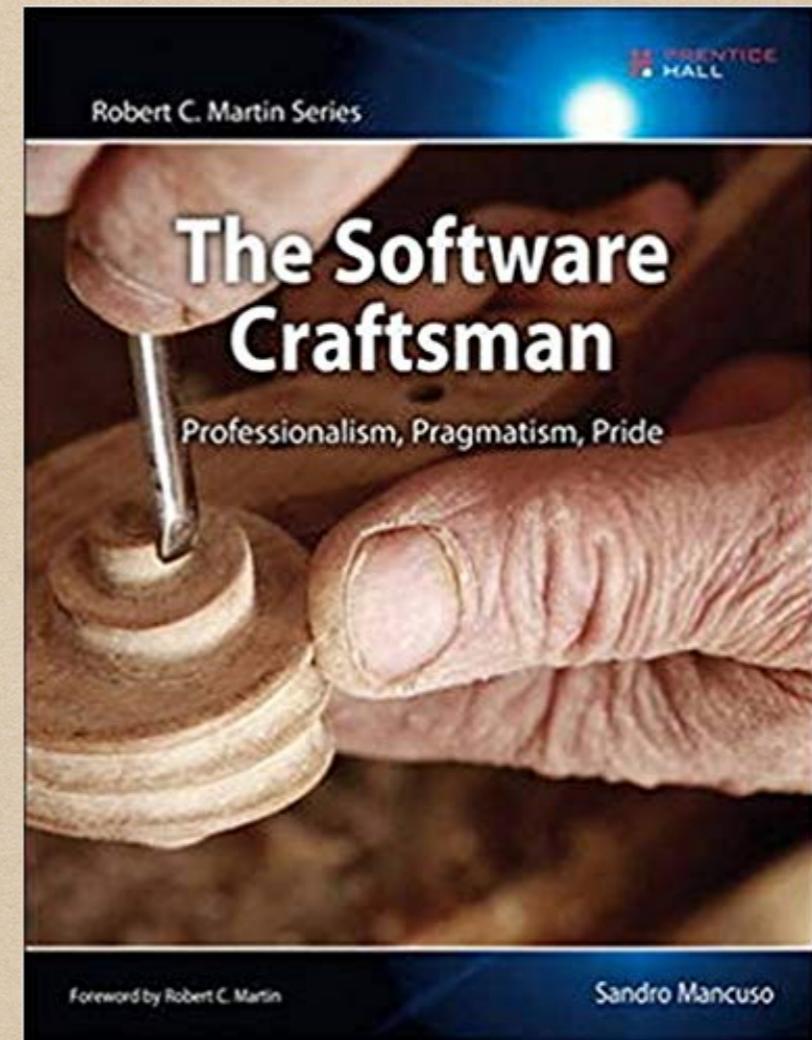
1

6



« TDD is a design activity,
and if you don't know how to design something,
you need to have a better understanding
of the problem and solution domain,
or you'll end up in a horrible mess. »

Jon Eaves



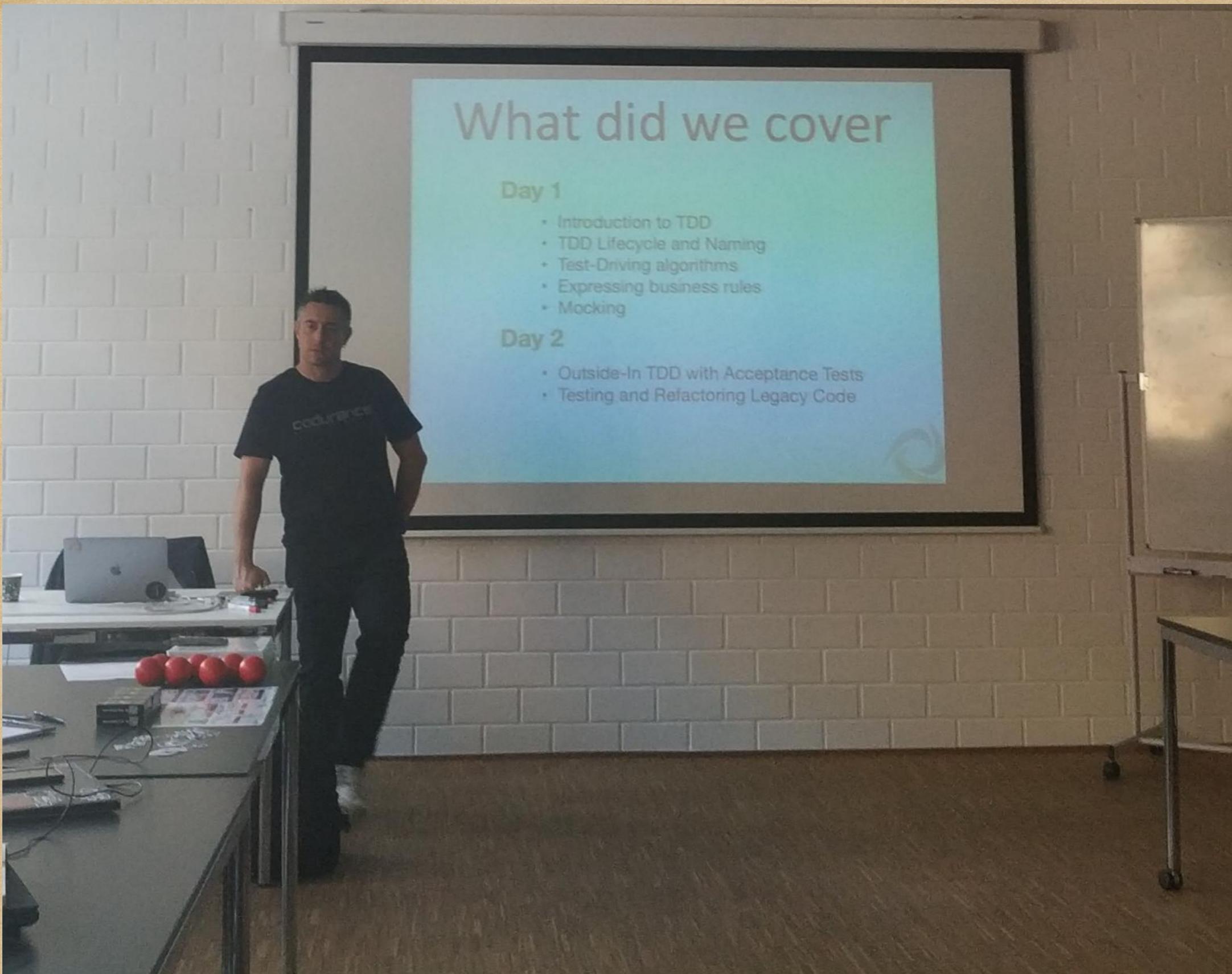
What did we cover

Day 1

- Introduction to TDD
- TDD Lifecycle and Naming
- Test-Driving algorithms
- Expressing business rules
- Mocking

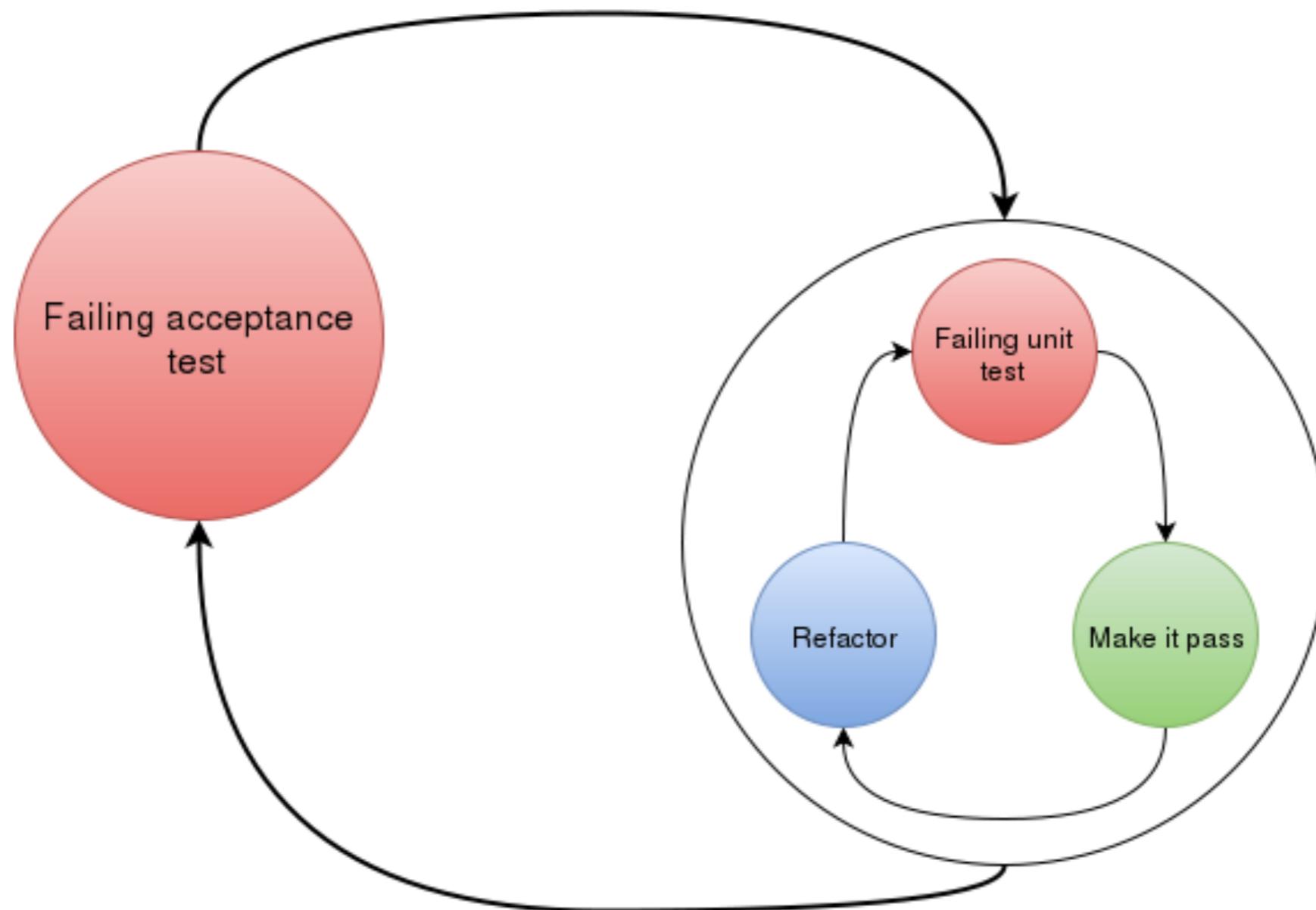
Day 2

- Outside-In TDD with Acceptance Tests
- Testing and Refactoring Legacy Code



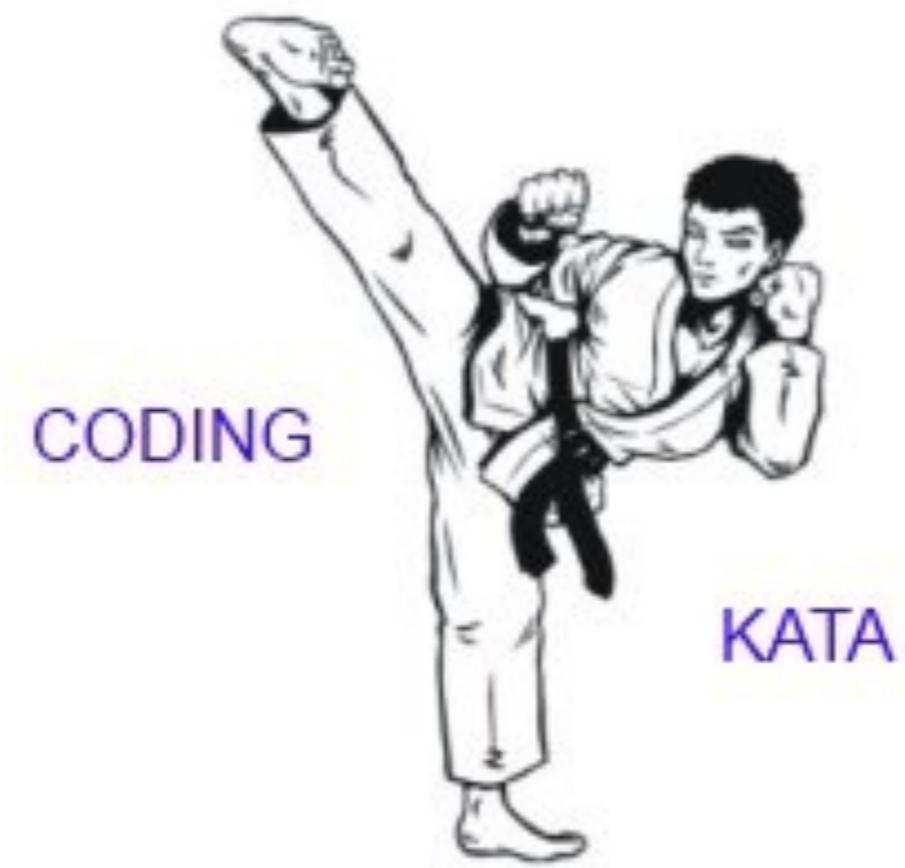
Outside-In TDD

1. Write a high-level (Outside) business value example that goes red
2. Write a lower-level (Inside) example for the first step of implementation that goes red
3. Implement the minimum code to pass that lower-level example, see it go green
4. Write the next lower-level example pushing towards passing step 1
5. Repeat steps 3 and 4 until the high-level test (1) goes green
6. Start over by writing a new high-level test



When your low-level tests are green, you
have permission to write new examples
or refactor existing implementation.

When your low-level tests are red, you have permission to write or change implementation code only for the purpose of making the existing tests go green.



<https://github.com/sandromancuso/trip-service-kata/tree/master/javascript>

<https://codurance.com/2018/06/17/frontend-outside-in/>

<https://medium.com/craft-academy/outside-in-testing-in-react-bfb058ee4b7c>



screencasts

Outside-In TDD (part I)



Outside In TDD part I

17090 vues • 12 mai 2015

169 3 PARTAGER ENREGISTRER ...

<https://www.youtube.com/watch?v=XHnuMjah6ps>

Conclusion

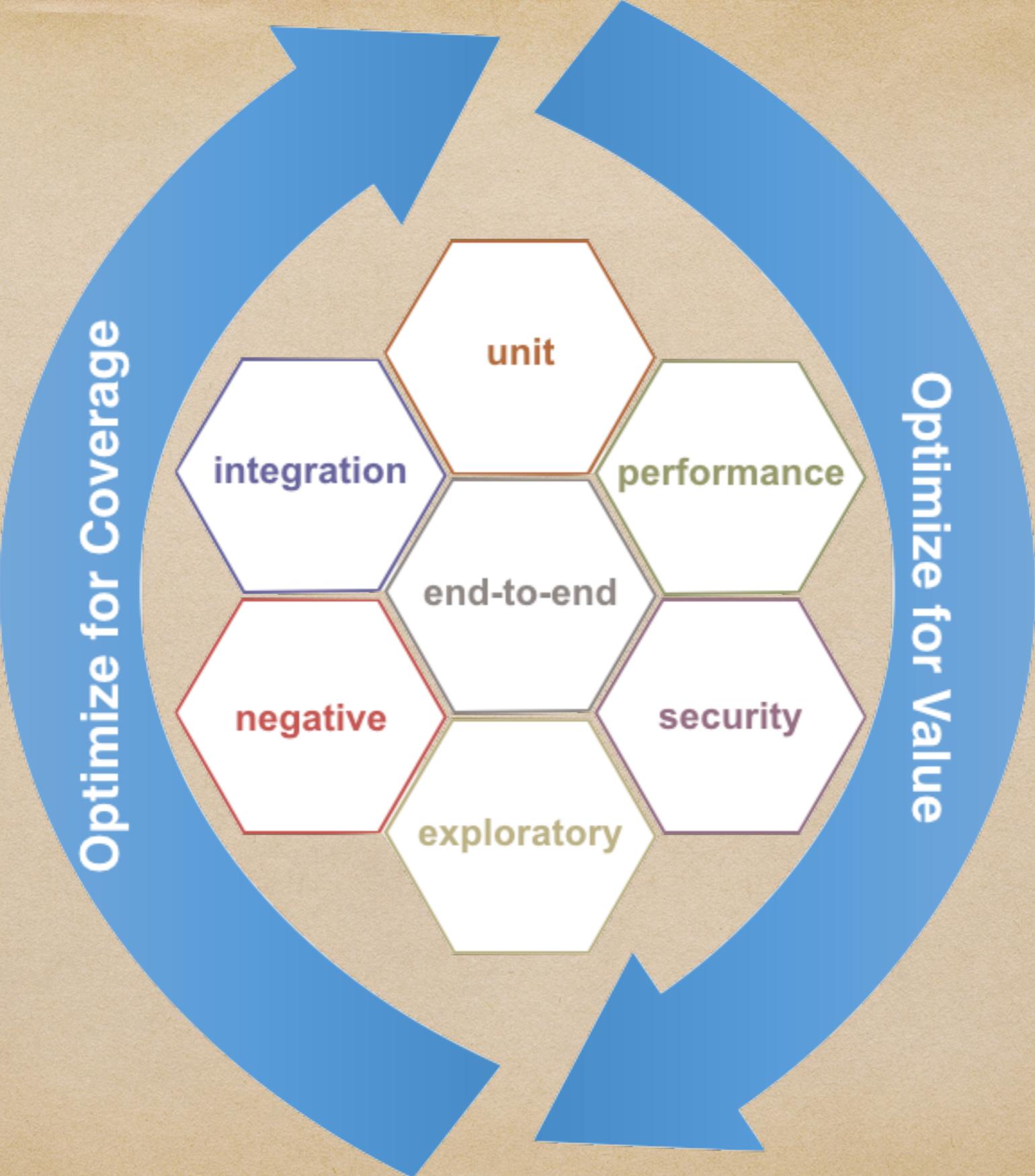
TDD is not a legend.

You need practice (kata)
and good specifications
(user story + examples).

«Testing is Good.
Pyramids are Bad.
Ice Cream Cones are the Worst. »

Stephen H Fishman

<https://medium.com/@fistsOfReason/testing-is-good-pyramids-are-bad-ice-cream-cones-are-the-worst-ad94b9b2f05f>



Thank you.

Slides and source code will be posted tonight on
github.com/ou2S

LinkedIn: Oussama Ghalbzouri

Twitter : ou2s