Testing and Continuous Integration



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Course author

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MVP, ASP Insider, and a member of the Telerik developer experts program.

Course info

Level

Rating

My rating

Duration

development. He is a Microsoft

Beginner

9 Nov 2016

5h 19m

***** (209)

((9))

Building a JavaScript Development Environment

by Cory House

Starting a new JavaScript project from scratch is overwhelming. This course provides a playbook outlining the key decisions you need to make. Build a robust development environment that handles bundling, linting, transpiling, testing, and much more.

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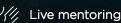


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Description

Transcript

Exercise files

Discussion

Recommended

This course is part of:



Node.js Path

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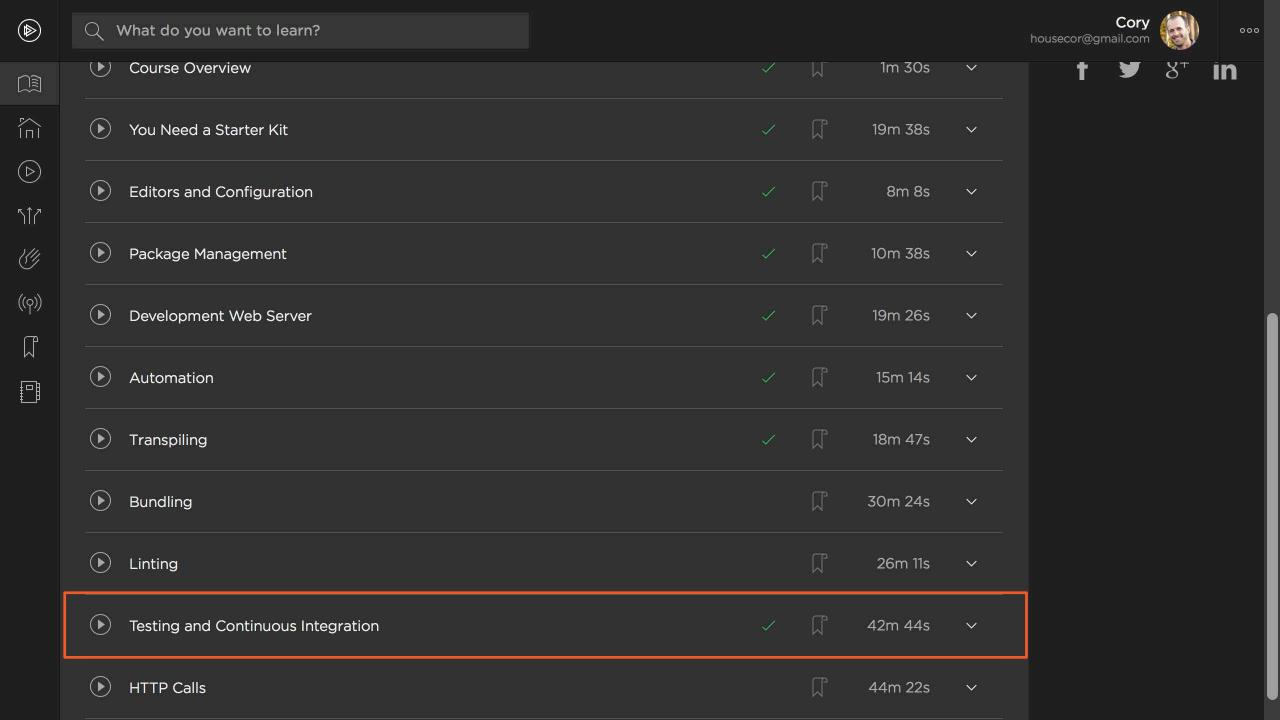




Course Overview



1m 30s



The Plan



JavaScript testing styles

6 key testing decisions

Write tests

Continuous integration



Automated Testing Decisions

Assertion Library Helper Libraries Framework Where to run tests Where to place tests When to run tests



Decision: Testing Framework



Testing Frameworks



Mocha



QUnit



Jasmine



AVA



Tape



Jest



It's Like Choosing a Gym



The important part is showing up.



Right Answer











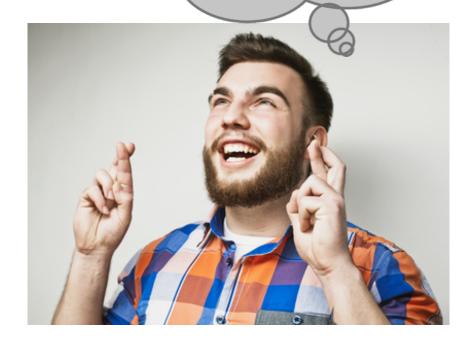


Any of these!

Wrong Answer

Woah, decision fatigue!

I'll just keep coding and praying.







Fast

Only runs tests related to changed code

Interactive watch mode

Snapshot testing

Helpful error messages

Debug via console or breakpoints

Mocks and spies

Coverage reporting

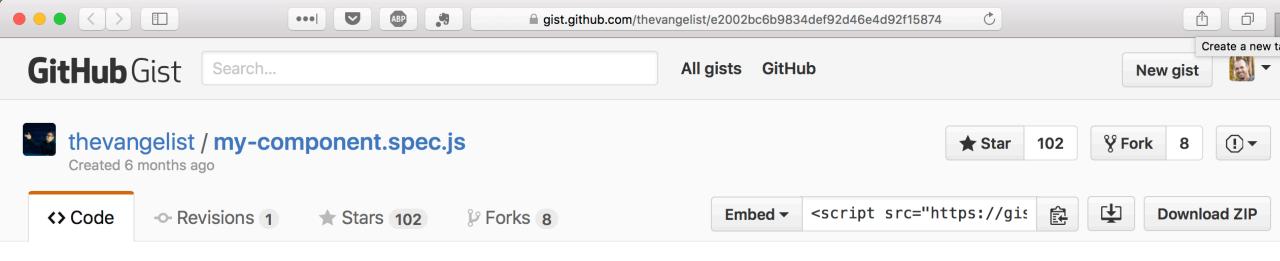
Simple configuration

Built into create-react-app



Decision: Types of Tests





The only React.js component test you'll ever need (Enzyme + Chai)

```
Raw
      import React from 'react';
      import { shallow } from 'enzyme';
      import MyComponent from '../src/my-component';
   4
      const wrapper = shallow(<MyComponent/>);
   6
      describe('(Component) MyComponent', () => {
        it('renders without exploding', () => {
   8
          expect(wrapper).to.have.length(1);
   9
        });
  10
      });
  11
```

UI Testing Types









Unit

Interaction

Structural

Style



Unit Testing



Goal: Validate logic

- Validation
- Calculations
- Transformations
- We'll use Jest





When to Unit Test

- . Business logic
- 2. Individual modules/functions



Interaction Testing



Goal: Validate interactivity

- Confirm interactions work
- Assert a function is called on click
- Message displays upon submission
- No browser required!
- We'll use Enzyme





When to Interaction Test

- 1. Interactive component
- 2. Validate events
- 3. Non-deterministic markup



Structural Testing



Goal: Validate HTML output

- Jest offers snapshot testing
- Save copy of output for a given input
- Tests break when output changes
- The only test needed if stateless



When to Snapshot Test

- . Non-interactive component
- 2. Deterministic markup
- 3. Validate display/hiding
- 4. Test display after interactions

Why Snapshot Testing?

- 1. Easy set up
- 2. Notified when rendering changes
- 3. Update with a single key
- 4. Fast No browser. In-memory.
- 5. Debug like code





Snapshots != TDD

Write snapshot tests after development

Useful, but write other types of tests too!



Style Testing



Goal: Automated visual regression testing

- Compare literal screenshots
- BackstopJS, PhantomCSS, Casper



Phantom CSS

CSS regression testing. A CasperJS module for automating visual regression testing with PhantomJS 2 or SlimerJS and Resemble.js. For testing Web apps, live style guides and responsive layouts. Read more on Huddle's Engineering blog: CSS Regression Testing.

What?

PhantomCSS takes screenshots captured by CasperJS and compares them to baseline images using Resemble.js to test for rgb pixel differences. PhantomCSS then generates image diffs to help you find the cause.



Style Testing



Goal: Automated visual regression testing

- Compare literal screenshots
- Arguably redundant with inline styles
- Uses actual browsers
- BackstopJS, PhantomCSS, Casper



Decision: Assertion Library



What's an Assertion?



Declare what you expect

expect(2+2).toEqual(4)

assert(2+2).equals(4)



Decision: Helper Libraries



Helper Libraries



Enzyme

- Interaction tests
- Simulate clicks
- DOM queries

react-test-renderer

- Render Jest Snapshots



Decision: Where to Run Tests



Where to Run Tests

Author Actions

Course Actions

AJAX Call Status Reducer

- ✓ should increment the number of calls in progress
 ✓ should decrement the number of calls in progress when any action ending

Author Reducer

Course Reducer

Browser

- Karma, Testem

Headless Browser

- PhantomJS

In-memory DOM

- JSDOM



Decision: Where do test files belong?



Where Do Test Files Belong?

Centralized

Less "noise" in src folder

Alongside

Easy imports

Clear visibility

Convenient to open

No recreating folder structure

Easy file moves



Decision: When should tests run?



Run Tests When You Hit Save



Rapid feedback

Facilitates TDD

Automatic = Low friction



Here's the Plan

1

Framework Jest

4

Where to run tests
Node

2

Assertion Library

Jest

5

Where to place tests
Alongside

3

Helper Libraries Enzyme

6

When to run tests
Upon save



Demo



Automated unit test



Demo



Snapshot test

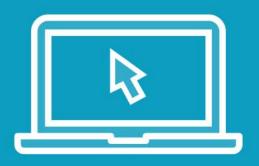


Enzyme: Shallow vs Mount

- Begin with shallow
- Need to test lifecycle methods or children? Use mount.



Demo



Automated interaction test using Enzyme



Continuous Integration





Weird.

Works on my machine.



Why CI?



Forgot to commit new file

Forgot to update package.json

Commit doesn't run cross-platform

Node version conflicts

Bad merge

Didn't run tests

Catch mistakes quickly



What Does a Cl Server Do?



Run Automated build

Run your tests

Check code coverage

Automate deployment



Continuous Integration







CircleCI



Appveyor



Semaphore





SnapCl



Demo



Set up continuous integration



Wrap Up



Testing frameworks

- Jest

Assertion libraries

- Built into Jest

Helper libraries

- Enzyme

Where to run tests

Node with JSDOM

Place tests alongside, run upon save

Continuous Integration

- Travis CI

Next up: Distribution decisions

