

#### DrupalCamp Bristol 2015







# Automated front end regression testing and build pipes



#### Wat?

A poorly titled talk by Mike Dixon of ComputerMinds.

A walk through our "build pipe".

Our approach to automated regression and visual testing.





#### **Shameless plug - ComputerMinds**





## Build pipe - sounds cool - but why?

Builds are becoming increasingly complex.

Clean deployment becoming much more important.

Cannot rely on clients. (sorry clients)

How is Sass compiled and managed.



## Lets go - the build pipe.

Everything run through Jenkins.

Build job which executes on push to the project repo.

Job executes and the fully built site is then pushed into the "Full" repo.









#### It all starts with a make file

includes[stub] = "%PATH\_TO\_BUILD%/stub.make"
projects[spire\_profile][download][branch] = "%BRANCH%"
projects[spire\_profile][download][revision] = "%REVISION%"

The variables are replaced with parameters from the build job.



#### The stub make

core = 7.x

api = 2

```
projects[drupal][type] = core
projects[drupal][version] = 7.35
projects[drupal][patch][] = XXX
```

```
projects[yyy][type] = profile
projects[yyy][download][type] = git
projects[yyy][download][url] = git@github.com:computerminds/yyy.git
projects[yyy][download][branch] = ZZZ
```



### The project repo



The project repo contains JUST the profile.

Includes custom modules and themes.

The project make file is used to fetch contrib modules and apply any patches.

The stub make file will fetch and run the project make.



A little bit of special sauce to:

Get the commit messages from the project repo and push into the full repo.

Allow files to be added at the Drupal root level.





Sass is compiled into CSS and committed into the full repo.

Grunt tasks run to do any Javascript monkeying.

Any other preprocessing?





#### **Subliminal advert**





#### The end result

We end up with a github repo containing a complete Drupal website, which can be deployed very simply with no complex dependencies.





### **Going forward**

Composer FTW.





#### **Regression testing**

Many developers making many changes.

Much code and Sass re-use.

Many configurations and options.

Not all options used all the time.



## Time for more jenkins

Jenkins job triggered by the build pipe.

Run for specific branches.

Needs a deploy first, so we have something to test.





### What are we testing

- 1. Code unit tests how useful are these for a typical web project?
- 2. Functionality using headless browser to perform actions and check the response.
- 3. Visual using a headless browser to perform actions and check the visual output.





Scripting to control phantom and slimer.

Many buzzwords.

Create tests using coffee script. Option to create screenshots.

Target specific selectors.



#### An example test

casper.start "#{site}#{page}"
selector = ".tile-type-media"

test.assertExists selector, "The selector '#{selector}' exists"

phantomcss.screenshot selector, "#{tile name}-#{test name}-D"

Very simple test - will just grab a screenshot of a specific selector.



#### **Managing tests**

The tests and the 'baseline' are stored in git.

Tests and baseline need maintaining.

Tests and baseline specific to a branch.

The process is only as good as the tests.



#### The output

Failed tests highlighted in Jenkins.

Email sent to the team.

Big red notification in hipchat.



Abuse and ridicule for the dev - sent to bed without dinner.

![](_page_20_Picture_6.jpeg)

#### Visual comparison

It's relatively easy to automate the spotting of differences.

It's harder to see what those differences actually are, and what needs to be done to fix them.

We built Jeff.

![](_page_21_Picture_4.jpeg)

![](_page_22_Figure_0.jpeg)

#### Jeff

#### ./screenshots/TABS-tile-accordion-M\_18.png

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![](_page_23_Picture_9.jpeg)

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#### What else is out there?

![](_page_24_Picture_1.jpeg)

Wraith - <u>https://github.com/BBC-News/wraith</u> Ghost inspector - <u>https://ghostinspector.com/</u> Applitools - <u>https://applitools.com/</u> Huxley - https://github.com/facebookarchive/huxley

Any more? Let us know @computerminds

![](_page_24_Picture_4.jpeg)

![](_page_25_Picture_0.jpeg)

Options to modify content - could be done simply using JS to squirt known text into markup.

UI for building the tests - then hand over to Danny D.

Make it easier to setup for new projects.

Create tickets in redmine.

![](_page_25_Picture_5.jpeg)

#### Questions

Ask now?

Ask later :

Tweet @computerminds

mike.dixon@computerminds.co.uk

or find me on Strava :)

Slide deck available - will tweet URL with #dcbristol

![](_page_26_Picture_7.jpeg)

Computer**Minds**