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Autore	Irvine Daniel
Titolo	Build Your Own Test Framework : A Practical Guide to Writing Better Automated Tests / / by Daniel Irvine
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ISBN	1-4842-9247-2
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Descrizione fisica	1 online resource (280 pages)
Disciplina	005.14
Soggetti	Computer programs - Testing Software engineering Programming languages (Electronic computers) Software Testing Software Engineering Programming Language
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Note generali	Includes index.
Nota di contenuto	Chapter 1: Creating an NPM Package of My Very Own -- Chapter 2: Building it to Define a Test -- Chapter 3: Grouping Tests with Describe -- Chapter 4: Promoting Conciseness with BeforeEach and AfterEach -- Chapter 5: Improving Legibility with Expect -- Chapter 6: Formatting Expectation Errors -- Chapter 7. Automatically Discovering Test Files -- Chapter 8: Focusing on Tests with It.Only and Describe.Only -- Chapter 9: Supporting Asynchronous Tests -- Chapter 10: Reporting -- Chapter 11: Sharing Behavior with it.BehavesLike -- Chapter 12: Tagging Tests -- Chapter 13 : Skipping Tests -- Chapter 14 : Randomizing Tests -- Chapter 15. Understanding test doubles -- Chapter 16. Module Mocks.
Sommario/riassunto	Learn to write better automated tests that will dramatically increase your productivity and have fun while doing so. This book is a build-your-own adventure designed for individual reading and for collaborative workshops. You will build an xUnit automated test framework using JavaScript: initially a clone of Jest, but adding a couple of neat features borrowed from RSpec, the genre-defining tool for behavior-driven development (BDD). Along the way, you will explore

the philosophy behind automated testing best practices. The automated test runner is one of the most important innovations within software engineering. But for many programmers, automated testing remains a mystery, and knowing how to write good tests is akin to sorcery. As the chapters of this book unfold, you will see how the humble test runner is an elegant and simple piece of software. Each chapter picks a single feature to build, like the "it" function or the "beforeEach" block. It picks apart the theory of why the feature needs to exist, and how to use it effectively in your own test suites. Every chapter ends with a set of ideas for extension points should you wish to explore further, alone or in groups. The book culminates in an implementation of test doubles and mocks—one of the most difficult and misunderstood concepts within automated testing. By the end of the book, you will have gained a solid understanding of automated testing principles that you can immediately apply to your work projects. You will: Build an xUnit automated test framework See how an automated test runner works Understand the best practices for automated unit testing Effectively use test doubles and mocks.