

## Arvados - Story #15334

### [Workbench2] Unit testing

06/05/2019 05:36 PM - Eric Biagiotti

<b>Status:</b> New	<b>Start date:</b>
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assigned To:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> Arvados Future Sprints	
<b>Description</b> Review <a href="https://dev.arvados.org/projects/arvados/wiki/Hacking_Workbench2">https://dev.arvados.org/projects/arvados/wiki/Hacking_Workbench2</a> to get a better understanding of how WB2 is structured.	
<b>Reducers</b> Reducers are responsible for transitioning between states. These are straight forward to test. Start with an initial state, call the reducer with an action, and evaluate the resulting state.	
<b>Action creators and services</b> These are the components that invoke actions to change state and interact with outside resources (Axios, localstorage, etc). Need more research to figure out how to test these properly. Do we use the actual store, or mock it? Do we have to mock the entire service repository?	
<b>React UI Components</b> React components only rely on their connected props/state, which make them relatively easy to test using something like <a href="#">Enzyme</a> . Consider snapshot testing for components that don't change often.  Resources: <a href="https://redux.js.org/recipes/writing-tests">https://redux.js.org/recipes/writing-tests</a> , <a href="https://willowtreeapps.com/ideas/best-practices-for-unit-testing-with-a-react-redux-approach">https://willowtreeapps.com/ideas/best-practices-for-unit-testing-with-a-react-redux-approach</a>	
<b>Related issues:</b>	
Related to Arvados - Story #15333: [Epic] Workbench2 has reached feature pari...	<b>New</b>
Blocks Arvados - Story #15581: [Workbench2] Improve error handling and reporting	<b>New</b>

### History

#### #1 - 06/05/2019 05:37 PM - Eric Biagiotti

- Related to Story #15333: [Epic] Workbench2 has reached feature parity with Workbench, so that that latter can be deprecated added

#### #2 - 06/05/2019 06:12 PM - Eric Biagiotti

- Subject changed from Workbench 2 unit testing to [Workbench2] Unit testing

#### #3 - 07/31/2019 02:59 PM - Tom Morris

- Target version set to To Be Groomed

#### #4 - 08/21/2019 01:59 PM - Tom Morris

- Story points set to 2.0

- Target version changed from To Be Groomed to Arvados Future Sprints

#### #5 - 09/04/2019 02:09 PM - Tom Morris

- Blocks Story #15581: [Workbench2] Improve error handling and reporting added