

1. Preparation for End 2 End Testing with CodeceptJS

1.1 Application, Feature & Scenario under Test

In order to write our first automated e2e test we need to know

1. The *url* of the application under test: <http://the-internet.herokuapp.com>
2. The *feature* covered by the test: Editor
3. The exact *scenario*: Can be opened and the text input and bold formatting is working

Workflow Tip: My recommendation is to write down the feature and scenario before starting to write the CodeceptJS test. This helps with separating concerns - first we think about *what* we want to test, later when writing the automated e2e test we will think about *how* we will implement what the test should do.

If you are interested in a "feature & scenario blueprint" template which you can easily fill out, contact me via [email](#).

1.2 Node.js Setup

Node.js version 8.9 or higher is required to run CodeceptJS tests on your machine.

If you haven't already, install Node.js now.

If you are on Mac OS X, I suggest to use Homebrew to install Node.js.

To install Homebrew, run

```
/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"
```

Then run `brew install node`.

As verification step check the installed version with `node -v`.

1.3 Java Setup

At minimum Java version 8 is required.

Assuming you are on Mac OS X, follow the following two steps

1. Install cask `brew tap caskroom/cask`
2. Install Java `brew cask install java`

As verification step check the installed version with `java -version`.

1.4 Google Chrome

Let's make sure that we have the Google Chrome browser installed, I verify the installation by running the following command in my mac terminal `/Applications/Google\ Chrome.app/Contents/MacOS/Google\ Chrome --version`.

The expected output is something similar to `Google Chrome 74.0.3729.169`.

If you do not have Google Chrome installed, please install it now, we need it later.

Nice, this is everything we need to setup in general so we can proceed with actually using CodeceptJS.