Package ‘shinytest’

March 25, 2023

Title  Test Shiny Apps
Version  1.5.3
Description  For automated testing of Shiny applications, using a headless browser, driven through 'WebDriver'.
License  MIT + file LICENSE
URL  https://github.com/rstudio/shinytest
BugReports  https://github.com/rstudio/shinytest/issues
Imports  assertthat, callr (>= 2.0.3), crayon, debugme, digest, htmlwidgets, httpuv, httr, jsonlite, parsedate, pingr, R6, rematch, rlang, rstudioapi (>= 0.8.0.9002), shiny (>= 1.3.2), testthat (>= 1.0.0), utils, webdriver (>= 1.0.6), withr
Suggests  flexdashboard, globals, rmarkdown
Encoding  UTF-8
RoxygenNote  7.1.2
SystemRequirements  PhantomJS (http://phantomjs.org/)
NeedsCompilation  no
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dependenciesInstalled  Checks for/installs dependencies

Description

dependenciesInstalled() that all the required system dependency, PhantomJS, is installed, and installDependencies() installs it if needed. For more information about where PhantomJS will be installed see webdriver::install_phantomjs.

Usage

dependenciesInstalled()

installDependencies()

Value

TRUE when all dependencies are fulfilled; otherwise, FALSE.

expect_pass  Expectation: testApp() passes snapshot tests

Description

This returns an testthat expectation object.

Usage

expect_pass(object, info = NULL)

Arguments

object The results returned by testApp().

info Extra information to be included in the message (useful when writing tests in loops).
migrateShinytestDir

Examples

```r
## Not run:
expect_pass(testApp("path/to/app/"))
## End(Not run)
```

migrateShinytestDir  Migrate legacy shinytest files to new test directory structure

Description

This function migrates the old-style directory structure used by shinytest (versions 1.3.1 and below) to new test directory structure used in shinytest 1.4.0 and above.

Usage

```r
migrateShinytestDir(appdir, dryrun = FALSE)
```

Arguments

- **appdir** A directory containing a Shiny application.
- **dryrun** If TRUE, print out the changes that would be made, but don’t actually do them.

Details

Before shinytest 1.4.0, the shinytest scripts and results were put in a subdirectory of the application named tests/. As of shinytest 1.4.0, the tests are put in tests/shinytest/, so that it works with the runTests() function shiny package (added in shiny 1.5.0).

With shinytest 1.3.1 and below, the tests/ subdirectory of the application was used specifically for shinytest, and could not be used for other types of tests. So the directory structure would look like this:

```
appdir/
  `--tests
     `--mytest.R
```

In Shiny 1.5.0, the shiny::runTests() function was added, and it will run test scripts tests/ subdirectory of the application. This makes it possible to use other testing systems in addition to shinytest. shinytest 1.4.0 is designed to work with this new directory structure. The directory structure looks something like this:

```
appdir/
  `--R
  `--tests
     `--shinytest.R
     `--shinytest
       `--mytest.R
```
This allows for tests using the `shinytest` package as well as other testing tools, such as the `shiny::testServer()` function, which can be used for testing module and server logic, and for unit tests of functions in an R/ subdirectory.

In `shinytest` 1.4.0 and above, it defaults to creating the new directory structure.

---

### osName

*Get the name of the OS*

**Description**

Returns the name of the current OS. This can be useful for the suffix when running `testApp()`.

**Usage**

```r
osName()
```

---

### recordTest

*Launch test event recorder for a Shiny app*

**Description**

Launch test event recorder for a Shiny app

**Usage**

```r
recordTest(
  app = ".",
  save_dir = NULL,
  load_mode = FALSE,
  seed = NULL,
  loadTimeout = 10000,
  debug = "shiny_console",
  shinyOptions = list()
)
```
ShinyDriver

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>app</td>
<td>A ShinyDriver() object, or path to a Shiny application.</td>
</tr>
<tr>
<td>save_dir</td>
<td>A directory to save stuff.</td>
</tr>
<tr>
<td>load_mode</td>
<td>A boolean that determines whether or not the resulting test script should be appropriate for load testing.</td>
</tr>
<tr>
<td>seed</td>
<td>A random seed to set before running the app. This seed will also be used in the test script.</td>
</tr>
<tr>
<td>loadTimeout</td>
<td>Maximum time to wait for the Shiny application to load, in milliseconds. If a value is provided, it will be saved in the test script.</td>
</tr>
<tr>
<td>debug</td>
<td>start the underlying ShinyDriver() in debug mode and print those debug logs to the R console once recording is finished. The default, 'shiny_console', captures and prints R console output from the recorded R shiny process. Any value that the debug argument in ShinyDriver() accepts may be used (e.g., 'none' may be used to completely suppress the driver logs).</td>
</tr>
<tr>
<td>shinyOptions</td>
<td>A list of options to pass to runApp(). If a value is provided, it will be saved in the test script.</td>
</tr>
</tbody>
</table>

ShinyDriver  
Remote control a Shiny app running in a headless browser

Description

This class starts a Shiny app in a new R session, along with a phantom.js headless browser that can be used to simulate user actions. This provides a full simulation of a Shiny app so that you can test user interactions with a live app.

Methods

Public methods:

- ShinyDriver$new()
- ShinyDriver$finalize()
- ShinyDriver$stop()
- ShinyDriver$getValue()
- ShinyDriver$setValue()
- ShinyDriver$click()
- ShinyDriver$getAllValues()
- ShinyDriver$sendKeys()
- ShinyDriver$setWindowSize()
- ShinyDriver$getWindowSize()
- ShinyDriver$getDebugLog()
- ShinyDriver$enableDebugLogMessages()
- ShinyDriver$logEvent()
• ShinyDriver$getEventLog()
• ShinyDriver$getUrl()
• ShinyDriver$getTitle()
• ShinyDriver$getSource()
• ShinyDriver$goBack()
• ShinyDriver$refresh()
• ShinyDriver$takeScreenshot()
• ShinyDriver$findElement()
• ShinyDriver$findElements()
• ShinyDriver$waitFor()
• ShinyDriver$waitForShiny()
• ShinyDriver$waitForValue()
• ShinyDriver$listWidgets()
• ShinyDriver$checkUniqueWidgetNames()
• ShinyDriver$executeScript()
• ShinyDriver$executeScriptAsync()
• ShinyDriver$findWidget()
• ShinyDriver$expectUpdate()
• ShinyDriver$setInputs()
• ShinyDriver$uploadFile()
• ShinyDriver$snapshotInit()
• ShinyDriver$snapshot()
• ShinyDriver$snapshotCompare()
• ShinyDriver$snapshotDownload()
• ShinyDriver$getAppDir()
• ShinyDriver$getAppFilename()
• ShinyDriver$getTestsDir()
• ShinyDriver$getRelativePathToApp()
• ShinyDriver$getSnapshotDir()
• ShinyDriver$setRmd()
• ShinyDriver$clone()

Method new():

Usage:
ShinyDriver$new(
  path = ".",
  loadTimeout = NULL,
  checkNames = TRUE,
  debug = c("none", "all", shinytest::ShinyDriver$debugLogTypes),
  phantomTimeout = 5000,
  seed = NULL,
  cleanLogs = TRUE,
  shinyOptions = list(),
  renderArgs = NULL,
```r
options = list()
)

Arguments:

path  Path to a directory containing a Shiny app, i.e. a single app.R file or a server.R-ui.R pair.
loadTimeout  How long to wait for the app to load, in ms. This includes the time to start R.
Defaults to 5s when running locally and 10s when running on CI.
checkNames  Check if widget names are unique?
debug  Start the app in debugging mode? In debugging mode debug messages are printed to the console.
phantomTimeout  How long to wait when connecting to phantomJS process, in ms
seed  An optional random seed to use before starting the application. For apps that use R's random number generator, this can make their behavior repeatable.
cleanLogs  Whether to remove the stdout and stderr logs when the Shiny process object is garbage collected.
shinyOptions  A list of options to pass to shiny::runApp().
renderArgs  Passed to rmarkdown::run() for interactive .Rmds.
options  A list of base::options() to set in the driver's child process.

Method finalize(): Stop app and clean up logs.
Usage:
ShinyDriver$finalize()

Method stop(): Stop the app, the terminate external R process that runs the app and the phantomjs instance.
Usage:
ShinyDriver$stop()

Method getValue(): Finds a widget and queries its value. See the getValue() method of Widget for more details.
Usage:
ShinyDriver$getValue(name, iotype = c("auto", "input", "output"))
Arguments:
name  Name of a shiny widget.
iotype  Type of the Shiny widget. Usually shinytest finds the widgets by their name, so this is only needed if you use the same name for an input and output widget.

Method setValue(): Finds a widget and sets its value. It's a shortcut for findElement() plus setValue(); see the Widget documentation for more details.
Usage:
ShinyDriver$setValue(name, value, iotype = c("auto", "input", "output"))
Arguments:
name  Name of a shiny widget.
value  New value.
```
iotype  Type of the Shiny widget. Usually shinytest finds the widgets by their name, so this is only needed if you use the same name for an input and output widget.

**Returns:** Self, invisibly.

**Method** `click()`: Find a widget and click it. It's a shortcut for `findElement()` plus `click()`. See the **Widget** documentation for more details.

**Usage:**
`ShinyDriver$click(name, iotype = c("auto", "input", "output"))`

**Arguments:**
- `name` Name of a shiny widget.
- `iotype` Type of the Shiny widget. Usually shinytest finds the widgets by their name, so this is only needed if you use the same name for an input and output widget.

**Method** `getAllValues()`: Returns a named list of all inputs, outputs, and export values.

**Usage:**
`ShinyDriver$getAllValues(input = TRUE, output = TRUE, export = TRUE)`

**Arguments:**
- `input`, `output`, `export` Either TRUE to return all input/output/exported values, or a character vector of specific controls.

**Method** `sendKeys()`: Sends the specified keys to specific HTML element. Shortcut for `findWidget()` plus `sendKeys()`.

**Usage:**
`ShinyDriver$sendKeys(name, keys)`

**Arguments:**
- `name` Name of a shiny widget.
- `keys` Keys to send to the widget or the app. See `webdriver::key` for how to specific special keys.

**Returns:** Self, invisibly.

**Method** `setWindowSize()`: Sets size of the browser window.

**Usage:**
`ShinyDriver$setWindowSize(width, height)`

**Arguments:**
- `width`, `height` Height and width of browser, in pixels.

**Returns:** Self, invisibly.

**Method** `getWindowSize()`: Get current size of the browser window, as list of integer scalars named width and height.

**Usage:**
`ShinyDriver$getWindowSize()`

**Method** `getDebugLog()`: Query one or more of the debug logs.

**Usage:**
ShinyDriver\$getDebugLog(type = c("all", ShinyDriver\$debugLogTypes))
Arguments:
type  Log type: "all", "shiny_console", "browser", or "shinytest".

**Method** enableDebugLogMessages(): Enable/disable debugging messages
*Usage:*
ShinyDriver\$enableDebugLogMessages(enable = TRUE)
*Arguments:*
enable  New value.

**Method** logEvent(): Add event to log.
*Usage:*
ShinyDriver\$logEvent(event, ...)
*Arguments:*
event  Event name
...  Addition data to store for event

**Method** getEventLog(): Retrieve event log.
*Usage:*
ShinyDriver\$getEventLog()

**Method** getUrl(): Get current url
*Usage:*
ShinyDriver\$getUrl()

**Method** getTitle(): Get page title
*Usage:*
ShinyDriver\$getTitle()

**Method** getSource(): Get complete source of current page.
*Usage:*
ShinyDriver\$getSource()

**Method** goBack(): Return to previous page
*Usage:*
ShinyDriver\$goBack()
*Returns:*  Self, invisibly.

**Method** refresh(): Refresh the browser
*Usage:*
ShinyDriver\$refresh()
*Returns:*  Self, invisibly.
Method `takeScreenshot()`: Takes a screenshot of the current page and writes it to a PNG file or shows on current graphics device.

Usage:
ShinyDriver$takeScreenshot(file = NULL, id = NULL, parent = FALSE)

Arguments:
file File name to save the screenshot to. If NULL, then it will be shown on the R graphics device.
id If not-NULL, will take a screenshot of element with this id.
parent If TRUE, will take screenshot of parent of id; this is useful if you also want to capture the label attached to a Shiny control.

Returns: Self, invisibly.

Method `findElement()`: Find an HTML element on the page, using a CSS selector, XPath expression, or link text (for `<a>` tags). If multiple elements are matched, only the first is returned.

Usage:
ShinyDriver$findElement(
  css = NULL,
  linkText = NULL,
  partialLinkText = NULL,
  xpath = NULL
)

Arguments:
css CSS selector to find an HTML element.
linkText Find `<a>` HTML elements based on exact innerText
partialLinkText Find `<a>` HTML elements based on partial innerText
xpath Find HTML elements using XPath expressions.

Returns: A `webdriver::Element`.

Method `findElements()`: Find all elements matching CSS selection, xpath, or link text.

Usage:
ShinyDriver$findElements(
  css = NULL,
  linkText = NULL,
  partialLinkText = NULL,
  xpath = NULL
)

Arguments:
css CSS selector to find an HTML element.
linkText Find `<a>` HTML elements based on exact innerText
partialLinkText Find `<a>` HTML elements based on partial innerText
xpath Find HTML elements using XPath expressions.

Returns: A list of `webdriver::Elements`. 
Method `waitFor()`: Waits until a JavaScript expression evaluates to `true` or the timeout is exceeded.

Usage:
```r
ShinyDriver$waitFor(expr, checkInterval = 100, timeout = 3000)
```

Arguments:
- `expr` A string containing JavaScript code. Will wait until the condition returns `true`.
- `checkInterval` How often to check for the condition, in ms.
- `timeout` Amount of time to wait before giving up (milliseconds).

Returns: `TRUE` if expression evaluates to `true` without error, before timeout. Otherwise returns `NA`.

Method `waitForShiny()`: Waits until Shiny is not busy, i.e. the reactive graph has finished updating. This is useful, for example, if you’ve resized the window with `setWindowSize()` and want to make sure all plot redrawing is complete before take a screenshot.

Usage:
```r
ShinyDriver$waitForShiny()
```

Returns: `TRUE` if done before before timeout; `NA` otherwise.

Method `waitForValue()`: Waits until the input or output with name `name` is not one of ignored values, or the timeout is reached.

This function can be useful in helping determine if an application has initialized or finished processing a complex reactive situation.

Usage:
```r
ShinyDriver$waitForValue(
  name, 
  ignore = list(NULL, ""),
  iotype = c("input", "output", "export"),
  timeout = 10000,
  checkInterval = 400
)
```

Arguments:
- `name` Name of a shiny widget.
- `ignore` List of possible values to ignore when checking for updates.
- `iotype` Type of the Shiny widget. Usually `shinytest` finds the widgets by their name, so this is only needed if you use the same name for an input and output widget.
- `timeout` Amount of time to wait before giving up (milliseconds).
- `checkInterval` How often to check for the condition, in ms.

Method `listWidgets()`: Lists the names of all input and output widgets

Usage:
```r
ShinyDriver$listWidgets()
```

Returns: A list of two character vectors, named `input` and `output`.

Method `checkUniqueWidgetNames()`: Check if Shiny widget names are unique.
Usage:
ShinyDriver$checkUniqueWidgetNames()

Method executeScript(): Execute JS code

Usage:
ShinyDriver$executeScript(script, ...)

Arguments:
script JS to execute.
... Additional arguments to script.
Returns: Self, invisibly.

Method executeScriptAsync(): Execute JS code asynchronously.

Usage:
ShinyDriver$executeScriptAsync(script, ...)

Arguments:
script JS to execute.
... Additional arguments to script.
Returns: Self, invisibly.

Method findWidget(): Finds the a Shiny input or output control.

Usage:
ShinyDriver$findWidget(name, iotype = c("auto", "input", "output"))

Arguments:
name Name of a shiny widget.
iotype Type of the Shiny widget. Usually shinytest finds the widgets by their name, so this is only needed if you use the same name for an input and output widget.

Returns: A Widget.

Method expectUpdate(): It performs one or more update operations via the browser, then waits for the specified output(s) to update. The test succeeds if all specified output widgets are updated before the timeout. For updates that involve a lot of computation, increase the timeout.

Usage:
ShinyDriver$expectUpdate(
  output, 
  ..., 
  timeout = 3000, 
  iotype = c("auto", "input", "output")
)

Arguments:
output Name of output control to check.
... Name-value pairs used to update inputs.
timeout Amount of time to wait before giving up (milliseconds).
ShinyDriver

iotype  Type of the Shiny widget. Usually shinytest finds the widgets by their name, so this is only needed if you use the same name for an input and output widget.

Method setInputs(): Sets input values.

Usage:
ShinyDriver$setInputs(
  ..., 
  wait_ = TRUE, 
  values_ = TRUE, 
  timeout_ = 3000, 
  allowInputNoBinding_ = FALSE, 
  priority_ = c("input", "event")
)

Arguments:
... Name-value pairs, name1 = value1, name2 = value2 etc. Enput with name name1 will be assigned value value1.
wait_ Wait until all reactive updates have completed?
values_ If TRUE, will return final updated values of inputs.
timeout_ Amount of time to wait before giving up (milliseconds).
allowInputNoBinding_ When setting the value of an input, allow it to set the value of an input even if that input does not have an input binding.
priority_ Sets the event priority. For expert use only: see https://shiny.rstudio.com/articles/communicating-with-js.html#values-vs-events for details.

Returns: Returns updated values, invisibly.

Method uploadFile(): Uploads a file to a file input.

Usage:
ShinyDriver$uploadFile(..., wait_ = TRUE, values_ = TRUE, timeout_ = 3000)

Arguments:
... Name-path pairs, e.g. name1 = path1. The file located at path1 will be uploaded to file input with name name1.
wait_ Wait until all reactive updates have completed?
values_ If TRUE, will return final updated values of download control.
timeout_ Amount of time to wait before giving up (milliseconds).

Method snapshotInit(): Download a snapshot. Generally, you should not call this function yourself; it will be generated by recordTest() as needed.

Usage:
ShinyDriver$snapshotInit(path, screenshot = TRUE)

Arguments:
path Directory to save snapshots.
screenshot Take screenshots for each snapshot?

Method snapshot(): Take a snapshot. Generally, you should not call this function yourself; it will be generated by recordTest() as needed.
ShinyDriver

Usage:
ShinyDriver$snapshot(items = NULL, filename = NULL, screenshot = NULL)

Arguments:
items  Elements to include in snapshot
filename  Filename to use. It is recommended to use a .json file extension.
screenshot  Take a screenshot? Overrides value set by $snapshotInit()

Method  snapshotCompare(): Deprecated
  Usage:
  ShinyDriver$snapshotCompare(...)
  Arguments:
  ...  Ignored

Method  snapshotDownload(): Snapshot a file download action. Generally, you should not call
  this function yourself; it will be generated by recordTest() as needed.
  Usage:
  ShinyDriver$snapshotDownload(id, filename = NULL)
  Arguments:
  id  Output id of shiny::downloadButton()/shiny::downloadLink()
  filename  File name to save file to. The default, NULL, generates an ascending sequence of
            names: 001.download, 002.download, etc.

Method  getAppDir(): Directory where app is located
  Usage:
  ShinyDriver$getAppDir()

Method  getAppFilename(): App file name, i.e. app.R or server.R. NULL for Rmds.
  Usage:
  ShinyDriver$getAppFilename()

Method  getTestsDir(): Directory where tests are located
  Usage:
  ShinyDriver$getTestsDir()

Method  getRelativePathToApp(): Relative path to app from current directory.
  Usage:
  ShinyDriver$getRelativePathToApp()

Method  getSnapshotDir(): Directory where snapshots are located.
  Usage:
  ShinyDriver$getSnapshotDir()

Method  isRmd(): Is this app an Shiny Rmd document?
  Usage:
Method clone(): The objects of this class are cloneable with this method.

Usage:
ShinyDriver$clone(deep = FALSE)

Arguments:
depth Whether to make a deep clone.

---

testApp  Run tests for a Shiny application

Description
Run tests for a Shiny application

Usage

testApp(
  appDir = ".",
  testnames = NULL,
  quiet = FALSE,
  compareImages = TRUE,
  interactive = is_interactive(),
  suffix = NULL
)

Arguments

appDir Path to directory containing a Shiny app (e.g. app.R) or single interactive .Rmd.
testnames Test script(s) to run. The .R extension of the filename is optional. For example, "mytest" or c("mytest", "mytest2.R"). If NULL (the default), all scripts in the tests/ directory will be run.
quiet Should output be suppressed? This is useful for automated testing.
compareImages Should screenshots be compared? It can be useful to set this to FALSE when the expected results were taken on a different platform from the one currently being used to test the application.
interactive If there are any differences between current results and expected results, provide an interactive graphical viewer that shows the changes and allows the user to accept or reject the changes.
suffix An optional suffix for the expected results directory. For example, if the suffix is "mac", the expected directory would be mytest-expected-mac.

See Also
snapshotCompare() and snapshotUpdate() if you want to compare or update snapshots after testing. In most cases, the user is prompted to do these tasks interactively, but there are also times where it is useful to call these functions from the console.
Description

A Widget object represents a Shiny input or output control, and provides methods for finer grained interaction.

Methods

Public methods:

- Widget$new()
- Widget$getName()
- Widget$getElement()
- Widget$getHtml()
- Widget$getType()
- Widget$getIoType()
- Widget$isInput()
- Widget$isOutput()
- Widget$value()
- Widget$setValue()
- Widget$click()
- Widget$sendKeys()
- Widget$listTabs()
- Widget$uploadFile()
- Widget$clone()

Method new(): Create new Widget

Usage:

Widget$new(name, element, type, iotype = c("input", "output"))

Arguments:

name Name of a Shiny widget.
element webdriver::Element
type Widget type
iotype Input/output type.

Method getName(): Control id (i.e. inputId or outputId that control was created with).

Usage:

Widget$getName()

Method getElement(): Underlying webdriver::Element() object.

Usage:
Method `getElement()`: retrieve the underlying HTML for a widget

*Usage:*

```
Widget$getElement()
```

Method `getHtml()`: Widget type, e.g. `textInput, selectInput`.

*Usage:*

```
Widget$getHtml()
```

Method `getType()`: Is this an input or output control?

*Usage:*

```
Widget$getType()
```

Method `getIoType()`: Is this an input control?

*Usage:*

```
Widget$getIoType()
```

Method `isInput()`: Is this an input control?

*Usage:*

```
Widget$isInput()
```

Method `isOutput()`: Is this an output control?

*Usage:*

```
Widget$isOutput()
```

Method `getValue()`: Get current value of control.

*Usage:*

```
Widget$getValue()
```

Method `setValue()`: Set value of control.

*Usage:*

```
Widget$setValue(value)
```

*Arguments:*

```
value  Value to set for the widget.
```

Method `click()`: scrolls the element into view, then clicks the in-view centre point of it.

*Usage:*

```
Widget$click()
```

*Returns:*

```
self, invisibly.
```

Method `sendKeys()`: Send specified key presses to control.

*Usage:*

```
Widget$sendKeys(keys)
```

*Arguments:*

```
keys   Keys to send to the widget or the app. See webdriver::key for how to specific special keys.
```

Method `listTabs()`: Lists the tab names of a `shiny::tabsetPanel()`. It fails for other types of widgets.
Usage:
Widget$listTabs()

Method uploadFile(): Upload a file to a shiny::fileInput(). It fails for other types of widgets.

Usage:
Widget$uploadFile(filename)

Arguments:
filename  Path to file to upload

Method clone(): The objects of this class are cloneable with this method.

Usage:
Widget$clone(deep = FALSE)

Arguments:
deep  Whether to make a deep clone.
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