

# How we made our products accessible

Challenges and Testing Approaches



# Introduction



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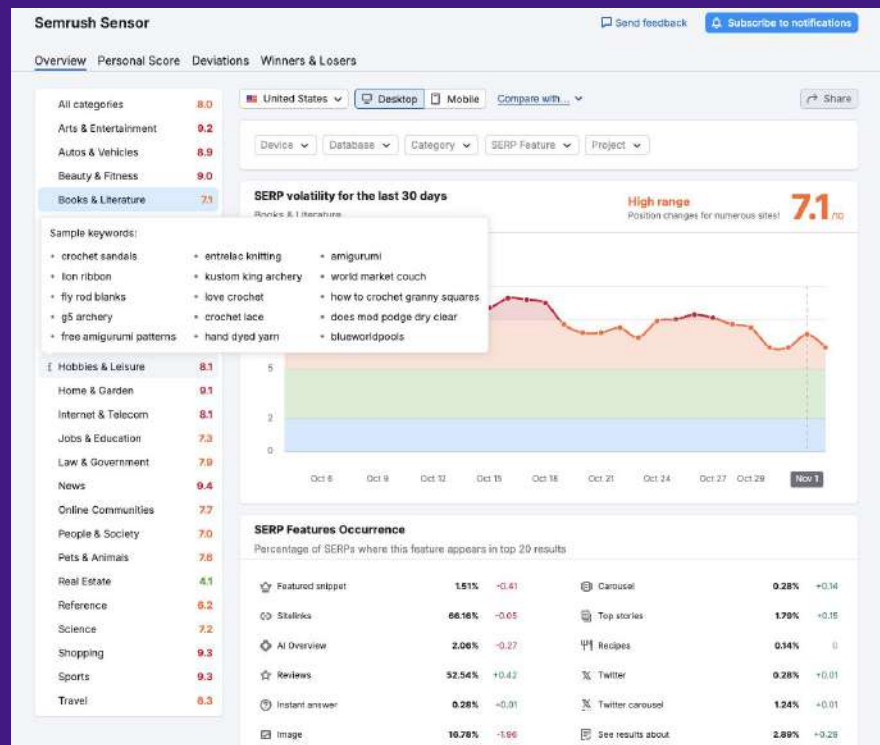
Frontend Developer, Semrush

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# What is Semrush?



We are a leading online visibility management software-as-a-service platform.



# Where we started



## What we had

- Projects
- Storybook

## What we hadn't

- Experience
- A list of issues to fix
- No approach to testing accessibility

# Key objectives



1. Creating a list of priority tasks
2. Develop an approach for accessibility testing.



# Creating a list of tasks



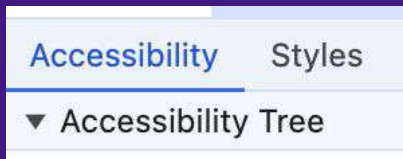
# Methods for identifying accessibility issues



- Browser Extensions
- Accessibility checklists
- Lighthouse



THE A11Y PROJECT

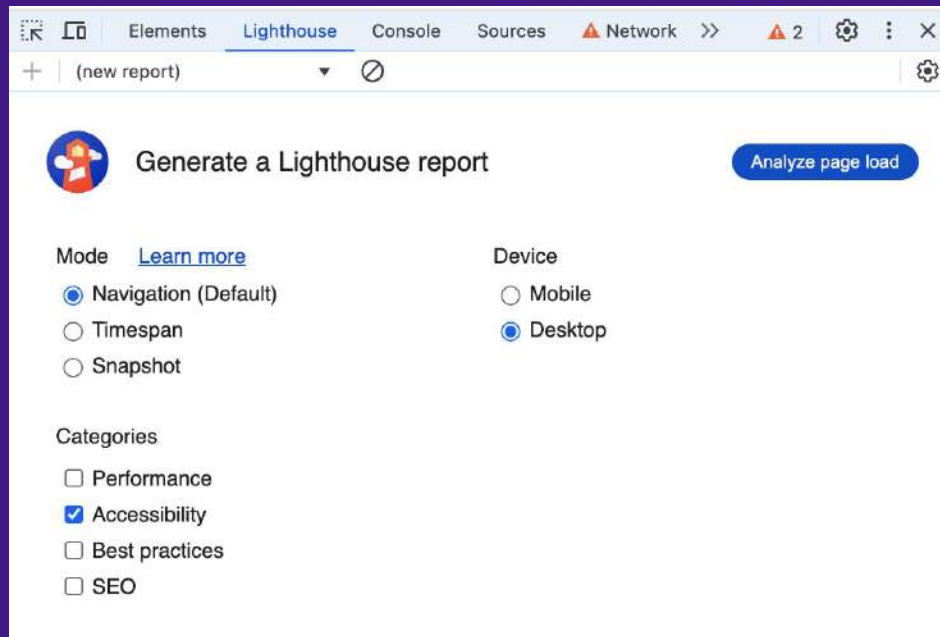


ARIA Authoring Practices Guide (APG)

# Lighthouse. Advantages



- No installation and setup needed.
- Useful report.
- Axe under the hood.





# Lighthouse. Report example



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## Accessibility

These checks highlight opportunities to [improve the accessibility of your web app](#). Automatic detection can only detect a subset of issues and does not guarantee the accessibility of your web app, so [manual testing](#) is also encouraged.

### NAMES AND LABELS

#### ▲ Buttons do not have an accessible name

When a button doesn't have an accessible name, screen readers announce it as "button", making it unusable for users who rely on screen readers. [Learn how to make buttons more accessible](#).

#### Failing Elements



button.\_\_\$Button\_ornwh\_gg\_.\_size\_m\_ornwh\_gg\_.\_theme\_primary-info\_ornwh\_gg\_



Deque University

## Buttons must have discernible text

Rule ID: button-name Ruleset: [axe-core 4.10](#) User Impact: Critical ● Guidelines: WCAG 2.1 (A), WCAG 2.0 (A), WCAG 2.2 (A), Section 508

### How to Fix the Problem



#### Correct markup solutions

The button-name rule has five markup patterns that pass test criteria:

```
<button id="text">Name</button>

<button id="al" aria-label="Name"></button>

<button id="alb" aria-labelledby="labeldiv"></button>
<div id="labeldiv">Button label</div>

<button id="combo" aria-label="Aria Name">Name</button>

<button id="buttonTitle" title="Title"></button>
```

# Lighthouse. Limitations



- Testing different states is challenging (Snapshot mode).
- No keyboard navigation checks.
- Difficult for automation in CI/CD.

# Lighthouse. Our use cases



- Issues with accessible names (critical)
- Issues with roles and ARIA attributes (critical)



## Accessibility

These checks highlight opportunities to [improve the accessibility of your web app](#). Only a subset of accessibility issues can be automatically detected so manual testing is also encouraged.

# Manual testing for keyboard users



## Step 1.

Took our test cases for the product.

## Step 2.

Run tests using the keyboard.

# Manual testing for keyboard users.

## Main issues.



- Buttons and links don't work when pressing Enter.
- Focus does not return to the trigger.
- Incorrect focus sequence.

# Critical scope of a11y issues



- Tasks identified by Lighthouse
- Keyboard navigation issues identified during testing

# What did we not include in the critical scope of tasks?



# Screen reader testing



Screen Readers User Survey	
Screen Readers	% of period completion
<b>NVDA</b>	<b>65.6%</b>
<b>JAWS</b>	<b>60.5%</b>
<b>VoiceOver</b>	<b>43.9%</b>
<b>Narrator</b>	<b>37.3%</b>



# Screen reader testing



If a component is accessible via the keyboard and has no accessibility errors (correct roles, attributes, etc.), then it will be supported by the screen reader.

**Our team**

# A11y testing



# Before we start. Mysterious a11y



A C C E S S I B I L I T Y



A11Y

# Before we start. Incredible axe.



- Accessibility engine for automated testing
- Can find 57% of WCAG issues automatically

# Our a11y testing friends



- `eslint-plugin-jsx-a11y`
- `storybook-addon-a11y`
- `axe-core` + `vitest-axe` (`jest-axe`)
- `@testing-library/react`

# eslint-plugin-jsx-a11y



Static checker for accessibility rules on JSX elements.

<https://www.npmjs.com/package/eslint-plugin-jsx-a11y>

# eslint-plugin-jsx-a11y



## Advantages

- Easy installation and configuration

## Limitations

- Only catches errors in static code

# storybook-addon-a11y



This Storybook addon can be helpful to make your UI components more accessible.



# storybook-addon-a11y. Advantages



- Easy installation and configuration
- Convenient error highlighting
- Axe under the hood
- Test runner

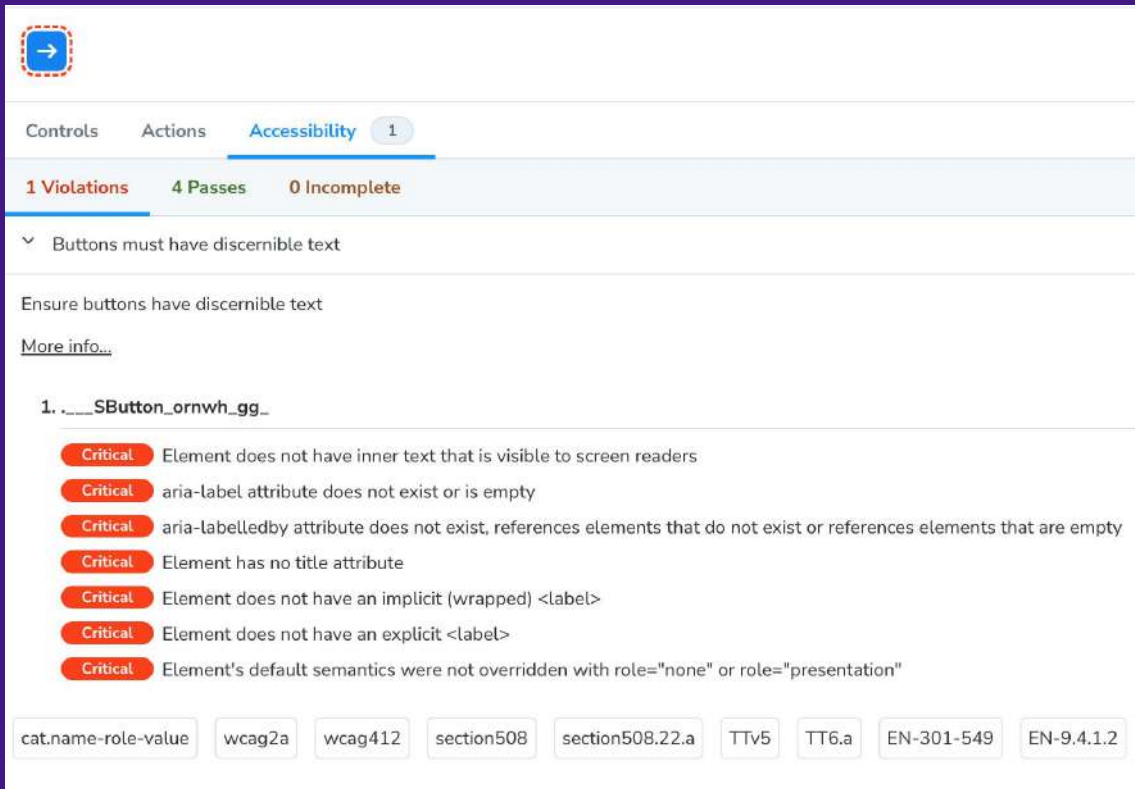
main.ts

```
addons: [  
  '@storybook/addon-essentials',  
  '@storybook/addon-a11y'  
],
```

preview.ts

```
parameters: {  
  a11y: {  
    element: '#storybook-root',  
    config: {  
      rules: [{ id: 'color-contrast', enabled: false }]  
    }  
  },  
}
```

# storybook-addon-a11y. Advantages



The screenshot displays the Storybook accessibility panel for a component. At the top, there's a blue button with a white right-pointing arrow. Below it, the panel has tabs for 'Controls', 'Actions', and 'Accessibility' (which is selected and shows a count of '1'). Under the 'Accessibility' tab, it shows '1 Violations', '4 Passes', and '0 Incomplete'. A dropdown menu is expanded for the violation 'Buttons must have discernible text'. The instruction below is 'Ensure buttons have discernible text' with a link to 'More info...'. A list of 7 critical violations is shown for the element '1. .\_\_SButton\_ornwh\_gg\_':

- Critical** Element does not have inner text that is visible to screen readers
- Critical** aria-label attribute does not exist or is empty
- Critical** aria-labelledby attribute does not exist, references elements that do not exist or references elements that are empty
- Critical** Element has no title attribute
- Critical** Element does not have an implicit (wrapped) <label>
- Critical** Element does not have an explicit <label>
- Critical** Element's default semantics were not overridden with role="none" or role="presentation"

At the bottom, there are tags for the violations: cat.name-role-value, wcag2a, wcag412, section508, section508.22.a, TTV5, TT6.a, EN-301-549, and EN-9.4.1.2.

# storybook-addon-a11y. Advantages



```
import type { TestRunnerConfig } from '@storybook/test-runner';
import { injectAxe, checkA11y } from 'axe-playwright';

const config: TestRunnerConfig = {
  async preVisit(page :Page ) {
    await injectAxe(page);
  },
  async postVisit(page :Page ) {
    await checkA11y(page, context: '#storybook-root', axeOptions: {
      detailedReport: true,
      detailedReportOptions: {
        html: true,
      },
      axeOptions: {
        rules: {
          ['color-contrast']: {
            enabled: false,
          },
        },
      },
    });
  },
};

export default config;
```

# storybook-addon-a11y. Limitations



- Storybook is needed



# Axe-core + vitest-axe (jest-axe)



- **Axe-core** - accessibility engine for automated Web UI testing
- **Jest-axe, vitest-axe** - matchers for axe for testing accessibility

# Axe-core + vitest-axe (jest-axe). Advantages



- Easy installation and configuration
- Integration into the main testing process

```
import { configureAxe } from 'vitest-axe';

export const axe = configureAxe( options: {
  rules: {
    ['color-contrast']: {
      enabled: false,
    },
  },
  runOnly: [
    'wcag2a',
    'wcag2aa',
    'wcag21a',
    'wcag21aa',
    'best-practice'
  ],
});
```

# Axe-core + vitest-axe (jest-axe). Advantages



shouldBeA11y.ts

```
import { axe } from "./configureAxe";
import { render } from "@testing-library/react";
import { test, expect } from "vitest";

export const shouldBeAccessible = (
  testName: string,
  component: React.ReactElement,
) => {
  test(`@axe ${testName}`, async () => {
    const { container } = render(component);
    const result = await axe(container);
    expect(result).toHaveNoViolations();
  });
};
```

# Axe-core + vitest-axe (jest-axe). Advantages



Button.test.tsx

```
import React from 'react';
import { describe } from 'vitest';
import { shouldBeAccessible } from '../tests/shouldBeA11y';
import { IconButton } from './Button';

describe("IconButton", () => {
  shouldBeAccessible( testName: "IconButton", <IconButton />);
});
```



# Axe-core + vitest-axe (jest-axe). Limitations



- Report lacks interactivity.

```
[FAIL] src/components/Button.test.tsx > IconButton > @axe: IconButton
Error: expect(received).toHaveNoViolations(expected)

Expected the HTML found at $('button') to have no violations:

<button class="___$button_ormwh_gg_ _size_m_ormwh_gg_ _theme_primary-info_ormwh_gg_" style="margin-right: 8px;" data-ui-name="Button" type="button" tabindex="0">

Received:

"Buttons must have discernible text (button-name)"

Fix any of the following:
  Element does not have inner text that is visible to screen readers
  aria-label attribute does not exist or is empty
  aria-labelledby attribute does not exist, references elements that do not exist or references elements that are empty
  Element has no title attribute
  Element does not have an implicit (wrapped) <label>
  Element does not have an explicit <label>
  Element does not have an explicit <label>
  Element's default semantics were not overridden with role="none" or role="presentation"

You can find more information on this issue here:
https://dequeuniversity.com/rules/axe/4.10/button-name?application=axeAPI
} src/tests/shouldBeA11y.ts:12:20
    10|   const { container } = render(component);
    11|   const result = await axe(container);
    12|   expect(result).toHaveNoViolations();
      |                   ^
    13| }
    14| };
```

# @testing-library/react for keyboard testing



```
import React from 'react';
import { describe, test, vi, expect } from 'vitest';
import userEvent from '@testing-library/user-event';
import { render } from "@testing-library/react";
import { shouldBeAccessible } from '../tests/shouldBeA11y';
import { IconButton } from './Button';

describe('IconButton', () => {
  shouldBeAccessible( testName: 'IconButton', <IconButton />);

  test('onClick fn should be called via keyboard', async () => {
    const onClick = vi.fn();
    const user = userEvent.setup();

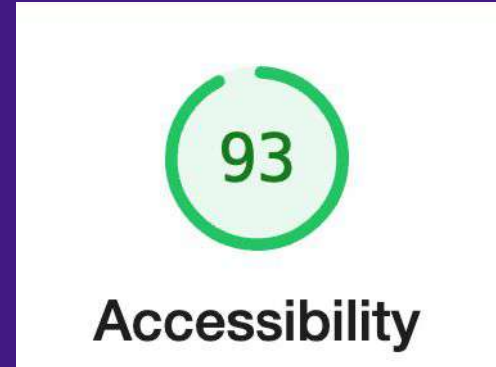
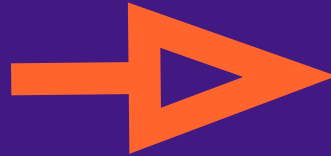
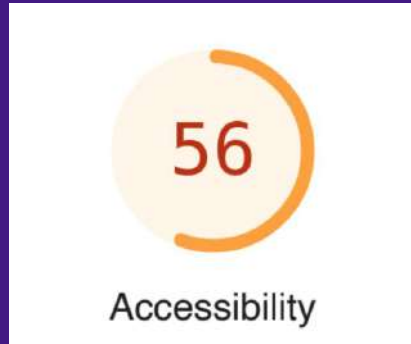
    render(<IconButton onClick={onClick} /> );
    await user.keyboard( text: '[Tab]');
    await user.keyboard( text: '[Enter]');
    expect(onClick).toHaveBeenCalled();
  });
});
```

# Conclusion: What has been achieved?



- Covered the main accessibility issues
- Monitor regression after library updates
- Lighthouse a11y score increased

# Conclusion: What has been achieved?



# Conclusions: what's next?



- Testing by accessibility testers



# Thank you and follow us!



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