



Testing React Native apps with React Native Testing Library

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Outline

1. Cover the What, Why, and How of React Native testing
 - a. Define some key terms
 - b. Explain why testing matters
 - c. Describe the methods and tools we'll be using
2. Write some tests
 - a. Unit test for an individual component
 - b. Integration test for an app screen



What are unit tests?

- Test an individual “unit” of your code
- Means different things depending on who you ask and what type of software you’re writing
- For us, it will mean testing an individual component



What are integration tests?

- Testing how multiple units “integrate” together in a larger context
- In our case, we’ll be looking at how multiple components integrate into a screen to provide a UX flow
- These more closely reflect how software is actually used



Why should we write tests to begin with?

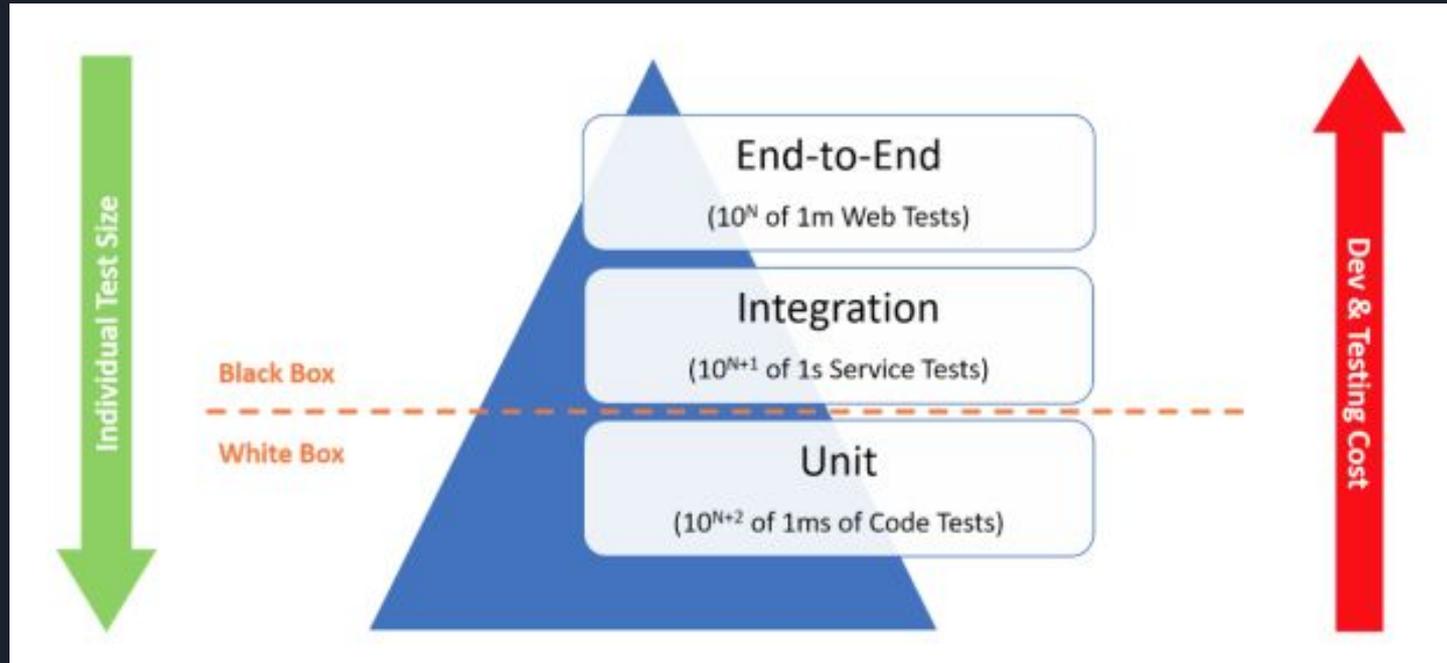
- It comes down to one thing:
 - 💪 Confidence 💪
 - ...that we won't have regressions
 - ...that our users will have the experience we intend for them



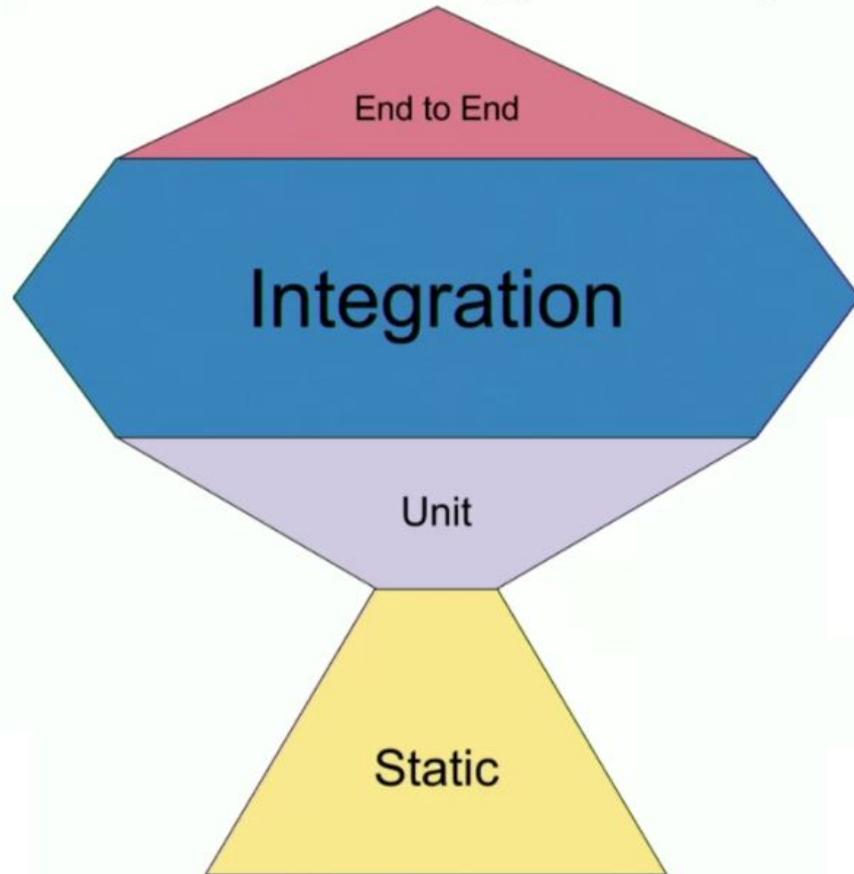
How do we know what to test?

- I had no substantial experience writing tests
- Kent C. Dodds is considered a thought leader in React and JavaScript testing
 - Avoid testing implementation details
 - Test things that the user is aware of

Traditional Testing Pyramids



The Testing Trophy





Which tools should we use?

- React Native Testing Library
 - Inspired by [React Testing Library](#)
 - Lends itself very well to the KCD methodology
 - Is a wrapper around [React Test Renderer](#), part of the core React Project
 - Is pretty much guaranteed to be maintained alongside React
 - Requires no DOM
 - Installation is a breeze