### What are BASIC Principles?

The evil test bastards are coming to increase the test complexity and grind you down. Fight back with the BASIC principles!

<table>
<thead>
<tr>
<th>Black-Box</th>
<th>Annotative</th>
<th>Single Door</th>
<th>Independent</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Test the outcome of the component, not the internals</td>
<td>Each test has a predictable and declarative structure</td>
<td>Each test check one action and one corresponding outcome</td>
<td>A test is a tiny universe that shares no state with others</td>
<td>Include within the test anything that is NECESSARY to understand the test intent</td>
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</tbody>
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- Test through REST or public API
- Strive for less mocking
- Use test doubles at the boundaries of your component
- A Test name should contain 3 repeatable parts
- Apply the AAA pattern
- Assertion should be checked in a declarative style
- Test contains no more than 7 statements
- Each test simulates ONE application action like a single function call
- Each test checks one outcome that corresponds to this call. For example - The modified app data, or the response
- Apply the minimum amount of assertions needed to prove that the outcome is successful
- A Test is a 7 statement long problem
- Avoid sharing objects or data with other tests
- A test should fail or succeed regardless of others - Don't assume a specific execution order
- Share code sparingly using small helpers
- The test outcome should be inferred easily
- Avoid placing meaningful information outside of the test
- Copy code if necessary
- Focus the test - Take non-meaningful info to an external helper or hook
- Use factories to craft long structures - Pass meaningful overrides as params

Visit my workshop at NodeConfRemote.com to learn more