

# Test App

Graham Lee

*Hands-On Mobile App Testing* Daniel Knott,2015-05-08 The First Complete Guide to Mobile App Testing and Quality Assurance: Start-to-Finish Testing Solutions for Both Android and iOS Today, mobile apps must meet rigorous standards of reliability, usability, security, and performance. However, many mobile developers have limited testing experience, and mobile platforms raise new challenges even for long-time testers. Now, Hands-On Mobile App Testing provides the solution: an end-to-end blueprint for thoroughly testing any iOS or Android mobile app. Reflecting his extensive real-life experience, Daniel Knott offers practical guidance on everything from mobile test planning to automation. He provides expert insights on mobile-centric issues, such as testing sensor inputs, battery usage, and hybrid apps, as well as advice on coping with device and platform fragmentation, and more. If you want top-quality apps as much as your users do, this guide will help you deliver them. You'll find it invaluable—whether you're part of a large development team or you are the team. Learn how to Establish your optimal mobile test and launch strategy Create tests that reflect your customers, data networks, devices, and business models Choose and implement the best Android and iOS testing tools Automate testing while ensuring comprehensive coverage Master both functional and nonfunctional approaches to testing Address mobile's rapid release cycles Test on emulators, simulators, and actual devices Test native, hybrid, and Web mobile apps Gain value from crowd and cloud testing (and understand their limitations) Test database access and local storage Drive value from testing throughout your app lifecycle Start testing wearables, connected homes/cars, and Internet of Things devices

**Test iOS Apps with UI Automation** Jonathan Penn,2013 If you're an iOS developer or QA professional tapping through an app to reproduce bugs or performance issues you thought were solved two releases ago, then this is your book. Learn how to script the user interface, assert correct behavior, stub external dependencies, reproduce performance problems, organize test code for the long haul, and automate the whole process so the machine does the work. You'll walk through a comprehensive strategy with techniques using Apple's tools that you can apply to your own apps. Automated user interface testing is an important part of a comprehensive testing strategy for iOS applications. By scrutinizing your app through the eyes and actions of the user, you raise confidence that features are wired up right and behave as you expect. Through this book you'll learn how to do full-stack testing of your iOS apps in both the simulator and on the device with Apple's built-in tools. You'll write behavioral tests in UI Automation that help protect against regressions. You'll write scripts to repeat steps in Instruments to reproduce performance bugs. With a little ingenuity, you'll build a workflow that gives the feedback you need. Grow a test suite by working with a real application that uses Core Data and network requests. Learn how to describe expected behavior in test scripts, launch the app in a specific state, and stub external dependencies for completely isolated and repeatable tests. Along the way, you'll practice how to organize your test code and run it hands-free from the command line. By the end, you'll have the tools and habits you need to tackle the unique testing problems you'll face while building best-of-breed native iOS apps for your users. What You Need You'll need a Mac running at least Mac OS X Lion (10.7) and Xcode 4.6.

**Mobile Test Automation with Appium** Nishant Verma,2017-06-30 Automate your mobile app testing About This Book How to automate testing with Appium Apply techniques for creating comprehensive tests How to test on physical devices or emulators Who This Book Is For Are you a mobile developer or a software tester who wishes to use Appium for your test automation? If so, then this is the right book for you .You must have basic Java programming knowledge. You don't need to have prior knowledge of Appium. What You Will Learn Discover Appium and how to set up an automation framework for mobile testing Understand desired capabilities and learn to find element locators Learn to automate gestures and synchronize tests using Appium Take an incremental approach to implement page object pattern Learn to run Appium tests on emulators or physical devices Set up Jenkins to run mobile automation tests by easy to learn steps Discover tips and tricks to record video of test execution, inter app automation concepts Learn to run Appium tests in parallel on multiple devices simultaneously In Detail Appium is an open source test automation framework for mobile applications. It allows you to test all three types of mobile applications: native, hybrid, and mobile web. It allows you to run the automated tests on actual devices, emulators, and simulators. Today, when every mobile app is made on at least two platforms, iOS and Android, you need a tool that allows you to test across platforms. Having two different frameworks for the same app increases the cost of the product and time to maintain it as well. Appium helps save this cost. With mobile app growth exploding, mobile app automation is mainstream now. In this book, author Nishant Verma provides you with a firm grounding in the concepts of Appium while diving into how to set up appium & Cucumber-jvm test automation framework, implement page object design pattern, automate gestures, test execution on emulators and physical devices, and implement continuous integration with Jenkins. The mobile app we have referenced in this book is Quikr because of its relatively lower learning curve to understand the application. It's a local classifieds shopping app. Style and approach This book takes a practical, step-by-step approach to testing and automating individual apps such as native, hybrid, and mobile web apps using different examples.

**Web App Testing Using Knockout.JS** Roberto Messori,2014-11-17 If you are a JavaScript developer, beginner, or an expert who wants to improve quality standards in terms of solutions design and functional verification, this book is for you. Basic understanding of web development, HTML, and JavaScript is required.

**The Writer's Diet** Helen Sword,2016-05-02 This book offers an easy-to-follow set of writing principles. For example, use active verbs whenever possible, favour concrete language over vague abstractions, avoid long strings of prepositional phrases, employ adjectives and adverbs only when they contribute something new to the meaning of a sentence and reduce your dependence on the waste words: 'it', 'this', 'that' and 'there'. The author also shows these rules in action through examples from famous authors such as Shakespeare and Emily Dickinson. The book includes a test to help you assess your own writing and get advice on problem areas.

**Mobile DevOps Playbook** Moataz Nabil,2023-09-28 Learn to use mobile DevOps for faster, more efficient mobile development by uncovering the secrets of mobile application development lifecycle Key Features Discover best practices and mobile DevOps tools for test automation, app releases, performance optimization, security, error tracking, and more Enhance efficiency, speed, and quality of your development process with mobile DevOps Explore mobile DevOps components like continuous integration, testing, deployment, and monitoring Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionTo build mobile apps, you need to understand mobile-first features, tools, and processes that help you build, test, and release robust apps faster and more efficiently. The multitude of challenges stemming from mobile development's inherent complexities, including native iOS and Android app creation, cross-platform frameworks, and the implementation of scalable architectures within extensive teams, collectively contribute to a substantial number of obstacles that can significantly prolong the release process. This book will help you understand and implement the best practices of mobile DevOps for continuous integration, testing, delivery, deployment, and monitoring. You'll explore different challenges faced by developers due to varied OSs, the unforgiving nature of mobile applications, and continuous updates to mobile phones and learn how to maneuver through these challenges. You'll also get to grips with the latest trends while discovering the potential future of mobile DevOps, with valuable insights and guidance about integrating mobile development teams into your organization. By the end of this book, you'll be well-equipped to successfully implement mobile DevOps and build fast, qualitative, and efficient mobile apps for your team or organization.What you will learn Discover the principles, components, and concepts of mobile DevOps Develop a successful mobile CI/CD strategy in your organization Identify the tools and processes for mobile app release and distribution Develop and release mobile applications efficiently and reliably Implement continuous testing with mobile DevOps Leverage Mobile DevSecOps to improve security, efficiency of your

Mobile app development process Understand how Platform Engineering and IDP Teams can improve Developer Productivity in Mobile DevOps Identify and fix problems with mobile application performance and data usage Who this book is for This book is for DevOps engineers looking to learn more about mobile DevOps to build effective processes for releasing mobile apps quickly and frequently. It's also an excellent resource for mobile developers, mobile release managers, mobile architects, mobile platform engineers, and QA engineers, involved in mobile app development. Familiarity with DevOps and mobile app challenges related to testing, releasing, and monitoring especially at scale is a prerequisite.

*App Quality* Jason Joseph Arbon, 2014-05-22 “App Quality: Secrets for Agile App Teams” gives agile and lean app teams an edge in building well-received apps, and accelerates them on the way to 5-stars. The book is written for app developers, testers and product managers. The book uses real world examples and data-driven techniques that any app team can apply to their designs, code, agile sprints, and product planning. “App Quality” gives your app team access to the best practices and hard-earned lessons from analyzing hundreds of millions of app store reviews, thousands of app testers testing hundreds of top apps, and conversations with top app teams. Included: Top 10 App Quality Monsters Top 10 Quality Attributes Tips for Developers, Testers, and Product Managers The book is aimed at both “Agile” and “Lean” app teams. The book is focused on analytics and practical, real-world examples of quality issues, and practical solutions to those quality issues. Whether the team is just starting to plan their next great app, or improving an existing one, following the recommendations and system outlined in this book will help get your app to 5 stars. “App Quality” walks through the Top 10 App Quality Monsters. These are the top sources of quality issues in today's modern apps: App Deployment and Distribution, Device State and Fragmentation, Users, Real World, Reviews, Metrics, Competition, Security and Privacy, User Interface, and Agile Mobile Teams themselves. Each quality monster is described in detail, with specific best practices and tips for Developers, Testers, and Product Managers. The book also describes the “Top 10 Quality Attributes”, learned from app store review analysis and app testing: Content, Elegance, Interoperability, Performance, Pricing, Privacy, Satisfaction, Security, Stability, and Usability. Each quality attribute is described in detail, with real world app examples, with specific best practices and tips Developers, Testers, and Product Managers and pointers to tools and services to improve app quality. Prepare for a deep dive on app store reviews. Deep analytics of what types of feedback people are leaving in the apps store reviews, by type, by frequency, per-category, etc. The book outlines ways to leverage this data to build a higher quality app, improve star ratings, and make users happier. Some myths about Agile for app teams are also debunked. Techniques for leveraging app store reviews for competitive analysis are also described in detail. App store reviews are critical to building a high quality app that is also perceived as high quality. Putting it all together, the book then walks through an example of applying all these great tips, best practices, and data, to a real-world app. See how an expert applies these techniques to a real world app, and see how it can easily apply to your app. See the impact on test planning, development practices, and product prioritization. Armed with the latest best practices, tips, and data-driven quality analysis, app teams can build solid apps with minimal effort and time. The secrets in “App Quality” gives agile and lean teams an edge in building well-received apps, and accelerate them on the way to 5-stars.

**Testing iOS Apps with HadoopUnit** Scott Tilley, Krissada Dechokul, 2022-05-31 Smartphone users have come to expect high-quality apps. This has increased the importance of software testing in mobile software development. Unfortunately, testing apps—particularly the GUI—can be very time-consuming. Exercising every user interface element and verifying transitions between different views of the app under test quickly becomes problematic. For example, execution of iOS GUI test suites using Apple's UI Automation framework can take an hour or more if the app's interface is complicated. The longer it takes to run a test, the less frequently the test can be run, which in turn reduces software quality. This book describes how to accelerate the testing process for iOS apps using HadoopUnit, a distributed test execution environment that leverages the parallelism inherent in the Hadoop platform. HadoopUnit was previously used to run unit and system tests in the cloud. It has been modified to perform GUI testing of iOS apps on a small-scale cluster—a modest computing infrastructure available to almost every developer. Experimental results have shown that distributed test execution with HadoopUnit can significantly outperform the test execution on a single machine, even if the size of the cluster used for the execution is as small as two nodes. This means that the approach described in this book could be adopted without a huge investment in IT resources. HadoopUnit is a cost-effective solution for reducing lengthy test execution times of system-level GUI testing of iOS apps.

*Learning Android Application Testing* Paul Blundell, Diego Torres Milano, 2015-03-26 If you are an Android developer looking to test your applications or optimize your application development process, then this book is for you. No previous experience in application testing is required.

**Android Testing Made Easy** Marc Daniel Registre, Code defects and failures can occur at any stage during the software development cycle. Software engineers test their code logic to identify defects, to reduce flaws and increase the overall quality of the application before the client or the public begins to use the product. Everything that is produced or created needs to be tested. Thoroughly tested software ensures reliability, quality and high-performance of the software operation. This book is broken down into three categories: small, medium and large testing. Small testing focuses on Unit Testing and Mockito, Medium testing focuses on Robolectric + androidx, and lastly, Large testing which focuses on Espresso + androidx.

**CogAT Practice Test (Grade 2)** Bright Minds Publishing, 2013-01-01 This book is a great resource for students who are planning to appear for the CogAT test for getting into Grade 2 (i.e. current 1st grade students). This book also includes useful tips for preparing for the CogAT test. This book has one full length test similar in format to the actual test that will be administered in the CogAT Test. This test has been authored by experienced professional, verified by educators and administered to students who planned on appearing for the CogAT test. This book has 9 sections as listed below Section 1: Picture Analogies Section 2: Sentence Completion Section 3: Picture Classification Section 4: Number Analogies Section 5: Number Puzzles Section 6: Number Series Section 7: Figure Matrices Section 8: Paper Folding Section 9: Figure Classification We have responded to feedback from our customers. The book now includes additional challenging problems that your child can solve to prepare for the test. The book also includes explanation all 9 sections and the bonus problems in this book.

**Test-Driven iOS Development** Graham Lee, 2012-04-12 As iOS apps become increasingly complex and business-critical, iOS developers must ensure consistently superior code quality. This means adopting best practices for creating and testing iOS apps. Test-Driven Development (TDD) is one of the most powerful of these best practices. Test-Driven iOS Development is the first book 100% focused on helping you successfully implement TDD and unit testing in an iOS environment. Long-time iOS/Mac developer Graham Lee helps you rapidly integrate TDD into your existing processes using Apple's Xcode 4 and the OCUit unit testing framework. He guides you through constructing an entire Objective-C iOS app in a test-driven manner, from initial specification to functional product. Lee also introduces powerful patterns for applying TDD in iOS development, and previews powerful automated testing capabilities that will soon arrive on the iOS platform. Coverage includes Understanding the purpose, benefits, and costs of unit testing in iOS environments Mastering the principles of TDD, and applying them in areas from app design to refactoring Writing usable, readable, and repeatable iOS unit tests Using OCUit to set up your Xcode project for TDD Using domain analysis to identify the classes and interactions your app needs, and designing it accordingly Considering third-party tools for iOS unit testing Building networking code in a test-driven manner Automating testing of view controller code that interacts with users Designing to interfaces, not implementations Testing

concurrent code that typically runs in the background Applying TDD to existing apps Preparing for Behavior Driven Development (BDD) The only iOS-specific guide to TDD and unit testing, Test-Driven iOS Development covers both essential concepts and practical implementation.

Test-Driven iOS Development with Swift Dr. Dominik Hauser,2016-02-22 Create fully-featured and highly functional iOS apps by writing tests first About This Book Learn test-driven principles to help you build apps with fewer bugs and better designs Become more efficient while working with Swift to move on to your next project faster! Learn how to incorporate all of the principles of test-driven development (TDD) in to your daily programming workflow Who This Book Is For If debugging iOS apps is a nerve-racking task for you and you are looking for a fix, this book is for you. What You Will Learn Implement TDD in swift application development/span Get to know the fundamentals, life cycle, and benefits of TDD/span Explore the tools and frameworks to effectively use TDD/span Develop models and controllers driven by tests/span Construct the network layer using stubs/span Use functional tests to ensure the app works as planned/span Automate and streamline the building, analysing, testing, and archiving of your iOS apps In Detail Test-driven development (TDD) is a proven way to find software bugs early. Writing tests before your code improves the structure and maintainability of your app. Test-driven iOS Development with Swift will help you understand the process of TDD and how it impacts your applications written in Swift. Through practical, real-world examples, you'll start seeing how to implement TDD in context. We will begin with an overview of your TDD workflow and then deep-dive into unit testing concepts and code cycles. We will showcase the workings of functional tests, which will help you improve the user interface. Finally, you will learn about automating deployments and continuous integration to run an environment. Style and approach This is an easy-to-follow example-driven tutorial, packed with lots of tips and tricks that explore TDD bit-by-bit in the process of making an iOS application.

Testing Angular Applications Corinna Cohn,Michael Giambalvo,Jesse Palmer,Craig Nishina,2018-11-07 Summary Testing Angular Applications is an example-rich, hands-on guide that gives you the real-world techniques you need to thoroughly test all parts of your Angular applications. By the end of this book, you'll be able to confidently write unit and end-to-end tests for Angular applications in TypeScript. Foreword by Brad Green, Google. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Don't leave the success of your mission-critical Angular apps to chance. Proper testing improves code quality, reduces maintenance costs, and rewards you with happy users. New tools and best practices can streamline and automate all aspects of testing web apps, both in development and in production. This book gets you started. About the Book Testing Angular Applications teaches you how to make testing an essential part of your development and production processes. You'll start by setting up a simple unit testing system as you learn the fundamental practices. Then, you'll fine-tune it as you discover the best tests for Angular components, directives, pipes, services, and routing. Finally, you'll explore end-to-end testing, mastering the Protractor framework, and inserting Angular apps into your continuous integration pipeline. What's inside Getting to know TypeScript Writing and debugging unit tests Writing and debugging end-to-end tests with Protractor Building continuous integration for your entire test suite About the Reader This book is for readers with intermediate JavaScript skills. About the Author Jesse Palmer is a senior engineering manager at Handshake. Corinna Cohn is a single-page web application specialist. Mike Giambalvo and Craig Nishina are engineers at Google. Table of Contents Introduction to testing Angular applicationsPART 1 - Unit testing Creating your first tests Testing components Testing directives Testing pipes Testing services Testing the router PART 2 - End-to-end testing Getting started with Protractor Understanding timeouts Advanced Protractor topics PART 3 - Continuous integration Continuous integration Appendix A - Setting up the sample project Appendix B - Additional resources

Simplify Testing with React Testing Library Scottie Crump,2021-05-14 A fast-paced, practical guide to helping you leverage React Testing Library to test the DOM output of components Key FeaturesGet to grips with React Testing Library and create tests that don't break with changes in implementationLearn how to put RTL into practice by implementing it in real-world scenariosTest apps to be more accessible and ensure your tests will work with actual DOM nodesBook Description React Testing Library (RTL) is a lightweight and easy-to-use tool for testing the document object model (DOM) output of components. This book will show you how to use this modern, user-friendly tool to test React components, reducing the risk that your application will not work as expected in production. The book demonstrates code snippets that will allow you to implement RTL easily, helping you to understand the guiding principles of the DOM Testing Library to write tests from the perspective of the user. You'll explore the advantages of testing components from the perspective of individuals who will actually use your components, and use test-driven development (TDD) to drive the process of writing tests. As you advance, you'll discover how to add RTL to React projects, test components using the Context API, and also learn how to write user interface (UI) end-to-end tests using the popular Cypress library. Throughout this book, you'll work with practical examples and useful explanations to be able to confidently create tests that don't break when changes are made. By the end of this React book, you will have learned all you need to be able to test React components confidently. What you will learnExplore React Testing Library and its use casesGet to grips with the RTL ecosystemApply jest-dom to enhance your tests using RTLGain the confidence you need to create tests that don't break with changes using RTLIntegrate Cucumber and Cypress into your test suiteUse TDD to drive the process of writing testsApply your existing React knowledge for using RTLWho this book is for This book is for software engineers, quality engineers and React developers who want to learn about modern practices used for testing React components using the latest testing tool, RTL. Basic knowledge of React development is required to get the most out of this book.

The Definitive Guide to Grails Graeme Rocher,Jeff Scott Brown,2009-02-19 The rise of Ruby on Rails has signified a huge shift in how we build web applications today; it is a fantastic framework with a growing community. There is, however, space for another such framework that integrates seamlessly with Java. Thousands of companies have invested in Java, and these same companies are losing out on the benefits of a Rails-like framework. Enter Grails. Grails is not just a Rails clone. It aims to provide a Rails-like environment that is more familiar to Java developers and employs idioms that Java developers are comfortable using, making the adjustment in mentality to a dynamic framework less of a jump. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web.

**Mastering React Test-Driven Development** Daniel Irvine,Justin Searls,2022-09-30 Learn test-driven and behavior-driven development techniques that will give you greater confidence when building React applications Key FeaturesExplore the TDD process, how it works, and why it will help you write maintainable React appsDevelop a component testing framework from scratch, which will help you understand the mechanics of good unit

testingReduce complexity by using unit tests and end-to-end acceptance tests to drive the design of your appsBook Description Test-driven development (TDD) is a programming workflow that helps you build your apps by specifying behavior as automated tests. The TDD workflow future-proofs apps so that they can be modified without fear of breaking existing functionality. Another benefit of TDD is that it helps software development teams communicate their intentions more clearly, by way of test specifications. This book teaches you how to apply TDD when building React apps. You'll create a sample app using the same React libraries and tools that professional React developers use, such as Jest, React Router, Redux, Relay (GraphQL), Cucumber, and Puppeteer. The TDD workflow is supported by various testing techniques and patterns, which are useful even if you're not following the TDD process. This book covers these techniques by walking you through the creation of a component test framework. You'll learn automated testing theory which will help you work with any of the test libraries that are in standard usage today, such as React Testing Library. This second edition has been revised with a stronger focus on concise code examples and has been fully updated for React 18. By the end of this TDD book, you'll be able to use React, Redux, and GraphQL to develop robust web apps. What you will learnBuild test-driven applications using React 18 and JestUnderstand techniques and patterns for writing great automated testsUse test doubles and mocks effectivelyTest-drive browser APIs, including the Fetch API and the WebSocket APIIntegrate with libraries such as React Router, Redux, and Relay (GraphQL)Use Cucumber.js and Puppeteer to build Behaviour- Driven Development (BDD) style tests for your applicationsBuild and test async Redux code using redux-saga and expect-reduxWho this book is for This book is for frontend developers who are looking to improve their testing practices and increase the quality and maintainability of their applications. To make the most of this book, you'll need knowledge of the JavaScript programming language.

**Backbone.js Testing** Ryan Roemer,2013-01-01 This book is packed with the step by step tutorial and instructions in recipe format helping you setup test infrastructure and gradually advance your skills to plan, develop, and test your backbone applications.If you are a JavaScript developer looking for recipes to create and implement test support for your backbone application, then this book is ideal for you.

**Android Espresso Revealed** Denys Zelenchuk,2019-03-01 Write Android user interface (UI) tests using Google Espresso for Android. You'll cover all the major topics of writing functional UI automated tests using the Espresso testing framework, including different ways of running automated tests, architecting test projects in an easy and maintainable way, and using tools which help to implement automated tests with less effort. Android Espresso Revealed explains the basics of using Espresso to write automated UI tests, and how to customize the framework for advanced functionality. The author provides examples in both Java and Kotlin, and includes dealing with network operations in UI tests, testing application accessibility, implementing supervised monkey tests, and more. What You Will LearnWrite Espresso tests with both Kotlin and Java including test project migration from Java to Kotlin Test web views inside the application under test Use Espresso to set up test devices or emulators to minimize test flakiness and run tests in Firebase Test LabVerify and stub intents with Espresso-IntentsMove test projects to AndroidX Test notifications or operate on third-party apps during Espresso test execution Apply different test architecture approaches to the test project to reduce maintenance effort Implement supervised monkey tests using Espresso and UIAutomator Who This Book Is ForEngineers with experience of Android test automation will benefit from this book

Testing Vue.js Applications Edd Yerburgh,2018-12-07 Summary Testing Vue.js Applications is a comprehensive guide to testing Vue components, methods, events, and output. Author Edd Yerburgh, creator of the Vue testing utility, explains the best testing practices in Vue along with an evergreen methodology that applies to any web dev process. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Web developers who use the Vue framework love its reliability, speed, small footprint, and versatility. Vue's component-based approach and use of DOM methods require you to adapt your app-testing practices. Learning Vue-specific testing tools and strategies will ensure your apps run like they should. About the Book With Testing Vue.js Applications, you'll discover effective testing methods for Vue applications. You'll enjoy author Edd Yerburgh's engaging style and fun real-world examples as you learn to use the Jest framework to run tests for a Hacker News application built with Vue, Vuex, and Vue Router. This comprehensive guide teaches the best testing practices in Vue along with an evergreen methodology that applies to any web dev process. What's inside Unit tests, snapshot tests, and end-to-end tests Writing unit tests for Vue components Writing tests for Vue mixins, Vuex, and Vue Router Advanced testing techniques, like mocking About the Reader Written for Vue developers at any level. About the Author Edd Yerburgh is a JavaScript developer and Vue core team member. He's the main author of the Vue Test Utils library and is passionate about open source tooling for testing component-based applications. Table of Contents Introduction to testing Vue applications Creating your first test Testing rendered component output Testing component methods Testing events Understanding Vuex Testing Vuex Organizing tests with factory functions Understanding Vue Router Testing Vue Router Testing mixins and filters Writing snapshot tests Testing server-side rendering Writing end-to-end tests APPENDIXES A - Setting up your environment B - Running the production build C - Exercise answers

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