



{shinytest2}

Unit testing for Shiny applications

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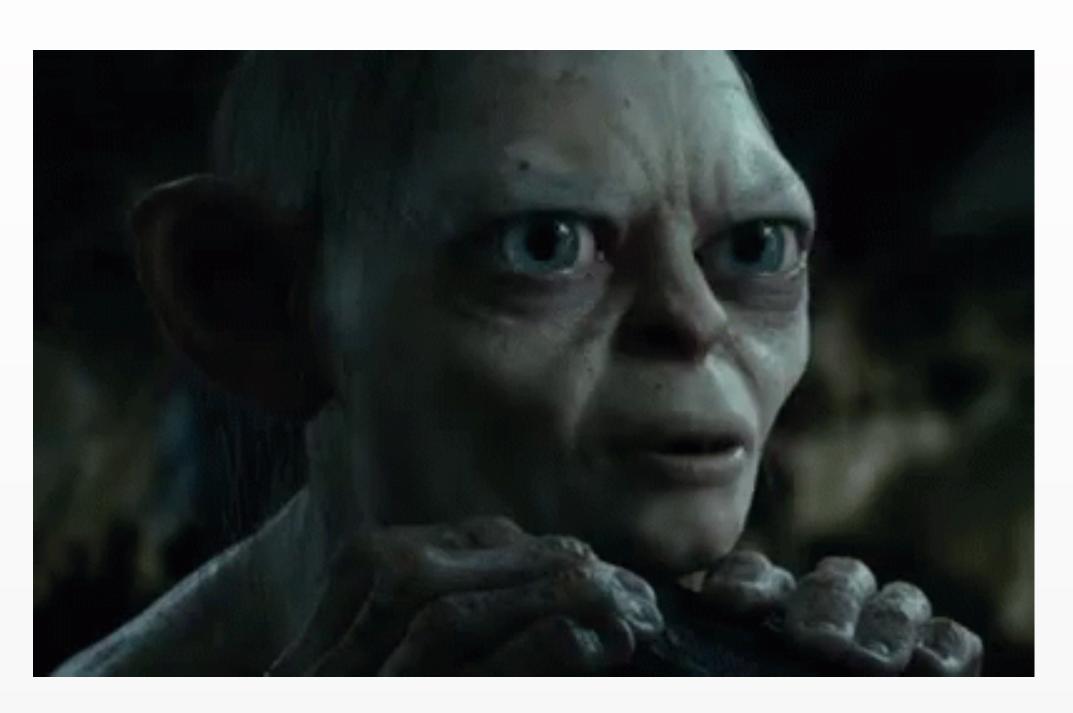
Raise a hand bif...

You have written a Shiny App



Raise a hand bif...

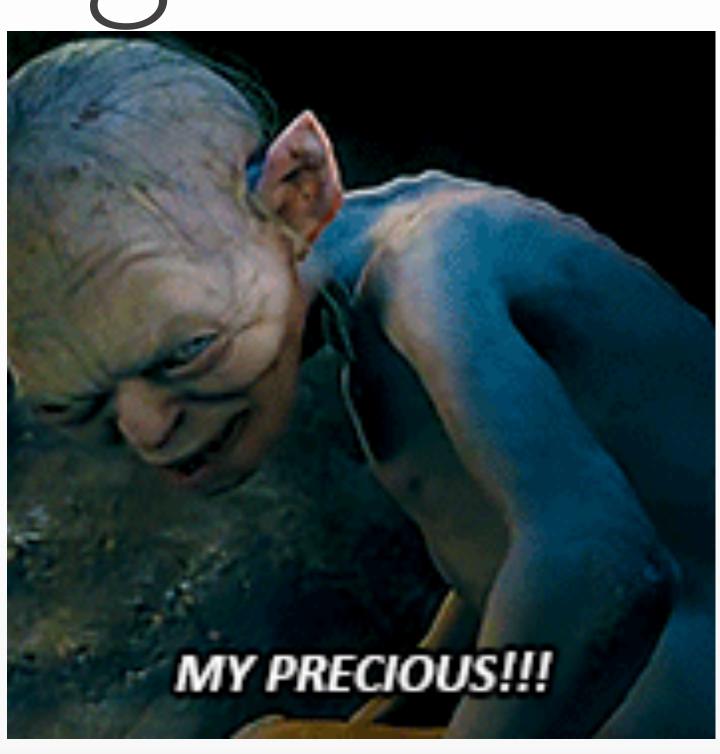
You remember all of your App's features

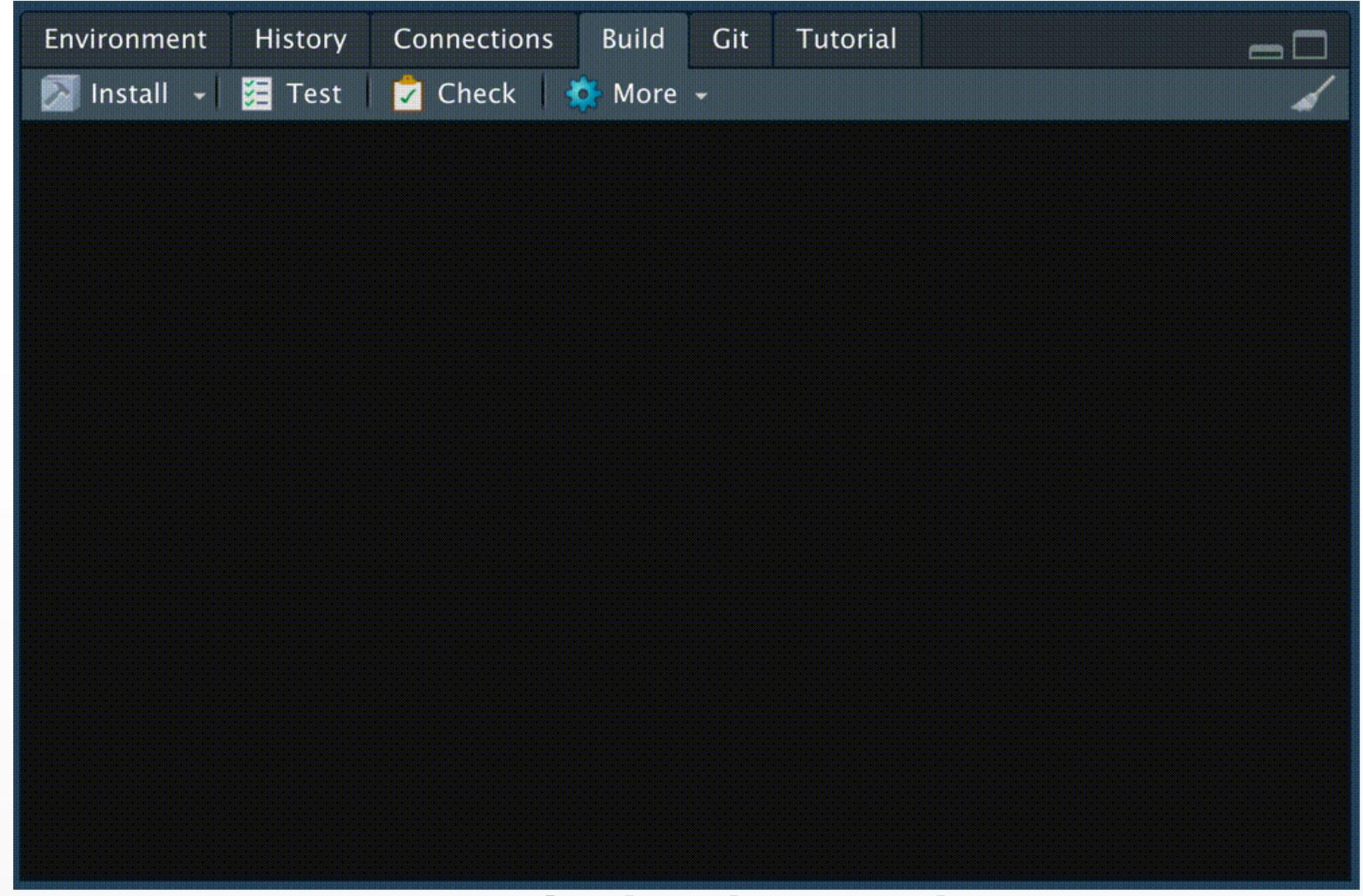


Raise a hand bif...

You would feel comfortable having a coworker rewrite

part of your App





5x playback speed







Quickly build full-stack interactive web apps

- Executes reactive expressions
 - When a reactive value is changed...
 All downstream reactive values are invalidated and re-calculated

All too familiar Shiny



WORKFLOW

- 1. Add / adjust some reactivity
- 2. Click "Run App"
- 3. Manually experiment with new feature to see if it works

4. Rinse and repeat

All too familiar Shiny



WORKFLOW

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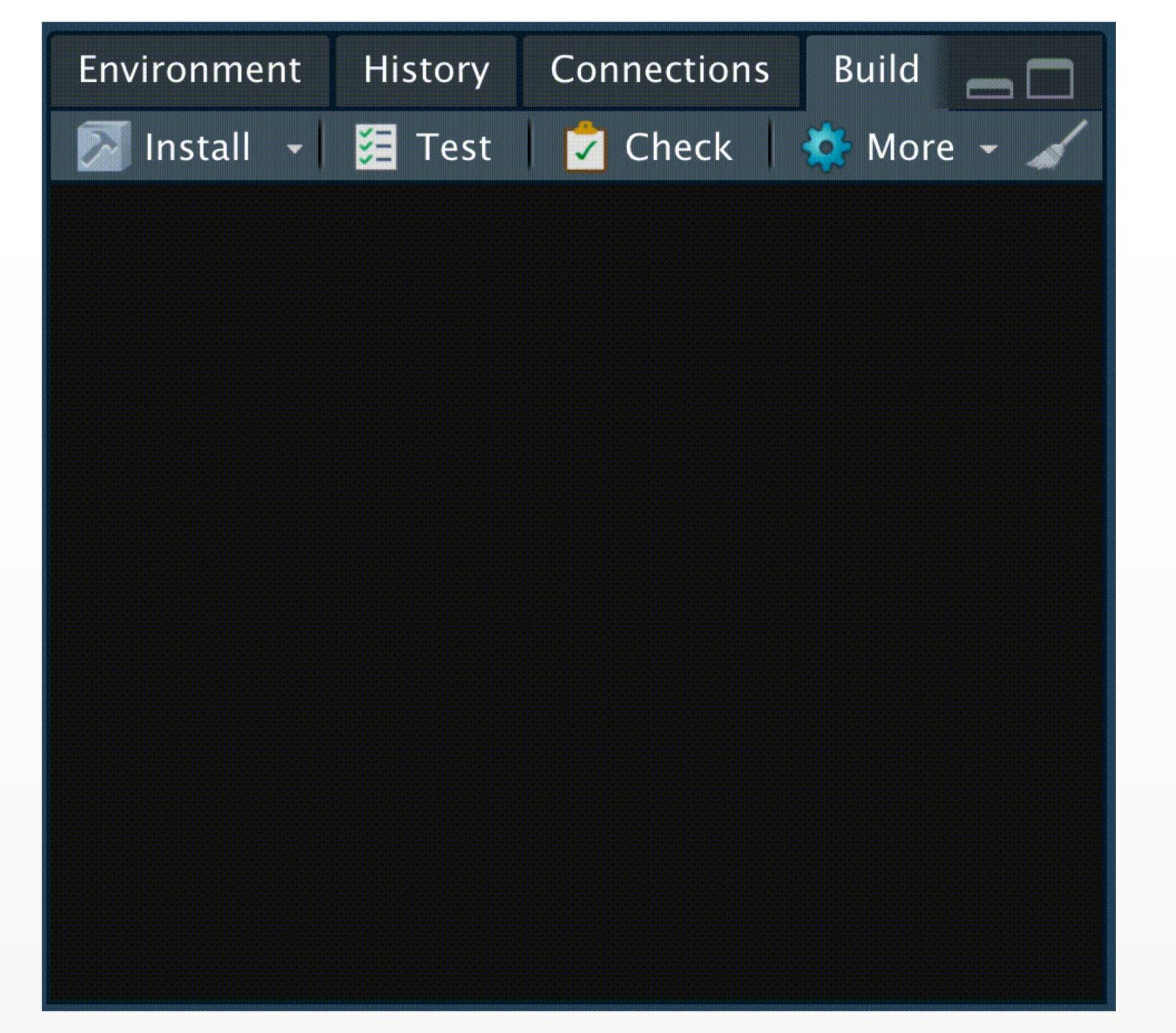


- Unit Testing for R
- Executes formal unit tests
- Goals
 - Fewer bugs
 - Robust code
 - Better code structure
 - Call to action

```
test
that
that
```

```
# File: tests/testthat/test-example.R
test that ("examples work", {
  expect equal (2 * 2, 4)
  expect equal(2 * NA, NA integer)
  ex file <- make file()
  expect snapshot file (ex_file)
```







Unit testing for Shiny applications





- Regression testing for Shiny applications
 - Testing that **existing App behavior** is consistent over time
- Executes within {testthat} tests
 - {shinytest2} expectation methods leverage testthat::expect_snapshot_file()
- Built on {chromote}
 - View live test App in Chrome browser
 - Familiar debugging tools in Chrome browser



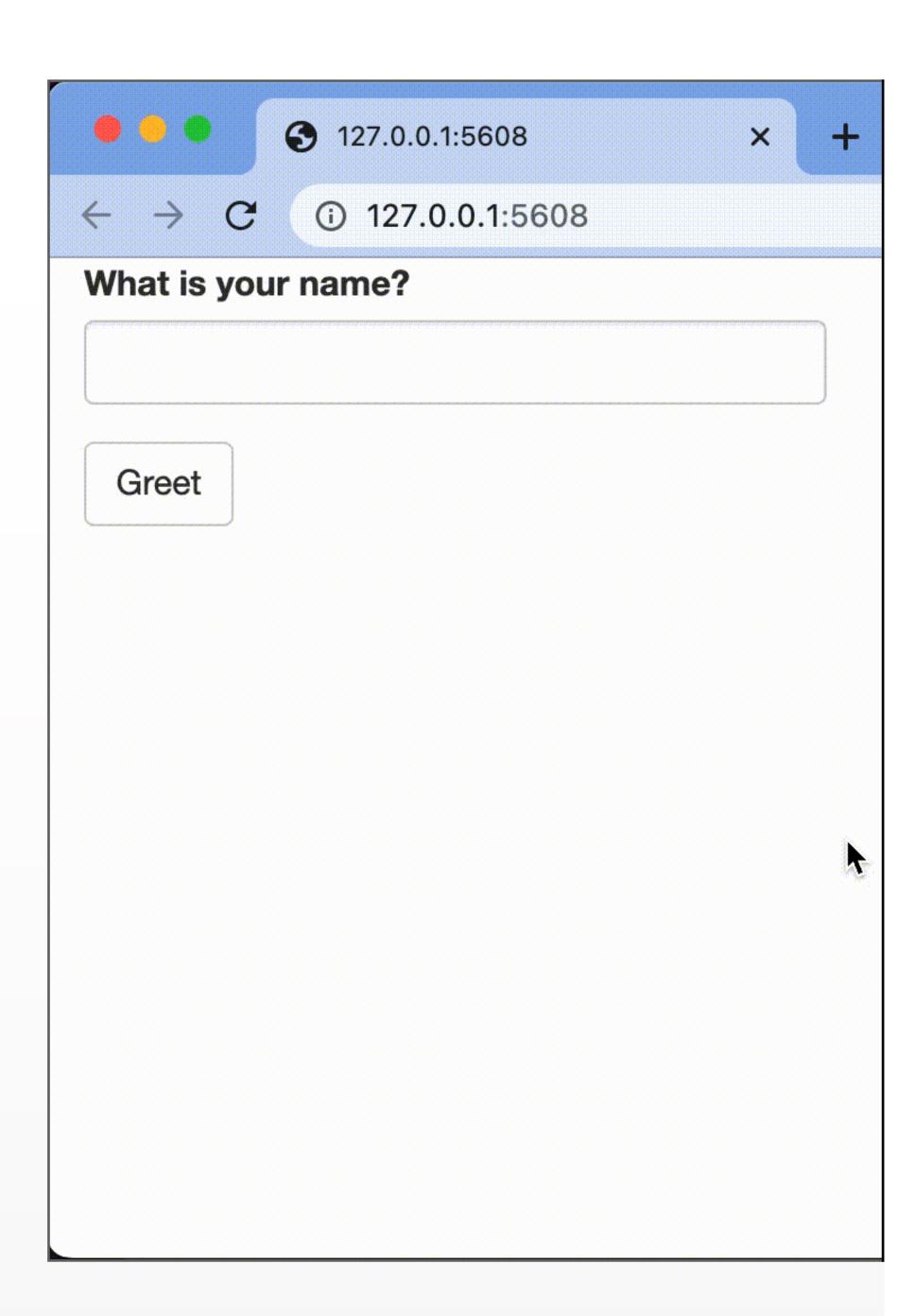
- What about {shinytest}?
 - Entering maintenance mode
 - Headless browser reached End-Of-Life



- Not compatible with Bootstrap v5+
- {shinytest2}
 - Different headless browser
 - Different file API
 - Different R API

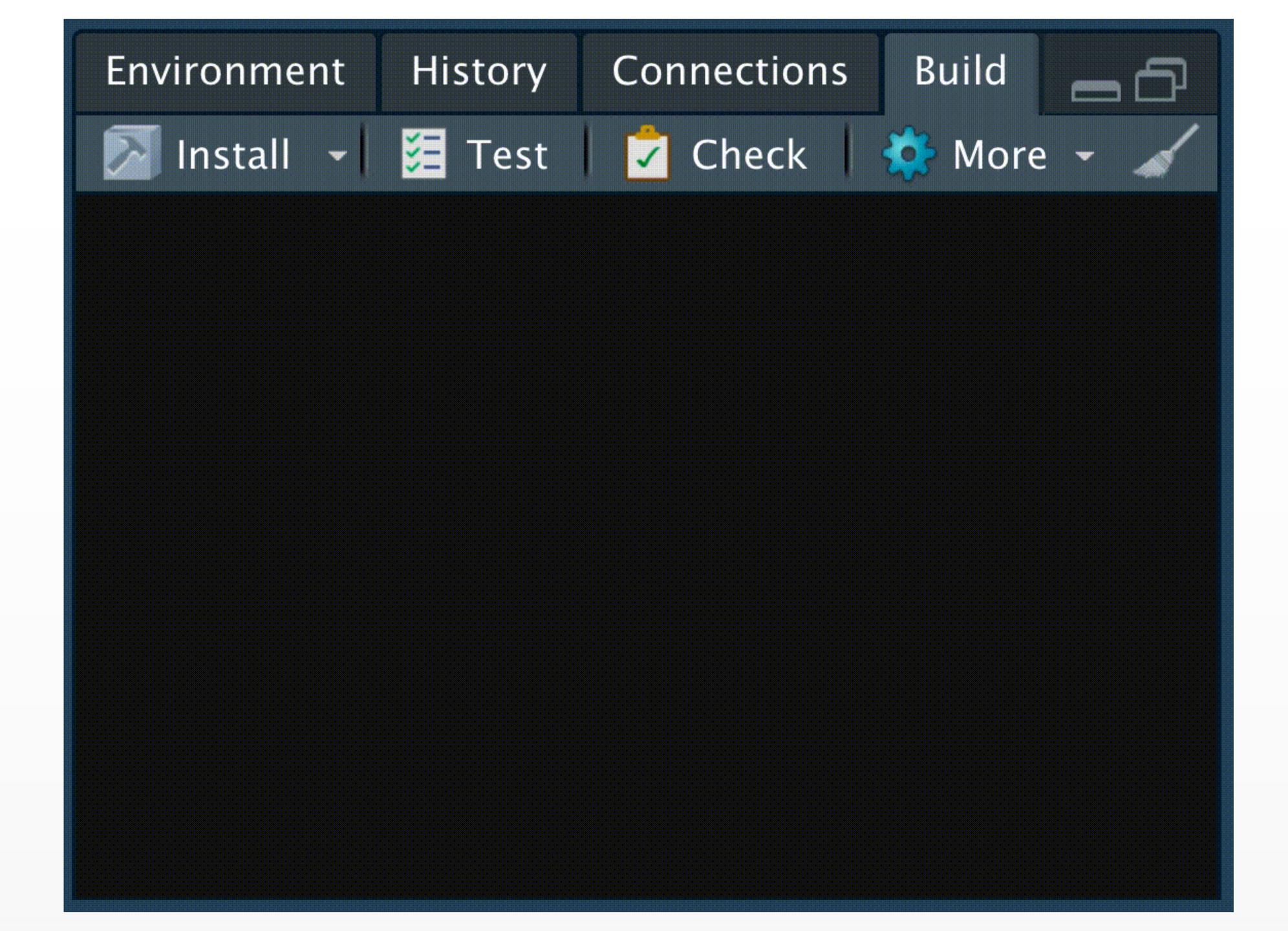






```
# File: tests/testthat/test-hello.R
library (shinytest2)
test that ("App says hello Barret", {
  app <- AppDriver$new(name = "say-hello")
  app$set inputs(name = "Barret")
  app$click("greet")
  app$expect values()
```









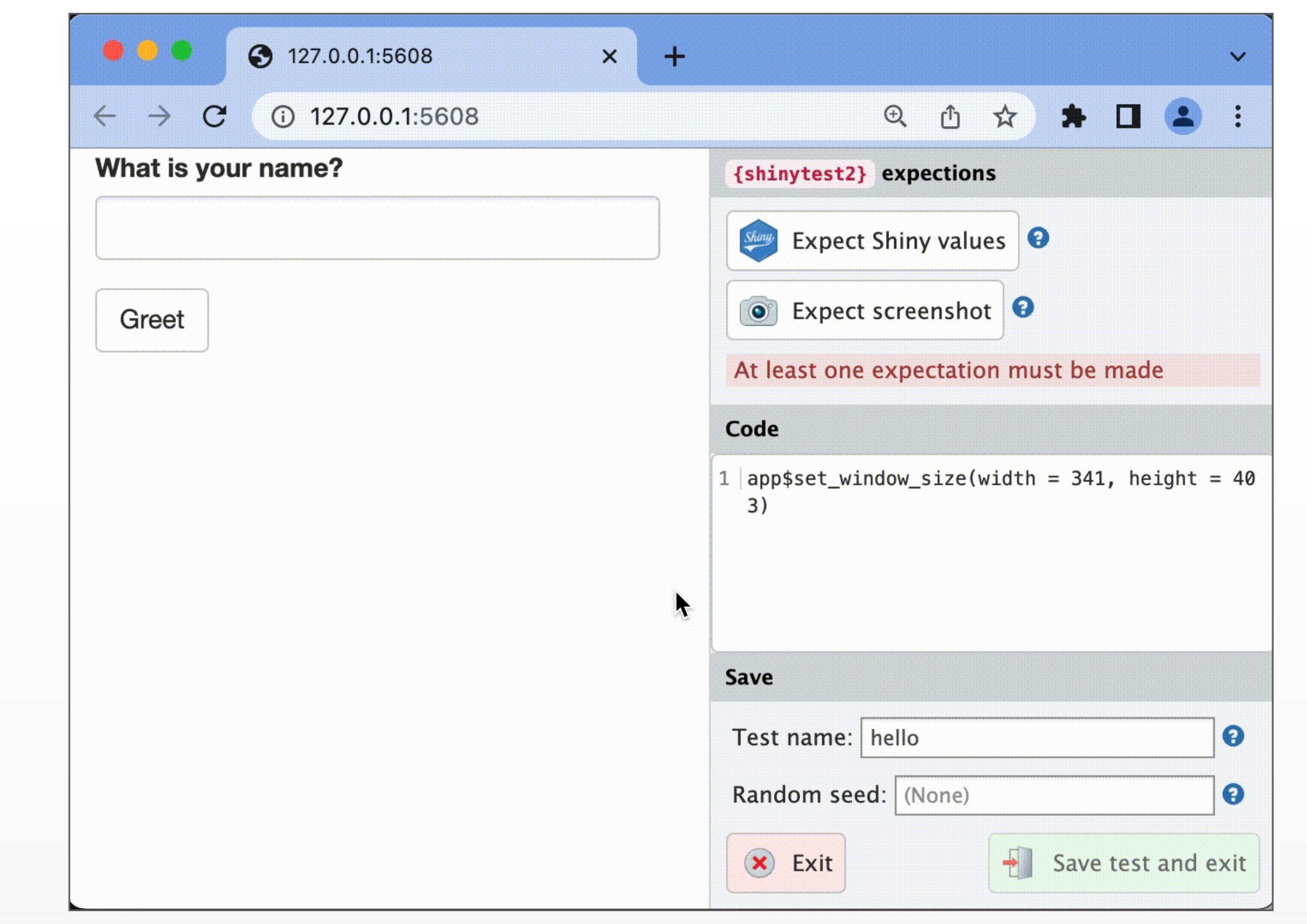
- "But writing tests is hard!"
- Everyone except Hadley



"But writing tests is hard!"

- Everyone except Hadley

- record test()
 - Captures all Shiny interactions as a {testthat} test
- "If you have time to keat, you have time to keat,"





```
# File: tests/testthat/test-shinytest2.R
library (shinytest2)
test that ("{shinytest2} recording: hello", {
  app <- AppDriver$new(name = "hello")</pre>
  app$set inputs(name = "Barret")
  app$click("greet")
  app$expect values()
```

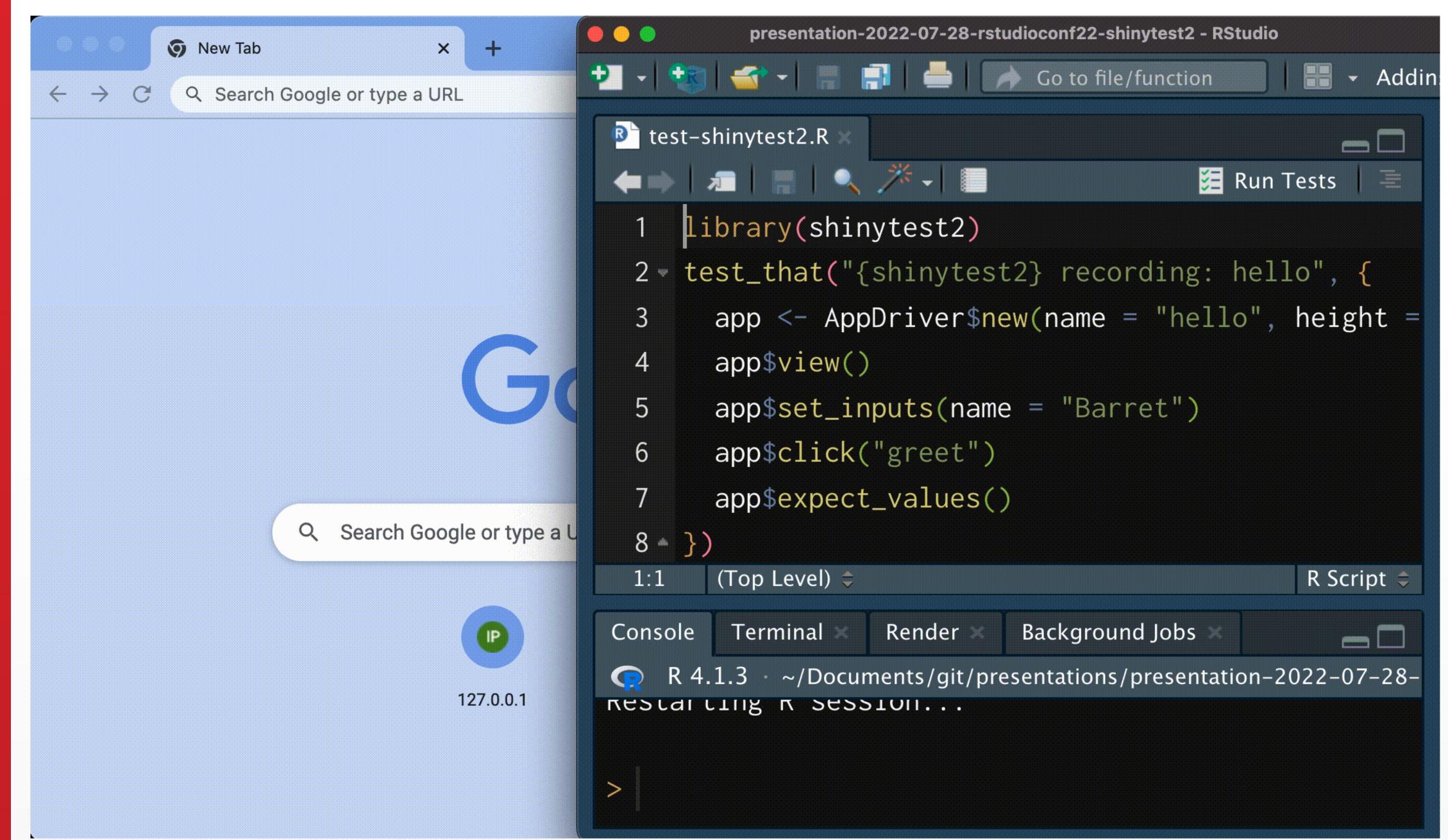


```
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                      History
                              Connections
                                         Build
           💹 Install 🗸 🎏 Test 💆 Check 🦸 🤲 More 🔻
  File
library
test th
  app
   app$sapp$s
   app$e
```



```
# File: tests/testthat/test-shinytest2.R
library (shinytest2)
test that ("{shinytest2} recording: hello", {
  app <- AppDriver$new(name = "hello")</pre>
 app$view()
  app$set inputs(name = "Barret")
  app$click("greet")
  app$expect values()
```







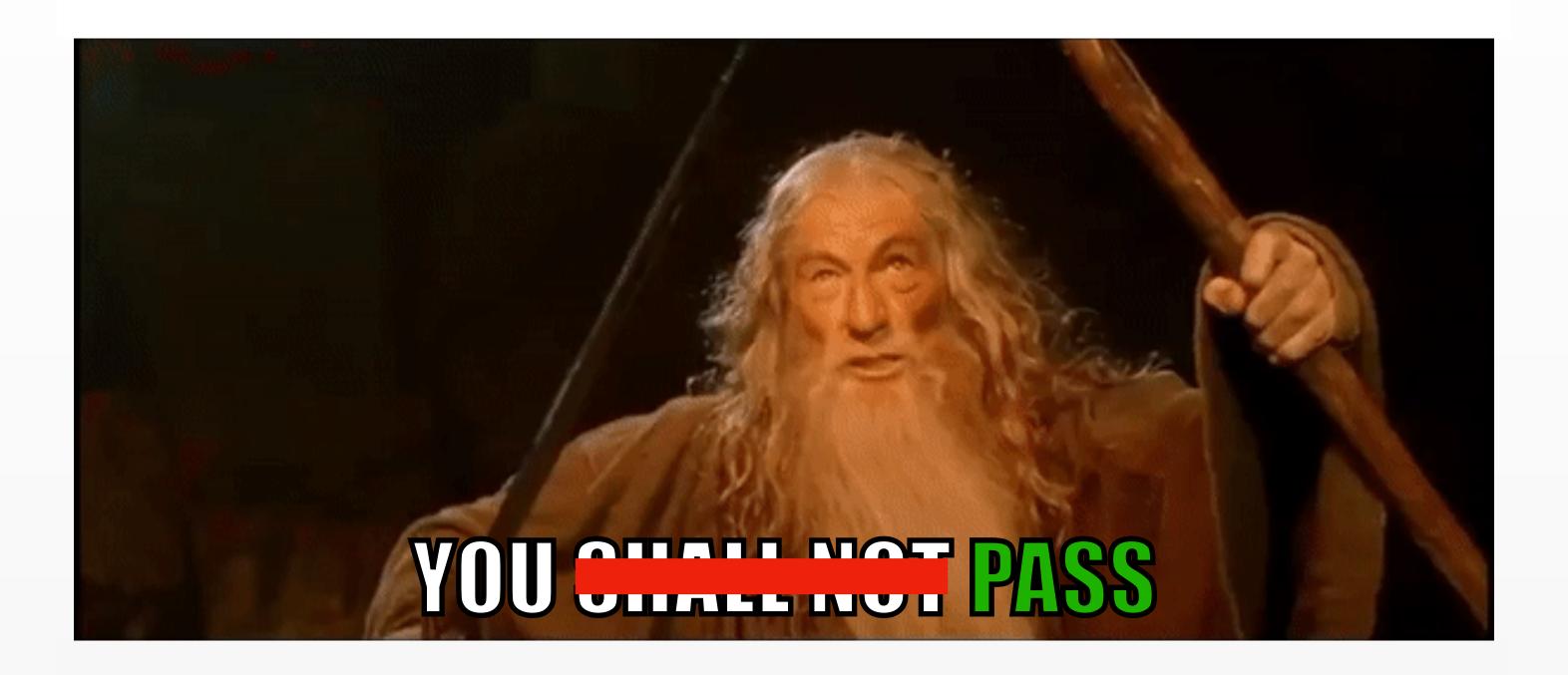
Suggestions...



- Use shiny::exportTestValues()
 - Limit testing to objects under your control
- Initial snapshot file contents must be verified by hand
 - Use explicit expectations when possible (expect_equal())
- Minimize number of screenshot expectations
 - Brittle tests and cannot compare screenshots across Operating Systems or R versions



- Regression testing for Shiny Apps
- "If you have time to rest, you have time to record a test"
- Interactively \$view() your live App



{shinytest2}:

Regression testing for Shiny applications



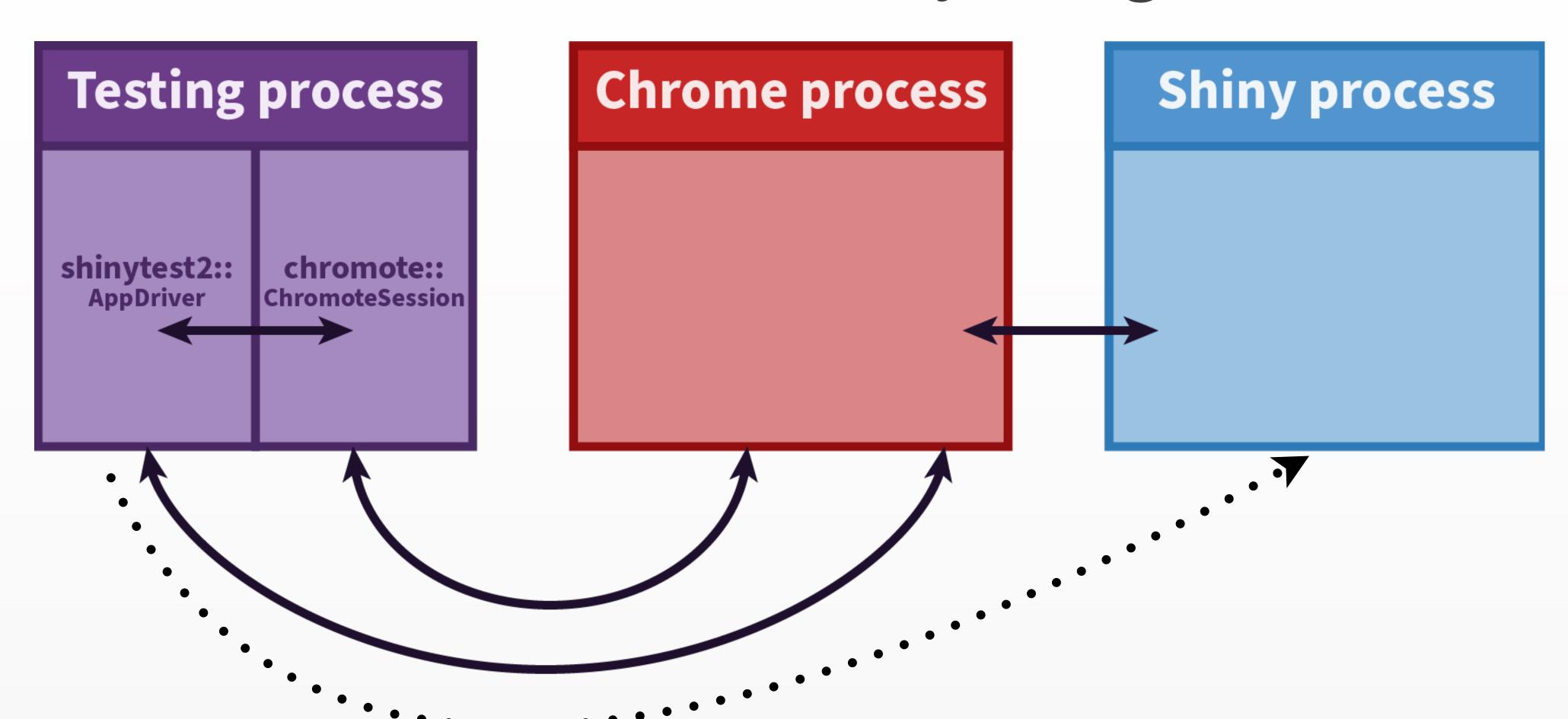
- Website: https://rstudio.github.io/shinytest2/
 - Getting Started and many more articles!
- Slides: TODO

Questions?

```
# File: ./tests/testthat/test-questions.R
library (shinytest2)
test that ("Questions are answered", {
  app <- AppDriver$new(name = "questions")
  app$set inputs(ready = TRUE)
  app$click("ask")
  if (interactive()) app$view()
  expect true (
    app$get value(export = "has answer")
```



How does { shinytest2 } orchestrate everything?



Shiny App development

Core

- {shinyuieditor}: Visual tool for organizing Shiny UI
- {bslib}: Custom Bootstrap Sass themes for {shiny} and {rmarkdown}
- {shinytest2}: <u>Unit testing for R Shiny Apps</u>

Debug

- {profvis}: R Shiny App profiler
- {reactlog}: R Shiny reactivity visualizer

Performance

- shiny::bindCache() & {cachem}: Cache and store any reactive output
- {promises} & {future}: Async code execution

Admin

- {shinyloadtest}: Load testing for R Shiny Apps
- Extra credit
 - {plumber}: RwebAPI
 - {shinymeta}: Expose Shiny app logic using meta-programming

Shiny performance workflow

From Joe Cheng's Shiny in Production keynote...

- 1.Use {shinyloadtest} to see if it's fast enough
- 2.If not, use {profvis} to see what's making it slow
- 3.Optimize
 - a. Move work outside of {shiny} (very often)
 - b.Make code faster (very often)
 - c.Use caching (sometimes)
 - d.Use async (occasionally)
- 4.Repeat!