
Vumi Javascript Sandbox Toolkit Documentation

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This is the sandbox toolkit for making writing Javascript applications for Vumi Go's Javascript sandbox.

Interaction Machine

class **ApiError** (*message*)

Thrown when an error occurs when the sandbox api returns a failure response (when `success` is `false`).

Arguments

- **reply** (*object*) – the failure reply given by the api.

class **IMErrorEvent** (*im*)

Emitted when an error occurs during a run of the im.

Arguments

- **im** (*InteractionMachine*) – the interaction machine emitting the event.
- **error** (*InteractionMachine*) – the error that occurred.

The event type is `im:error`.

class **IMEvent** ()

An event relating to an interaction machine.

Arguments

- **name** (*string*) – the event type's name.
- **im** (*InteractionMachine*) – the interaction machine associated to the event

class **IMShutdownEvent** (*im*)

Occurs when the im is about to shutdown.

Arguments

- **im** (*InteractionMachine*) – the interaction machine emitting the event.

The event type is `im:shutdown`.

class **InboundEventEvent** (*im, cmd*)

Emitted when an message status event is received. Typically, this is either an acknowledgement or a delivery report for an outbound message that was sent from the sandbox application.

Arguments

- **im** (*InteractionMachine*) – the interaction machine emitting the event.
- **cmd** (*object*) – the API request cmd containing the inbound user message.

The event type is `inbound_event`.

class **InboundMessageEvent** (*im, cmd*)

Emitted when an inbound user message is received by the interaction machine.

Arguments

- **im** (*InteractionMachine*) – the interaction machine firing the event.
- **cmd** (*object*) – the API request cmd containing the inbound user message.

class InteractionMachine (*api, app*)

Arguments

- **api** (*SandboxAPI*) – a sandbox API providing access to external resources and inbound messages.
- **app** (*App*) – a collection of states defining an application.

A controller that handles inbound messages and fires events and handles state transitions in response to those messages. In addition, it serves as a bridge between a *App()* (i.e. set of states defining an application) and resources provided by the sandbox API.

static api

A reference to the sandbox API.

static api_request (cmd_name, cmd)

Raw request to the sandbox API.

Arguments

- **cmd_name** (*string*) – name of the API request to make.
- **cmd** (*object*) – API request data.

Returns a promise fulfilled with the response to the API request, or rejected with a *ApiError()* if a failure response was given.

static app

A reference to the *App()*.

static attach ()

Attaches the im to the given api and app. The sandbox API's event handlers are set to emit the respective events on the interaction machine, then terminate the sandbox once their listeners are done.

static config

A *IMConfig()* instance for the IM's config data. Available when setup is complete (see *InteractionMachine.setup()*).

static contacts

A default *ContactStore()* instance for managing contacts. Available when setup is complete (see *InteractionMachine.setup()*).

static create_and_set_state (state)

Creates new state using the given *StateData()* or state name, then sets it as the *InteractionMachine()*'s current state.

Arguments

- **state** (*object, string, or StateData*) – The state to create and set

static create_state (state)

Creates a new state using the given *StateData()* or state name.

Arguments

- **state** (*object, string, or StateData*) – The state to create

static done ()

Saves the user, then terminates the sandbox instance.

static enter_state (*state*)

Creates the given state, sets it as the current state, then emits a `:class:StateEnterEvent` (on `:class:InteractionMachine`, then the new state).

Arguments

- **state** (*object*, *string*, or *StateData*) – the state to enter

static exit_state ()

Emits a `:class:StateExitEvent` (on `:class:InteractionMachine`, then the state), then resets the interaction machine's state to `null`. If the interaction machine is not on a state, this method is a no-op.

static fetch_translation (*lang*)

Retrieve a `Translator()` instance corresponding to the translations for the given language. Returns a promise that will be fulfilled with the retrieved translator.

Arguments

- **lang** (*string*) – two letter language code (e.g. `sw`, `en`).

Translations are retrieved from the sandbox configuration resource by looking up keys named `translation.<language-code>`.

static groups

A default `GroupStore()` instance for managing groups. Available when setup is complete (see `InteractionMachine.setup()`)

static handle_message (*msg*)

Delegates to its subordinate message handlers to handle an inbound message based on the message's session event type. The fallback message handler is defined by `InteractionMachine.handle_message.fallback()`, which by default is an alias for `InteractionMachine.handle_message.resume()`.

If the user is not currently in a session (which happens for new users and users that have reached an `EndState()` in a previous session), and the message does not have a `session_event` (as is the case for session-less messages such as smses or tweets), we assume the user is starting a new session.

Arguments

- **msg** (*object*) – the received inbound message. *

static log

A `Logger()` instance for logging message in the sandbox.

static metrics

A default `MetricStore()` instance for emitting metrics. Available when setup is complete (see `InteractionMachine.setup()`)

static msg

The message command currently being processed. Available when setup is complete (see `InteractionMachine.setup()`).

static next_state

The next state that the user should move to once the user's input has been processed.

static on "inbound_message" (*event*)

Invoked an inbound user message, triggering state transitions and events as necessary.

Arguments

- **event** (`InboundMessageEvent`) – the fired event.

The steps performed by this method are roughly:

- Set up the IM (see *InteractionMachine.setup()*)
- If the user is currently in a state (from a previous IM run), switch to this state.
- Otherwise, this is a new user, so switch to the IM's configured start state
- Handle the message based on its session event type (see *InteractionMachine.handle_message()*).

static on "unknown_command" (event)

Invoked by a *UnknownCommandEvent()* event when a command without a handler is received (see *UnknownCommandEvent()*). Logs an error.

Arguments

- **event** (*UnknownCommandEvent*) – the fired event.

static outbound

A *OutboundHelper()* for sending out messages. Available when setup is complete (see *InteractionMachine.setup()*)

static reply (msg)

Send a response from the current state to the user.

Returns a promise which is fulfilled once the response has been sent.

static resume (state)

Creates the given state, sets it as the current state, then emits a *:class:StateResumeEvent* (on *:class:InteractionMachine*, then the new state).

If the created state has a different name to the requested state, a *StateEnterEvent()* is emitted instead. This happens, for example, if the requested state does not exist (see *AppStates.create()*).

Arguments

- **state** (*object, string, or StateData*) – the state to resume

static sandbox_config

A *SandboxConfig()* instance for accessing the sandbox's config data. Available when setup is complete (see *InteractionMachine.setup()*).

static set_state (state)

Sets the given *State()* as the *InteractionMachine()*'s current state.

Arguments

- **state** (*State*) – The state set as the current state

static setup (msg[, opts])

Sets up the interaction machine using the given message.

Arguments

- **msg** (*object*) – the received message to be used to set up the interaction machine.
- **opts.reset** (*boolean*) – whether to reset the user's data, or load them from the kv store

The IM sets up its attributes in the following order:

- sanbox config
- im config
- metric store

- user
- app

Finally, the user's `creation_event` is emitted, then a `SetupEvent()` is emitted for the interaction machine. A promise is returned, which will be fulfilled once all event listeners are done.

static state

The current `State()` object. Updated whenever a new state is entered via a call to `InteractionMachine.switch_state()`,

static switch_state(dest)

Switches the IM from its current state to the given destination state. Returns a promise fulfilled once the switch has completed.

Arguments

- **dest** (*object, string, or StateData*) – the destination state's name or state data

The following steps are taken:

- The current state is exited (see `InteractionMachine.exit_state()`)
- The destination state is enter (see `InteractionMachine.enter_state()`)

static user

A `User()` instance for the current user. Available when setup is complete (see `InteractionMachine.setup()`).

`InteractionMachine.handle_message.close(msg)`

Invoked when an inbound message is received with a `close` session event type. Emits a `SessionCloseEvent()` on the interaction machine and waits for its listeners to complete their work.

Arguments

- **msg** (*object*) – the received inbound message.

`InteractionMachine.handle_message.new(msg)`

Invoked when an inbound message is received with a `new` session event type.

Arguments

- **msg** (*object*) – the received inbound message.

Does roughly the following:

- Emits a `SessionNewEvent()` on the interaction machine and waits for its listeners to complete their work
- Sends a reply from the current state.

`InteractionMachine.handle_message.resume(msg)`

Invoked when an inbound message is received with a `resume` session event type.

Arguments

- **msg** (*object*) – the received inbound message.

Does roughly the following:

- Emits a `SessionResumeEvent()` on the interaction machine and waits for its listeners to complete their work

- If the message contains usable content, give the content to the state (which fires a `StateInputEvent()`).
- Send a reply from the current state.

class ReplyEvent (*im*)

Emitted after the interaction machine sends a reply to a message sent in by the user.

Arguments

- **im** (*InteractionMachine*) – the interaction machine emitting the event.
- **content** (*string*) – the content of the reply
- **continue_session** (*bool*) – true if the reply did not end the session, false if the reply ended the session.

The event type is `reply`.

class SessionCloseEvent (*im, user_terminated*)

Emitted when a user session ends.

Arguments

- **im** (*InteractionMachine*) – the interaction machine emitting the event.
- **user_terminated** (*boolean*) – true if the session was terminated by the user (including when the user session times out) and false if the session was closed explicitly by the sandbox application.

The event type is `session:close`.

class SessionNewEvent (*im*)

Emitted when a new user session starts.

Arguments

- **im** (*InteractionMachine*) – the interaction machine emitting the event.

The event type is `session:new`.

class SessionResumeEvent (*im*)

Emitted when a new user message arrives for an existing user session.

Arguments

- **im** (*InteractionMachine*) – the interaction machine emitting the event.

The event type is `session:resume`.

class UnknownCommandEvent (*im, cmd*)

Emitted when a command without a handler is received.

Arguments

- **im** (*InteractionMachine*) – the interaction machine emitting the event.
- **cmd** (*object*) – the API request that no command handler was found for.

The event type is `unknown_command`.

interact (*api, f*)

If *api* is defined, create an *InteractionMachine()* with the *App()* returned by *f*. Otherwise do nothing.

If *f* is an *App()* subclass, new *f()* is used to construct the application instance instead.

Arguments

- **api** (*SandboxAPI*) – a sandbox API providing access to external resources and inbound messages
- **f** (*function*) – a function that returns an *App()* instance or an *App()* class.

Returns the *InteractionMachine()* created or null if no *InteractionMachine()* was created.

Usually the return value is ignored since creating an *InteractionMachine()* attaches it to the *api*.

App

class App (*start_state_name* [, *opts*])

The main component defining a sandbox application. To be subclassed and given application specific states and logic.

Arguments

- **start_state_name** (*string*) – name of the initial state. New users will enter this state when they first interact with the sandbox application.
- **opts.AppStates** (*AppStates*) – Optional subclass of *AppStates* () to be used for creating and managing states.
- **opts.events** (*object*) – Optional event name-listener mappings to bind. For example:

```
{
  'app:error': function(e) {
    console.log(e);
  },
  'im.user user:new': function(e) {
    console.log(e);
  }
}
```

static \$

A *LazyTranslator* () instance that can be used throughout the app to for internationalization using gettext. For example, this would send ‘Hello, goodbye!’ in the user’s language:

```
self.states.add('states:start', function(name) {
  return new EndState(name, {text: self.$('Hello, goodbye!')});
});
```

static exit ()

Invoked when the interaction machine has emitted an *IMShutdownEvent* (), which occurs after the interaction machine has finished processing the inbound message and has sent out a reply (if relevant). Intended to be overridden and used as a ‘teardown’ hook. May return a promise.

static init ()

Invoked just after setup has completed, and just before ‘setup’ event is fired to provide subclasses with a setup hook. May return a promise.

static remove (*name*)

Removes an added state or state creator.

Arguments

- **name** (*string*) – name of the state or state creator

class AppError (*app, message*)

Thrown when an app-related error occurs.

Arguments

- **app** (*App*) – the app related to the error.
- **message** (*string*) – the error message.

class AppErrorEvent (*app, error*)

Emitted when an error is handled by the app, in case other entities want to know about the handled error.

Arguments

- **app** (*App*) – the app emitting the event.
- **error** (*InteractionMachine*) – the error that occurred.

The event type is `app:error`.

class AppEvent (*name, app*)

An event relating to an app.

Arguments

- **name** (*string*) – the name of the event
- **app** (*App*) – the app emitting the event.

class AppStateError (*app, message*)

Thrown when an error occurs creating or accessing a state in an app.

Arguments

- **app** (*App*) – the app related to the error.
- **message** (*string*) – the error message.

class AppStates (*app*)

A set of states for a sandbox application. States may be either statically created via `add.state`, dynamically loaded via `add.creator` (or via `add` for either), or completely dynamically defined by overriding `create`.

Arguments

- **app** (*App*) – the application associated with this set of states.

static add (*state*)

Adds an already created state by delegating to `AppStates.add.state()`.

Arguments

- **state** (*State*) – the state to add

static add (*name, creator*)

Adds a state creator by delegating to `AppStates.add.creator()`.

Arguments

- **state** (*State*) – the state to add

static create (*name, opts*)

Creates the given state represented by the given state name by delegating to the associated state creator.

Arguments

- **name** (*string*) – the name of the state to create.

- **opts** (*object*) – Options for the state creator to use. Optional.

If no creator is found for the requested state name, we create a start state instead.

This function returns a promise.

It may be overridden by `AppStates()` subclasses that wish to provide a completely dynamic set of states.

static init()

Invoked just after setup has completed, and just before ‘setup’ event is fired to provide subclasses with a setup hook. May return a promise.

`AppStates.add.creator(name, creator)`

Adds a state creator. Invoked by `AppStates.create()`, or throws an error if a creator is already registered under the given state name.

Arguments

- **state_name** (*string*) – name of the state
- **creator** (*function*) –
A function `func(state_name)` for creating the state. This function should take the state name should return a state object either directly or via a promise.
State creators can also delegate to other state creators by using `AppStates.create()`. For example, an app can do something like this:

```
self.states.add('states:start', function() {
    return self.user.metadata.registered
        ? self.states.create('states:main_menu')
        : self.states.create('states:register');
});
```

`AppStates.add.state(state)`

Adds an already created state.

Arguments

- **state** (*State*) – the state to add

`AppStates.creators.__error__(name)`

Creates the fallback error state.

Arguments

- **name** (*string*) – the name of the state for which an error occurred.

This default implementation creates an `EndState` with name `name` and content “*An error occurred. Please try again later*”.

The end state created has the next state set to the start state. If the start state does not exist, we in the error state again..

`AppStates.creators.__start__(name)`

Arguments

- **name** (*string*) – the name of the start state.
- **im** (*InteractionMachine*) – the interaction machine the start state is for.

The default implementation looks up a creator for the state named `name` and calls that. If no such creator exists, it uses `App.creators.__error__()` instead.

States are the building blocks of sandbox applications.

3.1 Overview of States

The currently available states are:

- *FreeText*
- *ChoiceState*
- *MenuState*
- *LanguageChoice*
- *PaginatedChoiceState*
- *BookletState*
- *PaginatedState*
- *EndState*

3.1.1 FreeText

A free text state displays a message and allows a person to respond with any text. It may optionally include a function to validate text input and present an error message. It is the swiss army knife of simple question and answer states.

See *FreeText()*.

3.1.2 ChoiceState

A state which displays a list of numbered choices and allows a person to respond by selecting one of the choices. Each choice has a value (what is stored as the person's answer) and a label (the text that is displayed). Choice states may optionally accept choice labels as input (in addition to the number of the choice in the list).

See *ChoiceState()*.

3.1.3 MenuState

An extension of *ChoiceState* for selecting one of a list of states to go to next.

See *MenuState()*.

3.1.4 LanguageChoice

An extension of *ChoiceState* that allows a person to select from a list of languages. The language choice is stored and translations applied to future interactions (if translations are provided).

See *LanguageChoice()*.

3.1.5 PaginatedChoiceState

An extension of *ChoiceState* for displaying long lists of choices by spanning choices across multiple pages. Allows both automatically dividing up the choices displayed on each page and fixing the number of choices displayed on each page, optionally shortening the length of labels to ensure that a specified character limit is not exceeded. Extremely useful for display dynamic sets of options over USSD or SMS.

See *PaginatedChoiceState()*.

3.1.6 BookletState

A state for displaying paginated text, where the text displayed on each page is programatically determined. Useful when presenting medium length pieces of text or pages of related information that need to be split across multiple USSD messages.

See *BookletState()*.

3.1.7 PaginatedState

Similar to *BookletState*, *PaginatedState* displays paginated text. The difference between the two is that *PaginatedState* requires the text to be displayed to the user to be given up front. The text is then automatically divided up into pages.

See *PaginatedState()*.

3.1.8 EndState

This displays text and then terminates a session. Vital for ending USSD sessions but also useful to mark the end of a set of interactions with an application.

See *EndState()*.

3.1.9 Writing your own states

You can also write your own states!

Start by extending one of the existing states, or the base *State()* class as needed.

3.2 State reference

A reference guide to all the states available in the toolkit.

class State (*name*, *opts*)

Base class for states in the interaction machine. States can be thought of as a single screen in a set of interactions with the user.

Arguments

- **name** (*string*) – name used to identify and refer to the state
- **opts.metadata** (*object*) – data about the state relevant to the interaction machine’s current user. Optional.
- **opts.send_reply** (*boolean*) – whether or not a reply should be sent to the user’s message. Default is *true*. May also be a function, which may return its result via a promise.
- **opts.continue_session** (*boolean*) – whether or not this is the last state in a session. Default is *true*. May also be a function, which may return its result via a promise.
- **opts.helper_metadata** (*object*) – additional helper metadata to set on the reply sent to the user. Primarily useful for setting voice metadata for messages destined to be sent as voice calls. Default is *null*. May also be a function, which may return its result via a promise.
- **opts.check** (*function*) – a function `func(input)` for validating a user’s response, where `input` is the user’s input. If a string or `LazyText()` is returned, the text will be taken as the error response to send back to the user. If a `StateInvalidError()` is returned, its `response` property will be taken as the error response to send back to the user. Any other value returned will be taken as a non-error. The result may be returned via a promise. See `State.validate()`.
- **opts.events** (*object*) – Optional event name-listener mappings to bind. For example:

```
{
  'state:invalid': function(e) {
    console.log(e);
  }
}
```

static display()

The content to be displayed to the user. May return a promise.

static init()

Invoked just after setup has completed, and just before ‘setup’ event is fired to provide subclasses with a setup hook. May return a promise.

static input()

Accepts `input`, invokes `State.translate.before_input()`, then emits a `StateInputEvent()` to allow input to be processed.

static invalidate(response)

Invalidates the user’s state, sending the given response to the user. Sets the state’s `self.error` object to an appropriate error and emits a `StateInvalidEvent()`.

Arguments

- **response** (string or `LazyText()`) – the response to send back to the user

static invalidate (*error*)

Invalidates the user's state using an error. Sets the state's `self.error` object to an appropriate error and emits a `:class:StateInvalidEvent`.

Arguments

- **error** (`StateInvalidError`) – the error to invalidate the user's state with.

static save_response (*response*)

Called by sub-classes to store accepted user responses on the user object.

Arguments

- **response** (*string*) – value to store as an answer.

static setup (*im*)

Called before any other methods on the state are called to allow the state to set itself up.

Arguments

- **im** (`InteractionMachine`) – interaction machine using the state.

static show ()

Translates the state using `State.translators.before_display()`, then displays its text.

static translate (*i18n*)

Translate's a state's text using the given translator. May return a promise.

Arguments

- **i18n** (`Translator`) – the translation function to be used for translating the text.

`State.emit.input` (*im*)

Shortcut for emitting an input event for the state (since this is done quite often). See `StateInputEvent()`.

`State.translators.before_display` (*i18n*)

Translate's a state's text using the given translator. Invoked before text is displayed to the user. By default, just delegates to `State.translate()`. May return a promise.

Arguments

- **i18n** (`Translator`) – the translation function to be used for translating the text.

`State.translators.before_input` (*i18n*)

Translate's a state's text using the given translator. Invoked before user input is processed. By default, just delegates to `State.translate()`. May return a promise.

Arguments

- **i18n** (`Translator`) – the translation function to be used for translating the text.

State:set_next_state (*name*)

Set the state that the user will visit after this state using the given state name.

Arguments

- **name** (*string*) – The name of the next state

State:set_next_state (*fn* [, *arg1* [, *arg2* [, ...]]])

Use a function to set the state that the user will visit this state.

Arguments

- **fn** (*function*) – a function that returns name of the next state or an options object with data about the next state. The value of `this` inside `f` will be the calling state instance. May also return its result via a promise.

- **arg1, arg2, ...** (*arguments*) – arguments to pass to fn

class StateEnterEvent ()

Emitted when the state is entered by a user.

This happens when the state is switched to from another state, or when the state is created if this is the start of a new session).

Arguments

- **state** (*State*) – the state being entered.

The event type is `state:enter`.

class StateEnterEvent ()

Emitted when the state is exited by the user. This happens immediately before the interaction machine switches to a different state (see `StateEnterEvent()`).

Arguments

- **state** (*State*) – the state being exited.

The event type is `state:exit`.

class StateError (*state, message*)

Occurs when interacting or manipulating a state causes an error.

Arguments

- **state** (*State*) – the state that caused the error.
- **message** (*string*) – the error message.

class StateEvent (*name, state, data*)

An event relating to a state.

Arguments

- **name** (*string*) – the event type's name.
- **state** (*State*) – the state associated to the event.

class StateEvent (*name, state, error*)

Emitted when a state becomes invalid.

Arguments

- **state** (*State*) – the state associated to the event.
- **error** (*StateInvalidError*) – the validation error that occurred.

class StateInputEvent (*content*)

Emitted when the user has given input to the state.

Arguments

- **state** (*State*) – the state that the input was given to.
- **content** (*string*) – text from the user.

The event type is `state:input`.

class StateInvalidError (*state, response[, opts]*)

Occurs when a state receives invalid input. Raised either by a failed validation check or by explicitly calling `State.invalidate()`.

Arguments

- **state** (*State*) – the state that caused the error.
- **response** (*string* or *LazyText*) – the response to send back to the user.
- **opts.reason** (*string*) – the reason for the error.
- **opts.input** (*string*) – the user input that caused the error, if relevant

static translate (*i18n*)

Translate the error response.

Arguments

- **i18n** (*Translator*) – the translation function to be used for translating the text.

class StateResumeEvent ()

Emitted when the state is resumed.

When the user enters input, the new sandbox run is started, causing the state to be re-created (or resumed) to process the user's input. This means that when this event is emitted, the state has already been entered (see *StateEnterEvent* ()) and its content has been shown to the user in a previous sandbox run (provided the session didn't timeout when the send was attempted).

Arguments

- **state** (*State*) – the state being resumed.

The event type is `state:resume`.

class StateShowEvent ()

Emitted when a state's is shown to a user, immediately after *State.display()* has completed.

Arguments

- **state** (*State*) – the state being shown.
- **content** (*string*) – the content being shown.

The event type is `state:show`.

class Choice (*value, label*)

An individual choice that the user can select inside a *ChoiceState* ().

Arguments

- **value** (*string*) – string used when storing, processing and looking up the choice.
- **label** (*string*) – string displayed to the user.

class ChoiceState (*name, opts*)

A state which displays a list of numbered choices, then allows the user to respond by selecting one of the choices.

Arguments

- **name** (*string*) – name used to identify and refer to the state
- **opts.question** (*string* or *LazyText*) – text to display to the user
- **opts.choices** (Array of *Choice* () objects) – ordered list of choices to display
- **opts.error** (*string* or *LazyText*) – error text to display to the user if bad user input was given. Optional.
- **opts.accept_labels** (*boolean*) – whether choice labels are accepted as the user's responses. For eg, if `accept_labels` is true, the state will accept both "1" and "Red" as responses if the state's first choice is "Red". Defaults to false.

- **opts.send_reply** (*boolean*) – whether or not a reply should be sent to the user’s message. Defaults to *true*.
- **opts.continue_session** (*boolean*) – whether or not this is the last state in a session. Defaults to *true*.
- **opts.next** (*fn_or_str_or_obj*) – state that the user should visit after this state. May either be the name of the next state, an options object representing the next state, or a function of the form *f(choice)* returning either, where *choice* is the *Choice()* chosen by the user. If *next* is null or not defined, the state machine will be left in the current state. See *State.set_next_state()*.
- **opts.events** (*object*) – Optional event name-listener mappings to bind.

static process_choice (*choice*)

Return *true* if the choice has been handled completely or *false* if the choice should be propagated to the next state handler.

This allows sub-classes to provide custom processing for special choices (e.g. forward and back options for navigating through long choice lists).

Arguments

- **choice** (*Choice*) – choice to be processed.

static shorten_choices (*text, choices*)

Hook for replacing choices with shorter ones if needed.

class LanguageChoice (*opts*)

A state for selecting a language.

Arguments

- **name** (*string*) – name used to identify and refer to the state
- **opts.next** (*fn_or_str*) – state that the user should visit after this state. Functions should have the form *f(choice)* and return the name of the next state or a promise that returns the name. The value of *this* inside *f* will be the calling *ChoiceState()* instance.
- **opts.question** (*string or LazyText*) – text to display to the user
- **opts.error** (*string or LazyText*) – error text to display to the user if we reach this state in error. Optional.
- **opts.accept_labels** (*boolean*) – whether choice labels are accepted as the user’s responses. For eg, if *accept_labels* is *true*, the state will accept both “1” and “Red” as responses if the state’s first choice is “Red”. Defaults to *false*.
- **opts.send_reply** (*boolean*) – whether or not a reply should be sent to the user’s message. Defaults to *true*.
- **opts.continue_session** (*boolean*) – whether or not this is the last state in a session. Defaults to *true*.
- **opts.events** (*object*) – Optional event name-listener mappings to bind.

It functions exactly like *ChoiceState()* except that it also stores the value of the selected choices as the user’s language (it is still available as an answer too).

Choice() instances passed to this state should have two-letter language codes as values, e.g.:

```
new LanguageChoice(  
  "select_language",  
  {  
    next: "next_state",  
    question: "What language would you like to use?",  
    choices: [ new Choice("sw", "Swahili"), new Choice("en", "English") ]  
  }  
);
```

class MenuState (*name*, *opts*)

A *ChoiceState()* whose *Choice()* values are either state names or state options objects. See *State.set_next_state()* for a description of the options objects.

Supports the same parameters as *ChoiceState()* except that *opts.next* isn't available.

class PaginatedChoiceState (*name*, *opts*)

A choice state for displaying long lists of choices by spanning the choices across multiple pages.

Arguments

- **name** (*string*) – name used to identify and refer to the state
- **opts.next** (*fn_or_str*) – state that the user should visit after this state. Functions should have the form *f(choice)* and return the name of the next state or a promise that returns the name. The value of this inside *f* will be the calling *ChoiceState()* instance.
- **opts.question** (*string*) – text to display to the user
- **opts.error** (*string or LazyText*) – error text to display to the user if we reach this state in error. Optional.
- **opts.accept_labels** (*boolean*) – whether choice labels are accepted as the user's responses. For eg, if *accept_labels* is true, the state will accept both "1" and "Red" as responses if the state's first choice is "Red". Defaults to *false*.
- **opts.send_reply** (*boolean*) – whether or not a reply should be sent to the user's message. Defaults to *true*.
- **opts.continue_session** (*boolean*) – whether or not this is the last state in a session. Defaults to *true*.
- **opts.back** (*string*) – the choice label to display to the user for going back a page. Default is "Back".
- **opts.more** (*string*) – the choice label to display to the user for going to the next page. Default is "Next".
- **opts.options_per_page** (*int*) – maximum number of choices to display per page. Default is 8. If this option is explicitly given as *null*, *PaginatedChoiceState()* will automatically divide up the given choices to fit within the character limit given by the 'characters_per_page' option.
- **opts.characters_per_page** (*int*) – maximum number of characters to display per page. Default is *null* (i.e. no maximum), or 160 if the 'characters_per_page' option is explicitly given as *null*.
- **opts.events** (*object*) – Optional event name-listener mappings to bind.

class BookletState (*name*, *opts*)

A state for displaying paginated text.

Arguments

- **name** (*string*) – name of the state
- **opts.pages** (*integer*) – total number of pages.
- **opts.page_text** (*function*) – function `func(n)` returning the text of page `n`. Pages are numbered from 0 to `(pages - 1)`. May return a promise.
- **opts.initial_page** (*integer*) – page number to use when the state is entered. Optional, default is 0.
- **opts.buttons** (*object*) – map of user inputs to amounts to increment the page number by. The special value 'exit' triggers moving to the next state. Optional, default is: `{ "1": -1, "2": +1, "0": "exit" }`,
- **opts.footer_text** (*string*) – text to append to every page. Optional, default is: "1 for prev, 2 for next, 0 to end."
- **opts.send_reply** (*boolean*) – whether or not a reply should be sent to the user's message. Defaults to *true*.
- **opts.continue_session** (*boolean*) – whether or not this is the last state in a session. Defaults to *true*.
- **opts.next** (*fn_or_str_or_obj*) – state that the user should visit after this state. May either be the name of the next state, an options object representing the next state, or a function of the form `f(content)` returning either, where `content` is the input given by the user. If `next` is null or not defined, the state machine will be left in the current state. See `State.set_next_state()`.
- **opts.events** (*object*) – Optional event name-listener mappings to bind.

class **PaginatedState** (*name, opts*)

Add state type that divides up the given text into pages.

Arguments

- **name** (*string*) – name used to identify and refer to the state
- **opts.text** (*string or LazyText*) – the content to display to the user.
- **opts.page** – The function to use to determine the text shown to the user.

The function should return the text to be displayed to the user as a *string* and take the form `fn(i, text, n)`, where `i` is the user's 0-indexed current page number, "text" is the translated text, `n` is the maximum number of characters that can fit on the page (after taking into account the navigation choices) and `this` is the `PaginatedState()` instance.

When the function returns a falsy value, page `i - 1` is taken as the last page to be displayed to the user. The function may also return a promise fulfilled with the value.

If this option is not provided, the `PaginatedState()` will use a default function that will display the words that fit on the page based on the values of `i` and the given 'characters_per_page' option.

- **opts.send_reply** (*boolean*) – whether or not a reply should be sent to the user's message. Defaults to *true*.
- **opts.characters_per_page** (*int*) – maximum number of characters to display per page (including the characters needed for the navigation choices). Default is 160. 'back', 'more' and 'exit' choices.
- **opts.back** (*string*) – the label to display to the user for going back a page. Defaults to 'Back'.

- **opts.more** (*string*) – the label to display to the user for going to the next page. Defaults to 'More'.
- **opts.exit** (*string*) – the choice label to display to the user for going to the next state. Defaults to 'Exit'.
- **opts.continue_session** (*boolean*) – whether or not this is the last state in a session. Defaults to *true*.
- **opts.next** (*function or string*) – state that the user should visit after this state. May either be the name of the next state, an options object representing the next state, or a function of the form `f(content)` returning either, where `content` is the input given by the user when the user chooses to exit the `PaginatedState()`. If `next` is null or not defined, the state machine will be left in the current state. See `State.set_next_state()`.
- **opts.events** (*object*) – Optional event name-listener mappings to bind.

class EndState (*name, opts*)

A state which displays text and then ends the session.

Arguments

- **name** (*string*) – name used to identify and refer to the state
- **opts.text** (*string or LazyText*) – text to display to the user
- **opts.next** (*fn_or_str_or_obj*) – state that the user should visit after this state. May either be the name of the next state, an options object representing the next state, or a function of the form `f(content)` returning either, where `content` is the input given by the user. If `next` is null or not defined, the state machine will be left in the current state. See `State.set_next_state()`.
- **opts.events** (*object*) – Optional event name-listener mappings to bind.

class FreeText (*name, opts*)

A state which displays a text, then allows the user to respond with any text.

Arguments

- **name** (*string*) – name used to identify and refer to the state
- **opts.question** (*string or LazyText*) – text to display to the user.
- **opts.send_reply** (*boolean*) – whether or not a reply should be sent to the user's message. Defaults to *true*.
- **opts.continue_session** (*boolean*) – whether or not this is the last state in a session. Defaults to *true*.
- **opts.check** (*function*) – a function `func(content)` for validating a user's response, where `content` is the user's input. If a string `LazyText()` is returned, the text will be taken as the error response to send back to the user. If a `StateInvalidError()` is returned, its `response` property will be taken as the error response to send back to the user. Any other value returned will be taken as a non-error. The result may be returned via a promise. See `State.validate()`.
- **opts.next** (*fn_or_str_or_obj*) – state that the user should visit after this state. May either be the name of the next state, an options object representing the next state, or a function of the form `f(content)` returning either, where `content` is the input given by the user. If `next` is null or not defined, the state machine will be left in the current state. See `State.set_next_state()`.

- `opts.events` (*object*) – Optional event name-listener mappings to bind.

3.3 What are states?

A state corresponds to a small piece of an application. It might represent a single question in a survey, a menu, a greeting to send or a small booklet of text for someone to page through on their phone.

Each state has a name and a function to construct it, called its creator. The creator takes the name of a state and options and should return an instance of `State()`.

Each state should transfer control to the next state once it is done.

States often have text to be displayed (to a person on their phone) and validation functions to parse input received.

3.4 How are applications built from states?

An application is a set of state creators collected into an `App()`. An `App()` is controlled by an `InteractionMachine()` which manages states and links an application to the low-level sandbox API.

An `InteractionMachine()` receives messages from people (via the sandbox API) and directs those messages to the current state. It also tracks what state a person is interacting with and manages transitions to new states.

Last but not least, an `InteractionMachine()` provides a set of high-level interfaces to the sandbox API's resources. These allow an application to perform actions such as looking up or modifying a contact, logging errors or warnings, making HTTP requests or storing persistent data in a key-value store.

3.5 Delegation and virtual states

Some state creators represent virtual states. Instead of returning a state with the name associated with them, they return a state with a different name. Virtual creators are said to *delegate* to another state.

Delegators usually select between one of a set of other states and help structure applications cleanly and avoid repetition of logic for selecting which state to go to next.

3.6 What kinds of states are available?

An overview of the states available in the toolkit can be found in the [Overview of States](#).

3.7 Reference

A complete reference guide to the available states can be found in the [State reference](#).

Logging

class `Logger` (*im*)

Provides logging for the app and interaction machine.

Arguments

- **`im`** (*InteractionMachine*) – the interaction machine associated to the logger.

The initialised logger can also be invoked directly, which delegates to *Logger.info()*:

```
im.log('foo');
```

static `critical` (*message*)

Logs a message at the 'CRITICAL' log level

Arguments

- **`message`** (*string*) – The message to log.

static `debug` (*message*)

Logs a message at the 'DEBUG' log level

Arguments

- **`message`** (*string*) – The message to log.

static `error` (*message*)

Logs a message at the 'ERROR' log level

Arguments

- **`message`** (*string*) – The message to log.

static `info` (*message*)

Logs a message at the 'INFO' log level

Arguments

- **`message`** (*string*) – The message to log.

static `warning` (*message*)

Logs a message at the 'WARNING' log level

Arguments

- **`message`** (*string*) – The message to log.

User

`User()` is used for short-term information about a user interacting with your application. Most of this information relates to the current interaction session with the user, and includes the user's current state, user's answers to previous states and language preference. While `User()` is used for short-term information about a user, a `Contact()` holds long-term information.

User (*im*)

A structure for managing the current user being interacted with in `InteractionMachine()`.

Arguments

- **im** (`InteractionMachine`) – the interaction machine to which this user is associated

static create (*addr, opts*)

Invoked to create a new user. Simply delegates to `User.setup()`, but sets the user's `creation_event` to `UserNewEvent()`. Intended to be used to explicitly differentiate newly created users from loaded users with a single action.

static created

Whether this is a new or loaded user.

static default_ttl ()

Returns the default expiry time of saved user state (in seconds).

This may be set using the `user_ttl` sandbox config key. It defaults to 604800 seconds (seven days). Expiry may be disabled by setting `user_ttl` to null.

static fetch ()

Fetches the user's current state data from the key-value data store resource. Returns a promised fulfilled with the fetched data.

static get_answer (*state_name*)

Get the user's answer for the state associated with `state_name`.

Arguments

- **state_name** (*string*) – the name of the state to retrieve an answer for

static is_in_state ([*state_name*])

Determines whether the user is in the state represented by `state_name`, or whether the user is in any state at all if no arguments are given.

Arguments

- **state_name** (*string*) – the name of the state compare with

static key ()

Returns the key under which to store user state. If `user.store_name` is set, stores the user under `users.<store_name>.<addr>`, or otherwise under `users.<addr>`.

static load (addr[, opts])

Load a user's current state from the key-value data store resource, then sets the user's `creation_event` to `UserLoadEvent()`. Throws an error if loading fails.

Returns a promise that is fulfilled when the loading and event emitting has completed.

Accepts the same params as `User.setup()`, where the `opts` param contains overrides for the loaded user data.

static load_or_create (addr[, opts])

Attempts to load a user's current state from the key-value data store resource, creating the user if no existing user was found. Sets the user's `creation_event` to `UserLoadEvent()` if the user was loaded, and `UserNewEvent()` if the user was created.

Returns a promise that is fulfilled when the loading and event emitting has completed.

Accepts the same params as `User.setup()`, where the `opts` param contains overrides for the loaded user data.

static make_key (addr[, store_name])

Makes the key under which to store a user's state. If `store_name` is set, stores the user under `'users.<store_name>.<addr>'`, or otherwise under `<addr>`.

Arguments

- **addr** (*string*) – The address used as a key to load and save the user.
- **store_name** (*string*) – The namespace path to be used when storing the user.

static refresh_i18n ()

Re-fetches the appropriate language translations. Sets `user.i18n` to a new `Translator()` instance.

Returns a promise that fires once the translations have been refreshed.

static reset (addr, opts)

Invoked to create a new user. Simply delegates to `User.setup()`, but sets the user's `creation_event` to a `UserResetEvent()`. Intended to be used to explicitly differentiate reset users from both newly created users and loaded users with a single action.

static save ()

Save a user's current state to the key-value data store resource, then emits a `UserSaveEvent()`.

Arguments

- **opts.seconds** (*object*) – How long the user's state should be stored for before expiring. See `User.default_ttl()` for how the default is determined.

Returns a promise that is fulfilled once the user data has been saved and events have been emitted.

static serialize ()

Returns an object representing the user. Suitable for JSON stringifying and storage purposes.

static set_answer (state_name, answer)

Sets the user's answer to the state associated with `state_name`.

Arguments

- **state_name** (*string*) – the name of the state to save an answer for
- **answer** (*string*) – the user's answer to the state

static set_lang (*lang*)

Gives the user a new language. If the user's language has changed, their translator is refreshed (delegates to `User.refresh_translation()`). Returns a promise that will be fulfilled once the method's work is complete.

Arguments

- **lang** (*string*) – The two-letter code of the language the user has selected. E.g. *en*, *sw*.

static setup (*addr*, *opts*)

Sets up the user. Returns a promise that is fulfilled once the setup is complete.

Performs the following steps:

- Processes the given setup arguments
- Attempts to refresh the translator (involves interaction with the sandbox api).
- Emits a `SetupEvent()`

Arguments

- **addr** (*string*) – the address used as a key to load and save the user.
- **opts.lang** (*string*) – the two-letter code of the language the user has selected. E.g. *'en'*, *'sw'*.
- **opts.store_name** (*string*) – an additional namespace path to be used when storing the user. See `User.key()`.
- **opts.state.name** (*string*) – the name of the state most recently visited by the user. Optional.
- **opts.state.metadata** (*string*) – metadata about the state most recently visited by the user. Optional.
- **opts.in_session** (*boolean*) – whether the user is currently in a session. Defaults to *false*.

class UserEvent (*user*)

An event relating to a user.

Arguments

- **name** (*string*) – the event type's name.
- **user** (`User`) – the user associated to the event.

class UserLoadEvent (*user*)

Emitted when an existing user is loaded. This typically happens in `InteractionMachine()` when message arrives from a user for who has already interacted with the system.

Arguments

- **user** (`User`) – the user that was loaded.

The event type is `user:load`.

class UserNewEvent (*user*)

Emitted when a new user is created. This typically happens in `InteractionMachine()` when message arrives from a user for whom there is no user state (i.e. a new unique user).

Arguments

- **user** (`User`) – the user that was created.

The event type is `user:new`.

class `UserNewEvent` (*user*)

Emitted when a user's data is reset. This typically happens in `InteractionMachine()` when message arrives from a user for whom with its content being `!reset`, forcing the user to be reset.

Arguments

- **user** (`User`) – the user that was reset.

The event type is `user:reset`.

class `UserSaveEvent` (*user*)

Emitted when a user is saved. This typically happens in `InteractionMachine()` after an inbound message from the user has been processed as one of the last actions before terminating the sandbox.

Arguments

- **user** (`User`) – the user that was saved.

The event type is `user:save`.

Config

class `IMConfig` (*im*)

Provides access to an `InteractionMachine()`'s config data.

Arguments

- `im` (`InteractionMachine`) – the interaction machine to which this config is associated

static `setup` ()

Sets up the interaction machine's config by reading the config from its value in the interaction machine's sandbox config (the value of the `config` key in the sandbox config). Emits a `Setup()` event once setup is complete. returns a promise that is fulfilled after setup is complete and after event listeners have done their work.

class `IMConfigError` (*message*)

Thrown when an error occurs while validating or accessing something on the interaction machine's config.

Arguments

- `config` (`IMConfig`) – the im's config.
- `message` (`string`) – the error message.

class `SandboxConfig` (*im*)

Provides access to the sandbox's config data.

Arguments

- `im` (`InteractionMachine`) – the interaction machine to which this sandbox config is associated

static `get` (*key*, *opts*)

Retrieve a value from the sandbox application's Vumi Go config. Returns a promise that will be fulfilled with the config value.

Arguments

- `key` (`string`) – name of the configuration item to retrieve.
- `opts.json` (`boolean`) – whether to parse the returned value using `JSON.parse`. Defaults to `false`.

Contacts

Contacts hold information about the users interacting with your application. While `User()` is used for short-term information about a user (usually information related to a particular interaction session), a `Contact()` holds long-term information.

class `Contact` (*attrs*)

Holds long-term information about a user interacting with the application.

Arguments

- **`attrs.key`** (*string*) – A unique identifier for looking up the contact.
- **`attrs.user_account`** (*string*) – The name of the vumi go account that the contact is stored under.
- **`attrs.msisdn`** (*string*) – The contact's msisdn.
- **`attrs.gtalk_id`** (*string*) – The contact's gtalk address. Optional.
- **`attrs.facebook_id`** (*string*) – The contact's facebook address. Optional.
- **`attrs.twitter_handle`** (*string*) – The contact's twitter handle. Optional.
- **`attrs.name`** (*string*) – The contact's name. Optional.
- **`attrs.surname`** (*string*) – The contact's surname. Optional.
- **`attrs.extra`** (*object*) – A data object for additional, app-specific information about a contact. Both the keys and values need to be strings. Optional.
- **`attrs.extras-<name>`** (*object*) – An alternative way of specifying an extra. Optional.
- **`attrs.groups`** (*array*) – A list of keys, each belonging to a group that this contact is a member of. Optional.

static `serialize` ()

Returns a deep copy of the contact's attributes.

`Contact.do.reset` (*attrs*)

Resets a contact's attributes to *attrs*. All the contact's current attributes will be lost.

Arguments

- **`attrs`** (*object*) – the attributes to reset the contact with.

`Contact.do.validate` ()

Validates a contact, throwing a `ValidationError()` if one of its attributes are invalid.

ContactStore (*im*)

Provides ‘ORM-like’ access to the sandbox’s contacts resource, handling the raw contact resource api requests and allowing people to interact with their contacts as *Contact()* instances.

Arguments

- **im** (*InteractionMachine*) – The interaction machine

static create (*attrs*)

Creates and adds a new contact, returning a corresponding *Contact()* via a promise.

Arguments

- **attrs** (*object*) – The attributes to initialise the new contact with.

```
self.im.contacts.create({
  surname: 'Jones',
  extra: {location: 'CPT'}
}).then(function(contact) {
  console.log(contact instanceof Contact);
});
```

static for_user (*opts*)

Retrieves a contact for the the current user in the *InteractionMachine()*, returning a corresponding *Contact()* via a promise. If no contact exists for the user, a contact is created.

Arguments

- **opts.create** (*boolean*) – Whether to create a contact for the user if it does not yet exist. Defaults to `true`.
- **opts.delivery_class** (*string*) – The delivery class corresponding to the current user’s address. If not specified, *ContactStore()* uses its fallback, *ContactStore.delivery_class*.

```
self.im.contacts.for_user().then(function(contact) {
  console.log(contact instanceof Contact);
});
```

static get (*addr* [, *opts*])

Retrieves a contact by its address for a particular delivery class, returning a corresponding *Contact()* via a promise.

Arguments

- **addr** (*boolean*) – The address of the contact to be retrieved.
- **opts.create** (*boolean*) – Create the contact if it does not yet exist. Defaults to `false`.
- **delivery_class** (*string*) – The delivery class corresponding to the given address. If not specified, *ContactStore()* uses its fallback, *ContactStore.delivery_class*.

```
self.im.contacts.get('+27731234567').then(function(contact) {
  console.log(contact instanceof Contact);
});
```

The following delivery classes are supported:

- `sms`: maps to the contact’s `msisdn` attribute
- `ussd`: maps to the contact’s `msisdn` attribute

- `gtalk`: maps to the contact's `gtalk_id` attribute
- `twitter`: maps to the contact's `twitter_handle` attribute

static get (*key*)

Retrieves a contact by its key, returning a corresponding `Contact()` via a promise.

Arguments

- **key** (*string*) – The contact's key.

```
self.im.contacts.get('1234').then(function(contact) {
  console.log(contact instanceof Contact);
});
```

static request (*name, cmd*)

Makes raw requests to the api's contact resource.

Arguments

- **name** (*string*) – The name of the contact api method (for eg, 'get')
- **cmd** (*object*) – The request's command data

static save (*contact*)

Saves the given contact to the store, returning a promise that is fulfilled once the operation completes.

Arguments

- **contact** (*Contact*) – The contact to be saved

static search (*query*)

Searches for contacts matching the given Lucene search query, returning an array of the matching `Contact()` instances via a promise. Note that this can be a fairly heavy operation. If only the contact keys are needed, please use `ContactStore.search_keys()` instead.

Arguments

- **query** (*string*) – The Lucene query to perform

```
self.im.contacts.search('name:"Moog"').then(function(contacts) {
  contacts.forEach(function(contact) {
    console.log(contact instanceof Contact);
  });
});
```

static search_keys (*query*)

Searches for contacts matching the given Lucene search query, returning an array of the contacts' keys via a promise.

Arguments

- **query** (*string*) – The Lucene query to perform

```
self.im.contacts.search_keys('name:"Moog"').then(function(keys) {
  keys.forEach(function(key) {
    console.log(typeof key == 'string');
  });
});
```

class Group (*attrs*)

Holds information about a group of contacts.

param string attrs.key a unique identifier for looking up the contact.

param string attrs.user_account the name of the vumi go account that owns this group.

param string attrs.name a human-readable name for the group.

param string attrs.query the contact search query that determines the contacts in this group. Optional.

static serialize()

Returns a deep copy of the group's attributes.

Group.do.reset(attrs)

Resets a groups's attributes to *attrs*. All the groups's current attributes will be lost.

Arguments

- **attrs** (*object*) – the attributes to reset the group with.

Group.do.validate()

Validates a group, throwing a `ValidationError()` if one of its attributes are invalid.

GroupStore(im)

Provides 'ORM-like' access to the sandbox's group resource, allowing people to interact with their groups as *Group()* instances.

Arguments

- **im** (*InteractionMachine*) – The interaction machine

static get(name[, opts])

Retrieves a group by its name, returning a corresponding *Group()* via a promise.

Arguments

- **name** (*string*) – The name of the group to retrieve.
- **opts.create** (*boolean*) – Create the group if it does not yet exist. Defaults to `false`.

```
self.im.groups.get('spammers').then(function(group) {
  console.log(group instanceof Group);
});
```

static get_by_key(key)

Retrieves a group by its key, returning a corresponding *Group()* via a promise.

Arguments

- **key** (*string*) – The group's key.

```
self.im.groups.get_by_key('1234').then(function(group) {
  console.log(group instanceof Group);
});
```

static list()

Returns a promise fulfilled with a list of the *Group()*'s stored under the account associated with the app.

static request(name, cmd)

Makes raw requests to the api's group resource.

Arguments

- **name** (*string*) – The name of the group api method (for eg, 'get')
- **cmd** (*object*) – The request's command data

static save (*group*)

Saves the given group to the store, returning a promise that is fulfilled once the operation completes.

Arguments

- **group** (*Group*) – The group to be saved

static search (*query*)

Searches for groups matching the given Lucene search query, returning an array of the matching *Group()* instances via a promise.

Arguments

- **query** (*string*) – The Lucene query to perform

```
self.im.groups.search('name:"spammers"').then(function(groups) {  
  groups.forEach(function(group) {  
    console.log(group instanceof Group);  
  });  
});
```

static setup ()

Sets up the store.

static sizeOf (*group*)

Returns a promise fulfilled with the number of contacts that are members of the given group.

Arguments

- **group** (*Group*) – The group who's size needs to be determined.

HTTP API

class `HttpApi` (*im, opts*)

A helper class for making HTTP requests via the HTTP sandbox resource.

Arguments

- **`im`** (*InteractionMachine*) – The interaction machine to use when making requests.
- **`opts.headers`** (*object*) – Default headers to use in HTTP requests.
- **`opts.auth`** (*object*) – Adds a HTTP Basic authentication to the default headers. Should contain `username` and `password` attributes.
- **`opts.verify_options`** (*string*) – The default list of options to verify when doing HTTPS requests. Optional.
- **`opts.ssl_method`** (*string*) – The default ssl method to attempt for HTTPS requests. Optional.

static `decode_response_body` (*body*)

Arguments

- **`body`** (*string*) – The body to decode.

Sub-classes should override this to decode the response body and throw an exception if the body cannot be parsed. This base implementation returns the body as-is (i.e. decoding is left to the code calling the `HttpApi()`).

static `delete` (*url, opts*)

Make an HTTP DELETE request.

Arguments

- **`url`** (*string*) – The URL to make the request to.
- **`opts`** (*object*) – Options to pass to `HttpApi.request()`.

Returns a promise which fires with the decoded value of the response body or an object with an error attribute containing the error message.

static `encode_request_data` (*data*)

Arguments

- **`data`** (*object*) – The data to encode.

Sub-classes should override this to encode the request body and throw an exception if the data cannot be encoded. This base implementation returns the data as-is (i.e. encoding is left to code calling the `HttpApi()`).

static get (*url*, *opts*)

Make an HTTP GET request.

Arguments

- **url** (*string*) – The URL to make the request to.
- **opts** (*object*) – Options to pass to `HttpApi.request()`.

Returns a promise which fires with the decoded value of the response body or an object with an error attribute containing the error message.

static head (*url*, *opts*)

Make an HTTP HEAD request.

Arguments

- **url** (*string*) – The URL to make the request to.
- **opts** (*object*) – Options to pass to `HttpApi.request()`.

Returns a promise which fires with the decoded value of the response body or an object with an error attribute containing the error message.

static parse_reply (*reply*, *request*)

Check an HTTP reply and throw an `HttpRequestError()` if the sandbox API command was unsuccessful, or otherwise parse the sandbox's reply into a response. If the response status code is not in the 200 range or the reply body cannot be decoded, throw an `HttpResponseError()`.

Logs an error via the sandbox logging resource in an error is raised.

Arguments

- **reply** (*object*) – Raw response to the sandbox API command.
- **request** (`HttpRequest`) – The request that initiated the sandbox API command.

Returns an `HttpResponse()` or throws an `HttpApiError()` (either the `HttpRequestError()` or `HttpResponseError()` derivative, depending on what error occurred).

static post (*url*, *opts*)

Make an HTTP POST request.

Arguments

- **url** (*string*) – The URL to make the request to.
- **opts** (*object*) – Options to pass to `HttpApi.request()`.

Returns a promise which fires with the decoded value of the response body or an object with an error attribute containing the error message.

static patch (*url*, *opts*)

Make an HTTP PATCH request.

Arguments

- **url** (*string*) – The URL to make the request to.
- **opts** (*object*) – Options to pass to `HttpApi.request()`.

Returns a promise which fires with the decoded value of the response body or an object with an error attribute containing the error message.

static put (*url*, *opts*)

Make an HTTP PUT request.

Arguments

- **url** (*string*) – The URL to make the request to.
- **opts** (*object*) – Options to pass to `HttpApi.request()`.

Returns a promise which fires with the decoded value of the response body or an object with an error attribute containing the error message.

static request (*method, url, opts*)

Arguments

- **method** (*string*) – The HTTP method to use (e.g. `GET`, `POST`).
- **url** (*string*) – The URL to make the request to. If you pass in query parameters using `opts.params`, don't include any in the URL itself.
- **opts.params** – An object of key-value pairs to append to the URL as query parameters. Can be in any form accepted by node.js's `querystring` module
- **opts.data** (*object*) – Data to pass as the request body. Will be encoded using `HttpApi.encode_request_data()` before being sent.
- **opts.headers** (*object*) – Additional headers to add to the default headers.

Returns a `HttpResponse()` via a promise. Failures while making and checking the request will be thrown as `HttpApiError`'s, and can be caught with a `Q` `errback`. See `:meth: 'HttpApi.parse_reply()'` for more on the response parsing and error throwing.

class HttpApiError ()

Thrown when an error occurs while making and checking an HTTP request and the corresponding API reply.

class HttpRequest (*request, code, opts*)

Encapsulates information about an HTTP request made by the `HttpApi()`. Once `HttpRequest.encode()` has been invoked, the request's data is encoded and made available as the request's body.

Arguments

- **method** (*string*) – the HTTP request method.
- **url** (*string*) – the url to send the request to.
- **opts.data** (*string*) – the request's data to be encoded as the request's body. Optional.
- **opts.params** – An object of key-value pairs to append to the URL as query parameters. Can be in any form accepted by node.js's `querystring` module
- **opts.verify_options** (*string*) – A list of options to verify when doing an HTTPS request. Optional.
- **opts.ssl_method** (*string*) – A request for a specific ssl method to be attempted. Optional.

static encode ()

Encodes the request data (if available).

static to_cmd ()

Returns a sandbox API command that can be used to initiate this request via the sandbox API.

class HttpRequestError (*request, reason*)

Thrown when an error occurs while making and checking an HTTP request.

Arguments

- **request** (*HttpRequest*) – the request.
- **reason** (*string*) – the reason for the failure. Optional.

class *HttpResponse* (*request, code, opts*)

Encapsulates information about an HTTP response given to the *HttpApi()*. Once *HttpResponse.decode()* has been invoked, the response's body is decoded and made available as the response's data.

Arguments

- **request** (*HttpRequest*) – the request that caused the response.
- **code** (*integer*) – the status code for the HTTP response.
- **opts.body** (*string*) – the response's body to be decoded as the response's data. Optional.

static *decode()*

Decodes the responses body (if available).

class *HttpResponseError* (*response, reason*)

Thrown when an error response is returned by an HTTP request or if the HTTP response body cannot be parsed.

Arguments

- **response** (*HttpResponse*) – the response.
- **reason** (*string*) – the reason for the failure. Optional.

class *JsonApi* (*im, opts*)

A helper class for making HTTP requests that send and receive JSON encoded data.

Arguments

- **im** (*InteractionMachine*) – The interaction machine to use when making requests.
- **opts.headers** (*object*) – Default headers to use in HTTP requests. The Content-Type header is overridden to be application/json; charset=utf-8.
- **opts.auth** (*object*) – Adds a HTTP Basic authentication to the default headers. Should contain username and password attributes.

static *decode_response_body(body)*

Decode an HTTP response body using *JSON.parse()*.

Arguments

- **body** (*string*) – Raw HTTP response body to parse.

Returns the decoded response body.

static *encode_request_data(data)*

Encode an object as JSON using *JSON.stringify()*.

Arguments

- **data** (*object*) – Object to encode to JSON.

Returns the serialized object as a string.

Metrics

class `MetricStore` (*im*)

Provides metric firing capabilities for the `InteractionMachine()`.

Arguments

- **im** (`InteractionMachine`) – the interaction machine to which this sandbox config is associated

static `fire` (*metric*, *value*, *agg*)

Fires a metric.

Arguments

- **metric** (*string*) – the name of the metric
- **value** (*number*) – the value of the metric
- **agg** (*string*) – the aggregation method to use

static `setup` ([*opts*])

Sets up the metric store.

Arguments

- **opts.store_name** – the store/namespace to use for fired metrics. Defaults to 'default'

`MetricStore.fire.avg` (*metric*, *value*)

Fires a metric with the `avg` aggregation method.

Arguments

- **metric** (*string*) – the name of the metric
- **value** (*number*) – the value of the metric

`MetricStore.fire.inc` (*metric*[, *opts*])

Increments the value for the key `metric` in in the kv store, fires a metric with the new total using the 'last' aggregation method, then returns the total via a promise.

Arguments

- **metric** (*string*) – the name of the metric
- **opts.amount** (*number*) – the amount to increment by. Defaults to 1.

`MetricStore.fire.last` (*metric*, *value*)

Fires a metric with the `last` aggregation method.

Arguments

- **metric** (*string*) – the name of the metric
- **value** (*number*) – the value of the metric

`MetricStore.fire.max (metric, value)`

Fires a metric with the `max` aggregation method.

Arguments

- **metric** (*string*) – the name of the metric
- **value** (*number*) – the value of the metric

`MetricStore.fire.min (metric, value)`

Fires a metric with the `min` aggregation method.

Arguments

- **metric** (*string*) – the name of the metric
- **value** (*number*) – the value of the metric

`MetricStore.fire.sum (metric, value)`

Fires a metric with the `sum` aggregation method.

Arguments

- **metric** (*string*) – the name of the metric
- **value** (*number*) – the value of the metric

Events

class Event ()

A structure for events fired in various parts of the toolkit.

Arguments

- **name** (*string*) – the event’s name.
- **data** (*string*) – the event’s data. Optional.

class Event ()

Lightweight wrapper around `EventEmitter()` for working better with Q promises and the toolkit’s `Event ()` objects.

Eventable.emit (event)

Emits the given event and returns a promise that will be fulfilled once each listener is done. This allows listeners to return promises.

Arguments

- **event** (`Event`) – the event to emit.

static setup ()

Shortcut for emitting a setup event for the instance (since this is done quite often). See `SetupEvent ()`.

static teardown ()

Shortcut for emitting a teardown event for the instance. See `TeardownEvent ()`.

Eventable.once.resolved (event_name)

Returns a promise that will be fulfilled once the event has been emitted. Since a promise can only be fulfilled once, the event listener is removed after the event is emitted. Useful for testing events.

Arguments

- **event_name** (*string*) – the event to listen for.

Eventable.teardown_listeners ()

Removes all event listeners, with the following exception: listeners for `TeardownEvent ()`s get rebound using `Eventable.once ()`, regardless of whether they were originally bound using `Eventable.on ()` or `Eventable.once ()`. This allows us to remove all event listeners for instances of `Eventable ()`, while still allowing other entities to know when the teardown of the entity has completed.

Not that it is up to the caller to emit the `TeardownEvent ()` to clear the listeners.

class SetupEvent (instance)

Emitted when an instance of something has been constructed.

Arguments

- **instance** (*object*) – the constructed instance.

class TeardownEvent (*instance*)

Emitted when an instance of something has completed the tasks it needs to complete before it can be safely disposed of.

Arguments

- **instance** (*object*) – the instance.

AppTester

11.1 API

class AppTester (*app*, *opts*)

Machinery for testing a sandbox application.

Provides *setup*, *interaction* and *checking* tasks. Whenever a task method is called, its task is scheduled to run next time *AppTester.run()* is called.

Arguments

- **app** (*App*) – the sandbox app to be tested.
- **opts.api** (*object*) – options to initialise the tester's *DummyApi()* with each reset.

static reset ()

Clears scheduled tasks and data, and uses a new api and interaction machine, clearing things for the next tester run.

static run ()

Runs the tester's scheduled tasks in the order they were scheduled, then resets the tester. Returns a promise which will be fulfilled once the scheduled tasks have run and the tester has reset itself.

11.1.1 Setup Tasks

Setup tasks are used to configure the sandbox app's config and store data before any interaction and checking is done.

AppTester.setup (*fn*)

Allows custom setting up of the sandbox application's config and data.

Arguments

- **fn** (*function*) – function to be used to set up the sandbox application. Takes the form *func(api)*, where *api* is the tester's api instance and *this* is the *AppTester()* instance. May return a promise.

```
tester.setup(function(api) {
  api.config.store.foo = 'bar';
});
```

AppTester.setup.char_limit (*n*)

Sets the character limit checked during the checking phase of the tester run. The default character limit is 160.

Arguments

- **n** (*object*) – the new character limit to set.

```
tester.setup.char_limit(20);
```

`AppTester.setup.config` (*obj*)

Updates the sandbox config with the properties given in *obj*.

Arguments

- **obj** (*object*) – the properties to update the current app config with.
- **opts.json** (*object*) – whether these config options should be serialized to JSON.

```
tester.setup.config({foo: 'bar'});
```

`AppTester.setup.config` (*obj*)

Updates the sandbox's app config (the 'config' field in the sandbox config) with the properties given in *obj*.

Arguments

- **obj** (*object*) – the properties to update the current app config with.

```
tester.setup.config.app({name: 'some_amazing_app'});
```

`AppTester.setup.endpoint` (*endpoint*, *delivery_class*)

Updates the sandbox's app config (the 'config' field in the sandbox config) with the given outbound endpoints.

Arguments

- **str** (*opts.delivery_class*) – the name of the endpoint to configure
- **str** – the name of the delivery class. See `ContactStore.get()` for a list of the supported delivery classes.

```
tester.setup.config.endpoint('sms_endpoint', {
    delivery_class: 'sms',
});
```

`AppTester.setup.kv` (*obj*)

Updates the app's kv store with the properties given in *obj*.

Arguments

- **obj** (*object*) – the properties to update the current kv store with.

```
tester.setup.kv({foo: 'bar'});
```

`AppTester.setup.user` (*obj*)

Updates the currently stored data about the user with the properties given in *obj*.

Arguments

- **obj** (*object*) – the properties to update the currently stored user data with

```
tester.setup.user({
    addr: '+81',
    lang: 'jp'
});
```

If any properties other than `addr` are given, `AppTester` assumes that this is an existing user. This effects whether a `:class: 'UserNewEvent()'` or `UserLoadEvent()` will be fired during the sandbox run.

`AppTester.setup.user(fn)`

Passes the currently stored user data to the function `fn`, then set the stored user data to the function's result.

Arguments

- **fn** (*function*) – function of the form `func(user)`, where `user` is the currently stored user data object and `this` is the `AppTester()` instance. The stored user data is set with `fn`'s result. May return its result via a promise.

```
tester.setup.user(function(user) {
  user.addr = '+81';
  user.lang = 'jp';
  return user;
})
```

If any properties other than `addr` are given, `AppTester` assumes that this is an existing user. This effects whether a `:class: 'UserNewEvent()'` or `UserLoadEvent()` will be fired during the sandbox run.

`AppTester.setup.user.addr(addr)`

Sets the from address of the user sending a message received by the sandbox app.

Arguments

- **addr** (*string*) – the user's new from address

```
tester.setup.user.addr('+27987654321');
```

`AppTester.setup.user.answer(state_name, answer)`

Sets the user's answer to a state already encountered.

Arguments

- **state_name** (*string*) – the name of the state to set an answer for.
- **answer** (*string*) – the answer given by the user for the state

```
tester.setup.user.answer('initial_state', 'coffee');
```

`AppTester.setup.user.answers(answers)`

Sets the user's answers to states already encountered by the user.

Arguments

- **answers** (*object*) – (state name, answer) pairs for each state the user has encountered and answered

```
tester.setup.user.answers({
  initial_state: 'coffee',
  coffee_state: 'yes'
});
```

`AppTester.setup.user.lang(lang)`

Sets the user's language code.

Arguments

- **lang** (*string*) – the user's new language code (eg, 'en' or 'af')

```
tester.setup.user.lang('af');
```

`AppTester.setup.user.metadata(metadata)`

Updates the user's metadata. Any properties in the current metadata with the same names as properties in the new metadata will be overwritten.

Arguments

- **metadata** (*object*) – The new metadata to update the current user metadata with.

```
tester.setup.user.metadata({foo: 'bar'});
```

`AppTester.setup.user.state` (*state_name* [, *opts*])

Sets the state most recently visited by the user using a state name.

Arguments

- **name** (*string*) – The name of the state.
- **opts.metadata** (*object*) – metadata associated with the state. Optional.
- **opts.creator_opts** (*object*) – options to be given to the creator associated with the given state name. Optional.

```
tester.setup.user.state('initial_state', {  
  metadata: {foo: 'bar'},  
  creator_opts: {baz: 'qux'}  
});
```

`AppTester.setup.user.state` (*opts*)

Sets the state most recently visited by the user using options.

Arguments

- **opts.name** (*string*) – The name of the state.
- **opts.metadata** (*object*) – Optional state metadata.
- **opts.creator_opts** (*object*) – options to be given to the creator associated with the given state name. Optional.

```
tester.setup.user.state({  
  name: 'initial_state',  
  metadata: {foo: 'bar'},  
  creator_opts: {baz: 'qux'}  
});
```

`AppTester.setup.user.state.creator_opts` (*opts*)

Updates the options passed to the state creator of the state most recently visited by the user.

Arguments

- **opts** (*object*) –
The new options to update the current creator options with. Any properties in the current creator options with the same names as properties in the new options will be overwritten.

States are created typically created twice (on the first sandbox run when we switch to the state, and on the next sandbox run when we give the state the user's input). This makes this setup method useful for setting up the options for the second sandbox run.

```
tester.setup.user.state.creator_opts({foo: 'bar'});
```

`AppTester.setup.user.state.metadata` (*metadata*)

Updates the metadata of the state most recently visited by the user.

Arguments

- **metadata** (*object*) – The new metadata to update the current state metadata with. Any properties in the current metadata with the same names as properties in the new metadata will be overwritten.

```
tester.setup.user.state.metadata({foo: 'bar'});
```

11.1.2 Interaction Tasks

Interaction tasks are used to simulate interaction with the sandbox. *Input* interactions are the most common, where the sandbox receives a message sent in by a user.

AppTester.input (*content*)

Updates the content of the message to be sent from the user into the sandbox. If the content is null or undefined, defaults the message's session event to 'new', or otherwise to ''resume'.

Arguments

- **content** (*string or null*) – the new content of the message to be sent

```
tester.input('coffee');
```

AppTester.input ()

Updates the content of the message to be sent from the user into the sandbox to be null and defaults the message's session event type to 'new'. Typically used to test starting up a session with the user.

```
tester.input();
```

AppTester.input (*obj*)

Updates the message to be sent from the user into the sandbox with the properties given in *obj*.

Arguments

- **obj** (*object*) – the properties to update on the message to be sent

```
tester.input({
  content: 'coffee',
  session_event: 'resume'
});
```

AppTester.input (*fn*)

Passes the current message data to be sent from the user into the sandbox into the function *fn*, then sets it with the function's result.

Arguments

- **fn** (*function*) – function of the form `func(msg)`, where *msg* is the current message data and *this* is the `AppTester()` instance. The current message is updated with *fn*'s result. May return its result via a promise.

```
tester.input(function(msg) {
  msg.content = 'coffee';
  return msg;
});
```

AppTester.input.content (*content*)

Updates the content of the message to be sent from the user into the sandbox.

Arguments

- **content** (*string*) – the new content of the message to be sent

```
tester.input.content('coffee');
```

`AppTester.input.session_event(session_event)`

Updates the session event of the message to be sent from the user into the sandbox.

Arguments

- **session_event** (*string*) – the session event of the message to be sent.

The following session event values are recognised:

- 'new': used to signal the start of the session, where the session has been initiated by the user. The content of the message is irrelevant.
- 'resume': a common message sent in from the user during a session
- 'close': used to signal the end of the session, where the session has been terminated by the user. The content of the message is irrelevant.

```
tester.input.session_event('resume');
```

`AppTester.inputs(input1[, input2[, ... ]])`

Sets a collection of messages to be sent from the user into the sandbox. Each input corresponds to a new message in a new interaction. `AppTester()` setup methods will count for the first interaction, subsequent interactions will rely on api state from the previous interaction, and check methods will only happen after the last interaction.

Arguments

- **input1, input2, ...** (*arguments*) – The messages to be given as input in each interaction. If an object is given for an input, the object's properties are used as the actual message properties. `null` or string inputs will be taken as the message content for that particular message.

```
tester.inputs(null, 'coffee', '1', {content: '2'});
```

`AppTester.inputs(fn)`

Passes the current messages to be sent from the user into the sandbox into the function `fn`, then sets it with the function's result.

Arguments

- **fn** (*function*) – function of the form `func(msgs)`, where `msgs` is the current messages and `this` is the `AppTester()` instance. The current messages are updated with `fn`'s result. May return its result via a promise.

```
tester.inputs(function(msgs) {
    return msgs.concat('coffee');
})
```

`AppTester.start()`

Updates the content of the message to be sent from the user into the sandbox to be null and defaults the message's session event type to 'new'. Typically used to test starting up a session with the user.

```
tester.start();
```

11.1.3 Checking Tasks

Checking tasks are used to check the state of the sandbox application and its currently associated user (the user which sent in a message to the sandbox application). The check tasks are where the test assertions happen.

`AppTester.check(fn)`

Allows custom assertions to be done after a sandbox run.

Arguments

- **fn** (*function*) – function that will be performing the assertions. Takes the form `func(api, im, app)`, where `api` is the tester's api instance (by default an instance of `DummyApi()`), `im` is the tester's `InteractionMachine()` instance, `app` is the sandbox app being tested and `this` is the `AppTester()` instance. May return a promise.

```
tester.check(function(api, im, app) {
  assert.notDeepEqual(api.logs, []);
});
```

static interaction (*opts*)

Performs the checks typically done after a user has interacted with a sandbox app.

Arguments

- **opts.state** (*string*) – the expected name of user's state at the end of the sandbox run.
- **opts.reply** (*string*) – the expected content of the reply message sent back to the user after the sandbox run. Optional.
- **opts.char_limit** (*integer*) – Checks that the content of the reply sent back to the user does not exceed the given character count. Optional.

```
tester.check.interaction({
  state: 'initial_state',
  reply: 'Tea or coffee?'
});
```

`AppTester.check.ends_session()`

Checks if the reply message sent to the user was set to end the session. This happens, for example, when the user reaches an `EndState()`.

```
tester.check.reply.ends_session();
```

`AppTester.check.reply(content)`

Checks that the content of the reply sent back to the user during the sandbox run equals the expected content. Alias to `AppTester.check.reply.content()`.

Arguments

- **content** (*string*) – the expected content of the sent out reply.

```
tester.check.reply('Tea or coffee?');
```

`AppTester.check.reply(re)`

Checks that the content of the reply sent back to the user during the sandbox run matches the regex.

Arguments

- **re** (*RegExp*) – Regular expression to match the content of the sent out reply against.

```
tester.check.reply.content(/Tea or coffee?/);
```

`AppTester.check.reply(obj)`

Checks that the reply sent back to the user during the sandbox run deep equals `obj`.

Arguments

- **obj** (*object*) – the properties to check the reply against

```
tester.check.reply({
  content: 'Tea or coffee?'
});
```

`AppTester.check.reply(fn)`

Passes the reply sent back to the user during the sandbox run to the function `fn`, allowing custom assertions to be done on the reply.

Arguments

- **fn** (*function*) – function of the form `func(reply)`, where `reply` is the sent out reply and this is the `AppTester()` instance.

```
tester.check.reply(function(reply) {
  assert.equal(reply.content, 'Tea or coffee?');
});
```

`AppTester.check.reply.char_limit(n)`

Checks that the content of the reply sent back to the user does not exceed the character count given by `n`.

Arguments

- **n** (*integer*) – the character count that the sent out reply's content is expected to not exceed.

```
tester.check.reply.char_limit(10);
```

`AppTester.check.reply.content(content)`

Checks that the content of the reply sent back to the user during the sandbox run equals the expected content. Alias to `AppTester.check.reply.content()`.

Arguments

- **content** (*string*) – the expected content of the sent out reply.

```
tester.check.reply.content('Tea or coffee?');
```

`AppTester.check.reply.content(re)`

Checks that the content of the reply sent back to the user during the sandbox run matches the regex. Alias to `AppTester.check.reply.content()`.

Arguments

- **re** (*RegExp*) – Regular expression to match the content of the sent out reply against.

```
tester.check.reply.content(/Tea or coffee?/);
```

`AppTester.check.reply.content(content)`

Checks that no reply was sent back to the user.

```
tester.check.no_reply();
```

`AppTester.check.reply.properties(obj)`

Checks that the expected properties given in `obj` are equal to the corresponding properties of the reply sent back to the user during the sandbox run.

Arguments

- **obj** (*object*) – the properties to check the reply against

```
tester.check.reply.properties({
  content: 'Tea or coffee?'
});
```

`AppTester.check.user(obj)`

Checks that once serialized, the user deep equals `obj`.

Arguments

- **obj** (*object*) – the properties to check the user against

```
tester.check.user({
  state: {name: 'coffee_state'},
  answers: {initial_state: 'coffee'}
});
```

`AppTester.check.user(fn)`

Passes the current user instance to the function `fn`, allowing custom assertions to be done on the user. May return a promise.

Arguments

- **fn** (*function*) – function of the form `func(user)`, where `user` is the current user instance and this is the `AppTester()` instance.

```
tester.check.user(function(user) {
  assert.equal(user.state.name, 'coffee_state');
  assert.equal(user.get_answer('initial_state', 'coffee');
});
```

`AppTester.check.user.answer(state_name, answer)`

Checks that the user's answer to a state already encountered matches the expected answer.

Arguments

- **state_name** (*string*) – the name of the state to check the answer of.
- **answer** (*string*) – the expected answer by the user for the state

```
tester.check.user.answer('initial_state', 'coffee');
```

`AppTester.check.user.answers(answers)`

Checks that the user's answers to states already encountered by the user match the expected answers.

Arguments

- **answers** (*object*) – (`state_name, answer`) pairs for each state the user has encountered and answered

```
tester.check.user.answers({
  initial_state: 'coffee',
  coffee_state: 'yes'
});
```

`AppTester.check.user.lang(lang)`

Checks that the user's language matches the expected language code.

Arguments

- **lang** (*string*) – the language code (e.g. 'sw', 'en', 'en_ZA') or `null` to check that no language code is set.

```
tester.check.user.lang('sw');
tester.check.user.lang(null);
```

`AppTester.check.user.metadata(metadata)`

Checks that the user's metadata after a sandbox run deep equals the expected metadata.

Arguments

- **metadata** (*object*) – the expected metadata of the user

```
tester.check.user.metadata({foo: 'bar'});
```

`AppTester.check.user.properties(obj)`

Checks that the expected properties given in `obj` are equal to the corresponding properties of the user after a sandbox run.

Arguments

- **obj** (*object*) – the properties to check the user against

```
tester.check.user.properties({
  lang: 'en',
  state: {name: 'coffee_state'},
  answers: {initial_state: 'coffee'}
});
```

`AppTester.check.user.state(name)`

Checks that the name of the user's state after a sandbox run equals the expected name.

Arguments

- **name** (*string*) – the expected name of the current state

```
tester.check.user.state('coffee_state');
```

`AppTester.check.user.state(obj)`

Checks that the user's state after a sandbox run deep equals `obj`.

Arguments

- **obj.name** (*string*) – the expected name for the state
- **obj.metadata** (*object*) – the expected metadata for the state.
- **obj.creator_opts** (*object*) – the expected creator options for the state.

```
tester.check.user.state({
  name: 'coffee_state',
  metadata: {foo: 'bar'},
  creator_opts: {baz: 'qux'}
});
```

`AppTester.check.user.state(fn)`

Passes the user's state data after a sandbox run to the function `fn`, allowing custom assertions to be done on the state.

Arguments

- **fn** (*function*) – function of the form `func(state)`, where `state` is the current state instance and `this` is the `AppTester()` instance.

```
tester.check.user.state(function(state) {
  assert.equal(state.name, 'coffee_state');
});
```

`AppTester.check.user.state.creator_opts (creator_opts)`

Checks that the creator options of the interaction machine's current state after a sandbox run deep equals the expected options.

Arguments

- **creator_opts** (*object*) – the expected creator_opts of the current state

```
tester.check.user.state.creator_opts ({foo: 'bar'});
```

`AppTester.check.user.state.metadata (metadata)`

Checks that the metadata of the interaction machine's current state after a sandbox run deep equals the expected metadata.

Arguments

- **metadata** (*object*) – the expected metadata of the current state

```
tester.check.user.state.metadata ({foo: 'bar'});
```

11.2 Under the Hood

If need be, one can always add custom task types. `AppTester`'s *setup*, *interaction* and *check* tasks all extend the same class, `AppTesterTasks ()`.

class `AppTesterTaskSet ()`

Manages a set of `AppTesterTasks ()`. Used by `AppTester ()` to control all its task collections (*setup*, *interaction* and *check* tasks) without needing to interact with each collection individually.

static `add (name, tasks)`

Adds a task collection to this set of task collections.

Arguments

- **name** (*string*) – the name to be used to identify this collection of tasks.
- **tasks** (`AppTesterTasks`) – the collection of tasks to be added.

static `attach ()`

Attaches each of the collections' task methods to their tester. See `AppTesterTasks.attach ()`.

static `get (name)`

Retrieves the task collection associated with the specified name.

Arguments

- **name** (*string*) – the name to be used to look up the collection of tasks.

static `invoke (method_name[, args])`

Invokes a method on each task collection in the set, returning the results as an array.

Arguments

- **method_name** (*string*) – the name of the method to invoke on each task collection.
- **args** (*array*) – the arguments to invoke the method with.

static `length`

The total number of currently scheduled tasks in this set.

static `reset ()`

Resets all of its collections. See `AppTesterTasks.reset ()`.

static run ()

Runs the set's task collections' tasks in the order the collections were added in.

static yoink ()

Attaches the tester's `api`, `im` and `app` to directly to each of its tasks. See `AppTesterTasks.yoink()`.

class AppTesterTasks (tester)

A collection of tasks to be run one after the other.

Arguments

- **tester** (`AppTester`) – the tester that this collection of tasks will be scheduled for.

static after ()

Hook invoked after all of the scheduled tasks have been run. May return a promise.

static attach ()

Attaches the task collection's methods to the collection's associated tester. Any method defined on the testers `self.methods` attribute will be attached as a method on the tester.

The method attached to the tester is constructed to simply schedule the actual task method. For example, if the task collection has a method `self.methods.foo()`, a corresponding method `tester.foo()` will be constructed. When `tester.foo()` is called, a call to `self.methods.foo()` will be scheduled next time this task collection is run.

static before ()

Hook invoked before any of the scheduled tasks are run. May return a promise.

static length

The number of currently scheduled tasks in this collection.

static reset ()

Attaches the tester's `api`, `im` and `app` to directly this collection of tasks.

static reset ()

Clears the task collection's currently scheduled tasks and stored data.

static run ()

Runs the collections's scheduled tasks in the order they were scheduled, then performs a reset. Returns a promise which will be fulfilled once the scheduled tasks have run and the collection has reset itself.

static schedule (name, fn, args)

Schedules a task method to be invoked on the next `AppTesterTasks.run()` call.

Arguments

- **name** (`string`) – the name of the task method to be scheduled
- **fn** (`function`) – the actual task method
- **args** (`array`) – the args that the task method will be scheduled to invoke.

static validate (name[, args])

Optional validator invoked each time a task is scheduled.

Arguments

- **name** (`string`) – the name of the task method to be scheduled
- **args** (`array`) – the args that the task method will be scheduled to invoke.

`AppTesterTasks.after.each ()`

Hook invoked after each scheduled task has been run. May return a promise.

`AppTesterTasks.before.each()`

Hook invoked before each scheduled task is run. May return a promise.

class `TaskError` (*message*)

Thrown when an error occurs while trying to schedule or run a task.

Arguments

- **message** (*string*) – the error message.

class `TaskMethodError` (*message*)

Thrown when an error occurs while trying to invoke a task method.

Arguments

- **method_name** (*string*) – the name of the task method associated to the error.
- **message** (*string*) – the error message.

DummyApi

12.1 API

class DummyApi (*opts*)

A dummy of the sandbox's real api for use tests and demos.

Arguments

- **opts.http** – Options to pass to the api's *DummyHttpResource()*. Optional.
- **opts.kv** – The data to initialise the kv store with. Options to pass to the api's *DummyHttpResource()*.
- **opts.config** – Config data given to the api's *DummyConfigResource()* to initialise the sandbox config with.

static config

The api's *DummyConfigResource()*.

static contacts

The api's *DummyContactsResource()*.

static groups

The api's *DummyGroupsResource()*.

static http

The api's *DummyHttpResource()*.

static kv

The api's *DummyHttpResource()*.

static log

The api's *DummyLogResource()*.

static metrics

The api's *DummyMetricsResource()*.

static outbound

The api's *DummyOutboundResource()*.

class DummyLogResource (*name*)

Handles api requests to the log resource from *DummyApi()*.

Arguments

- **name** (*string*) – The name of the resource. Should match the name given in api requests.

static critical

An array of the messages logged at the 'CRITICAL' log level

static debug

An array of the messages logged at the 'DEBUG' log level

static error

An array of the messages logged at the 'CRITICAL' log level

static info

An array of the messages logged at the 'INFO' log level

static store

An object mapping log levels to the messages logged at that level.

static warning

An array of the messages logged at the 'WARNING' log level

class DummyConfigResource (*name*)

Handles api requests to the config resource from *DummyApi* ().

Arguments

- **name** (*string*) – The name of the resource. Should match the name given in api requests.

static app

A shortcut to DummyConfigResource.store.config (the app's config).

static json

An object specifying which keys in *store* should be serialized to JSON when being retrieved using 'config.get'. The default for keys not listed is *true*.

static store

An object containing the sandbox's config data. Properties do not need to be JSON-stringified, this is done when the config is retrieved using a 'config.get' api request.

class DummyHttpRequestResource (*name, opts*)

Handles api requests to the http resource from *DummyApi* ().

Arguments

- **name** (*string*) – The name of the resource. Should match the name given in api requests.
- **opts.default_encoding** (*string*) – The encoding to use for encoding requests and decoding responses. Possible values are 'json' and 'none'. If a request's Content-Type header is set, the encoding is inferred using that instead.

static fixtures

The resource's fixture set to use to send out responses to requests. See *HttpFixtures* ().

static requests

A list of http requests that have been sent to the resource, where each is of type *HttpRequest* ().

class HttpFixture (*opts*)

Encapsulates an expected http request and the responses that be sent back.

Arguments

- **opts.request.url** (*string* or *RegExp* ()) – The request url. If a string is given, the url may include params. If the params are included, these will be decoded and set as the *HttpRequest* ()'s params.
- **opts.request.method** (*string*) – The request method. Defaults to 'GET'.
- **opts.request.data** (*object*) – The request's un-encoded body data. Optional.

- **opts.request.body** (*object*) – The request’s already encoded body data. Optional.
- **opts.request.params** (*object or array*) – An object of key-value pairs to append to the URL as query parameters. Can be in any form accepted by node.js’s `querystring` module
- **opts.request.headers** (*object*) – An object mapping each header name to an array of header values.
- **opts.response** (*object*) – A single response to use for this fixture, for cases where one request is sent out.
- **opts.response.code** (*integer*) – The response’s status code
- **opts.response.data** (*object*) – The responses’s decoded body data. Optional.
- **opts.response.body** (*object*) – The response’s un-decoded body data. Optional.
- **opts.responses** (*array*) – An array of response data objects to use one after the other each time a new request is sent out.
- **opts.repeatable** (*boolean*) – Configures the fixture’s response to be reused for every new request. Defaults to `false`.
- **opts.default_encoding** (*string*) – The encoding to use for encoding requests and decoding responses. Possible values are ‘json’ and ‘none’. If the request’s ‘Content-Type’ header is set, the encoding is inferred using that instead.

Either `opts.response` or `opts.responses` can be specified, or neither, but not both. If no responses are given, an ‘empty’ response with a status code of 200 is used.

static use ()

Returns the fixture’s next unused `HttpResponse()`.

class HttpFixtures (opts)

Manages a set of `HttpFixture()` instances.

Arguments

- **opts.match** (*function*) – A function of the form `f(request, fixture)`, where `request` is the request that needs a match, and `fixture` is the current `HttpFixture()` being tested as a match. Should return `true` if the request and fixture match or `false` if they do not match.
- **opts.defaults** (*boolean*) – Defaults to use for each added fixture.
- **opts.default_encoding** (*string*) – The encoding to use for encoding requests and decoding responses. Possible values are ‘json’ and ‘none’. If a request’s ‘Content-Type’ header is set, the encoding is inferred using that instead.

static add (data)

Adds an http fixture to the fixture set from raw data.

Arguments

- **data** (*object*) – The properties of the fixture to be added. See `HttpFixture()`.

Returns The `HttpFixture()` that was created.

static filter (request)

Finds the fixtures that match the given request.

Arguments

- **request** (`HttpRequest`) – The request to find a match for.

class DummyContactsResource (*name*)

Handles api requests to the contacts resource from *DummyApi* ().

Arguments

- **name** (*string*) – The name of the resource. Should match the name given in api requests.

static add (*contact*)

Adds an already created contact to the resource's store.

Arguments

- **contact** (*Contact*) – The contact to add.

static add (*attrs*)

Adds an contact to the resource via a data object.

Arguments

- **attrs** (*object*) – The attributes to initialise a contact with.

static search_results

An object mapping expected search queries to an array of the matching keys.

static store

A list of the resource's currently stored contacts.

class DummyGroupsResource (*name*)

Handles api requests to the groups resource from *DummyApi* ().

Arguments

- **name** (*string*) – The name of the resource. Should match the name given in api requests.
- **contacts** (*DummyContactsResource*) – The contacts resource associated to this groups resource.

static add (*group*)

Adds an already created group to the resource's store.

Arguments

- **group** (*Group*) – The group to add.

static add (*attrs*)

Adds an group to the resource via a data object.

Arguments

- **attrs** (*object*) – The attributes to initialise a group with.

static search_results

An object mapping expected search queries to an array of the matching keys.

static store

A list of the resource's currently stored groups.

class DummyKvResource (*name* [, *store*])

Handles api requests to the kv resource from *DummyApi* ().

Arguments

- **name** (*string*) – The name of the resource. Should match the name given in api requests.
- **store** (*object*) – The data to initialise the store with.

static incr (*key* [, *amount*])

Increment the value of an integer key. The current value of the key must be an integer. If the key does not exist, it is set to zero. Returns the result.

Arguments

- **key** (*string*) – The key corresponding to the value to increment
- **amount** (*integer*) – The amount to increment by. Defaults to 1.

static set_ttl (*key* [, *seconds*])

Set or remove the ttl (expiry time) of a key.

If seconds is `null` or undefined the key is set not to expire (and its ttl is removed).

Arguments

- **key** (*string*) – The key to set the ttl for.
- **seconds** (*integer*) – The number of seconds to set the ttl to. Defaults to `null`.

static store

An object mapping all the keys in the store to their corresponding values.

static ttl

An object mapping keys set to expire to their lifetime (in seconds).

class DummyMetricsResource (*name*)

Handles api requests to the metrics resource from [DummyApi\(\)](#).

Arguments

- **name** (*string*) – The name of the resource. Should match the name given in api requests.

static add (*metric*)

Records a fired metric.

Arguments

- **data.store** (*string*) – the name of the metric
- **data.metric** (*string*) – the name of the metric
- **data.agg** (*string*) – the name of the aggregation method
- **data.value** (*number*) – the value to store for the metric

static agg

The aggregation method for metrics with the name `metric_name` that have been fired to the store with the name `store_name`.

static values

An array of the metric values for metrics with the name `metric_name` that have been fired to the store with the name `store_name`.

class DummyOutboundResource (*name*)

Handles api requests to the outbound resource from [DummyApi\(\)](#).

Arguments

- **name** (*string*) – The name of the resource. Should match the name given in api requests.
- **config** ([DummyConfigResource](#)) – A [DummyConfigResource\(\)](#) to read configured endpoints from.

static store

An array of the sent outbound message objects.

12.2 Under the Hood

class DummyResource (*name*)

A resource for handling api requests sent to a *DummyApi* ().

Arguments

- **name** (*string*) – The name of the resource. Should match the name given in api requests (for eg, name would be 'http' for http.get api request).

static handle (*cmd*)

Handles an api request by delegating to the resource handler that corresponds to *cmd*.

Arguments

- **cmd** (*object*) – The api request command to be handled.

static handlers

An object holding the resource's handlers. Each property name should be the name of the resource handler used in api requests (for eg, 'get' for 'http.get'), and each property value should be a function which accepts a command and returns an api result. For eg:

```
self.handlers.foo = function(cmd) {  
    return {  
        success: true,  
        bar: 'baz'  
    };  
};
```

class DummyResources ()

Controls a *DummyApi* ()'s resources and delegates api requests to corresponding resource. *

static add (*resource*)

Adds a resource to the resource collection.

Arguments

- **resource** (*DummyResource*) – The resource to be added.

static attach (*api*)

Attaches the resource collection's resources directly onto a *DummyApi* (). Simply a convenience to provide users with direct access to the resource.

Arguments

- **api** (*DummyApi*) – the api to attach to

static get (*name*)

Returns a resource by name

Arguments

- **name** (*string*) – The name of the resource

static handle (*cmd*)

Handles an api request by delegating to the corresponding resource.

Arguments

- **cmd** (*object*) – The api request command to be handled.

static has_resource_for (*cmd*)

Determines whether the resource collection has a corresponding resource for *cmd*.

Arguments

- **cmd** (*object*) – The command to look for a resource for.

Translation

The toolkit supports internationalization using `gettext`. Apps have an `$` attribute available that they can use when they would like to internationalize their text. Here is a simple example:

```
var SomeApp = App.extend(function(self) {
  App.call(self);
  var $ = self.$;

  self.states.add('states:start', function(name) {
    return new FreeText(name, {
      question: $("Hello! Say something!"),
      next: 'states:end'
    });
  });

  self.states.add('states:end', function(name) {
    return new EndState(name, {
      text: $.dgettext('messages', "That's nice, bye!")
    });
  });
});
```

The `gettext` methods are well documented in the [python docs](#).

13.1 Under the hood

class LazyText (*method, args*)

Holds information about text to be translated at a later stage.

Arguments

- **method** (*string*) – The `gettext` method to use for translation
- **args** (*array or arguments*) – The args given to the `gettext` method to perform the translation

static apply_translation (*jed*)

Accepts a `Jed()` instance and uses it to translate the text.

Arguments

- **jed** (*Jed*) – The `jed` instance to translate with

static context (*ctx*)

Sets the context to use in translations.

Arguments

- **ctx** (*object*) – An object containing the context to be used.

```
$('Hello {{ person }}!').context({person: 'Guy'});
```

class LazyTranslator ()

Constructs *LazyText* () instances holding information for translation at a later stage.

Supports the following gettext methods:

- **gettext** = fn(key)
- **dgettext** = fn(domain, key)
- **ngettext** = fn(singular_key, plural_key, value)
- **dngettext** = fn(domain, singular_key, plural_key, value)
- **pgettext** = fn(context, key)
- **dpgettext** = fn(domain, context, key)
- **npgettext** = fn(context, singular_key, plural_key, value)
- **dnpgettext** = fn(domain, context, singular_key, plural_key, value)

For information on how these methods should be used, see: <http://slexaxton.github.io/Jed/>

static support (*method*)

Tells the the translator to support calls to *method*.

Arguments

- **method** (*string*) – The name of the method to support

class Translator (*jed*)

Constructs functions of the form *f* (*text*) , where *text* is a string or a *LazyText* (). If a string is provided, the function acts as a no-op. If a lazy translation is given, the function applies the translation using the translator's *jed* instance.

Arguments

- **jed** (*Jed*) – A *jed* instance or options to initialise such a *jed* instance to translate with.

static jed

Direct access to the translator's *Jed* () instance.

apply_translation (*jed*, *text*)

Accepts a *jed* instance and (possibly lazy translation) *text* and returns the translation result. If a string is provided, the function acts as a no-op. If a lazy translation is given, the function applies the translation using the *jed* given in the constructor.

Arguments

- **jed** (*Jed*) – The *jed* instance to translate with
- **text** (string or *LazyText* ()) – Either a string or an object constructed by one of *LazyTranslator* ()'s translation methods.

Sending Messages

OutboundHelper (*im*)

Provides helpers for sending messages.

Arguments

- **im** (*InteractionMachine*) – the interaction machine associated to the helper.

static delivery_class

The fallback delivery class to use when sending to a *Contact()*.

static send (*opts*)

Sends a message to an address or contact.

Arguments

- **opts.to** (string or *Contact()*) – The address or contact to send to.
- **opts.endpoint** (*string*) – The endpoint to send to over (for e.g. 'sms'). Needs to be one of the endpoints configured in the app's config.
- **opts.content** (string or *LazyText()*) – The content to be sent.
- **opts.delivery_class** (*string*) – The delivery class to send over for the contact (for e.g. if 'ussd' is given, the helper will send to the contact's the contact's 'msisdn' address). If not given, uses the delivery class configured for endpoint in *OutboundHelper.endpoints*, finally falling back to *OutboundHelper.delivery_class*. Irrelevant when *opts.to* is a string. See *ContactStore.get()* for a list of the supported delivery classes.
- **opts.lang** (*string*) – a letter language code (e.g. sw, en) to translate the content. If not given, the content will be translated to the user's current language.

static send_to_user (*endpoint*)

Sends a message to the current user.

Arguments

- **opts.endpoint** (*string*) – The endpoint to send to over (for e.g. 'sms'). Needs to be one of the endpoints configured in the app's config.
- **opts.content** (*string*) – The content to be sent.
- **opts.lang** (*string*) – a letter language code (e.g. sw, en) to translate the content. If not given, the content will be translated to the user's current language.

Utils

class `BaseError()`

An extendable error class that inherits from `Error()`.

Example usage:

```
var MyError = BaseError.extend(function(self, message) {
    self.name = "MyError";
    self.message = message;
});
```

`BaseError()` copies `.extend` from `Extendable()` rather than inheriting it because it inherits from `Error()` already.

class `DeprecationError()`

Thrown when deprecated functionality is used.

class `Extendable()`

A base class for extendable classes.

class `Extendable.extend(Child)`

Create a sub-class.

Arguments

- **Child** (*Class*) – The constructor for the child class.

Example usage:

```
var MyClass = Extendable.extend(function(self, name) {
    self.my_name = name;
});

var OtherClass = MyClass.extend(function(self, other) {
    MyClass.call("custom_name");
    self.other_var = other;
});
```

basic_auth (*username, password*)

Return an HTTP Basic authentication header value for the given username and password.

Arguments

- **username** (*string*) – The username to authenticate as.
- **password** (*string*) – The password to authenticate with.

exists (*v*)

Return `true` if *v* is defined and not null, and `false` otherwise.

Arguments

- **v** (*Object*) – The value to check.

format_addr (*addr*, *type*)

Format an address as a standardized string.

This function delegates to the formatter `format_addr[type]` or returns the address unchanged if there is no custom formatter.

Arguments

- **addr** (*string*) – The address to format.
- **type** (*string*) – The address type for the address.

`format_addr.gtalk_id` (*addr*)

Canonicalize a Gtalk address by stripping the device-specifier, if any.

Arguments

- **addr** (*string*) – The Gtalk address to format.

`format_addr.msisdn` (*addr*)

Canonicalize an MSISDN by adding a + prefix if one is not present.

Arguments

- **addr** (*string*) – The MSISDN to format.

functor (*obj*)

Coerce *obj* to a function.

If *obj* is a function, return the function. Otherwise return a constant function that returns *obj* when called.

Arguments

- **obj** (*Object*) – The object to coerce.

infer_addr_type (*delivery_class*)

Return the address type for the given delivery class.

A *delivery_class* is type of system that messages can be sent or received over. Common values are `sms`, `ussd`, `gtalk`, `twitter`, `mxit` and `wechat`.

An *address_type* is a type of address used to identify a user and corresponds to a field on a `Contact()` object. Common values are `msisdn`, `gtalk_id` and `twitter_handler`, `mxit_id` and `wechat_id`.

If the *delivery_class* isn't know, the *delivery_class* itself is returned as the *address_type*.

Arguments

- **delivery_class** (*string*) – The delivery class to look up.

The mapping of `of` delivery classes to address types is a low-level implementation detail that is subject to change. Use higher-level alternatives where possible.

inherit (*Parent*, *Child*)

Inherit the parent's prototype and mark the child as extending the parent.

Arguments

- **Parent** (*Class*) – The parent class to inherit and extend from.

- **Child** (*Class*) – The child class that inherits and extends.

is_integer (*v*)

Return `true` if *v* is of type number and has no fractional part.

Arguments

- **v** (*Object*) – The value to check.

maybe_call (*obj, that, args*)

Coerce a function to its result.

If *obj* is a function, call it with the given arguments and return the result. Otherwise return *obj*.

Arguments

- **obj** (*Object*) – The function to call or result to return.
- **that** (*Object*) – The value of `this` to bind to the function.
- **args** (*Array*) – Arguments to call the function with.

normalize_msisdn (*number, country_code*)

Normalizes an MSISDN number.

This function will normalize an MSISDN number by removing any invalid characters and adding the country code. It will return null if the given number cannot be normalized.

This function is based on the MSISDN normalize function found within the vumi utils.

Arguments

- **number** (*string*) – The number to normalize.
- **country_code** (*string*) – (optional) The country code for the number.

starts_with (*haystack, needle*)

Return `true` if *haystack* starts with *needle* and `false` otherwise.

Arguments

- **haystack** (*string*) – The string to search within.
- **needle** (*string*) – The string to look for.

If either parameter is false-like, it is treated as the empty string.

uuid ()

Return a UUID (version 4).

vumi_utc (*date*)

Format a date in Vumi's date format.

Arguments

- **date** (*obj*) – A value `moment` can interpret as a UTC date.

Test Utilities

fail()

Raises an `AssertionError()` with "Expected test to fail" as the error message.

make_im(opts)

Constructs an `InteractionMachine()`. Useful for testing things that a `App()` uses, for e.g. an http api helper for a particular app. All options are optional.

Arguments

- **opts.app** (`App`) – The app to be given to the interaction machine. If not given, a new app is created with a start state of 'start'.
- **opts.api** (*object or DummyApi*) – If an options object is given, a new `DummyApi()` is created using those options. Sensible defaults are provided for 'config' and 'kv' if those options are not given.
- **opts.msg** (*object*) – The message to setup the `InteractionMachine()` with. Uses sensible defaults if not given.
- **opts.setup** (*boolean*) – Whether `InteractionMachine.setup()` should be invoked. Defaults to `true`.

requester(api)

Returns a promise-based function that makes requests to the given api.

Arguments

- **api** (`DummyApi`) – The api to make requests to.

Javascript Sandbox Tutorial

This is a javascript sandbox tutorial for writing standalone Javascript sandbox applications (that connect to Junebug) too.

17.1 What is the sandbox?

A sandbox is an isolated execution environment, but its used in production, not testing, and its role is to provide access to carefully selected external resources and capabilities (e.g. logging, web requests, a key-value store, sending messages).

17.2 Introduction to an example we're going to use for this tutorial

In this tutorial we're going to write a sandbox application for [CTA train tracker](#) which returns a total number of in-service trains for one or more specified “L” routes.

17.3 Outcomes of the tutorial

By the end of this tutorial, you will be able to:

- Understand the structure of a sandbox application repository
- Write a sandbox application
- Write tests
- Know how to make an HTTP request from a sandbox application
- Deploy your application to Vumi Go

17.4 Other documentation

17.4.1 Sandbox skeleton

In this section, We'll learn how to use the [sandbox skeleton](#). Use this skeleton as a starting point for writing a sandbox application.

Requirements:

You will need the following things properly installed on your computer.

- `nodejs`
- `npm`
- `gruntjs`

Getting Started

Find the `sandbox skeleton` repo.

Clone the repo:

```
$ git clone https://github.com/praezelt/go-jsbox-skeleton
$ cd go-jsbox-skeleton
```

Install requirements:

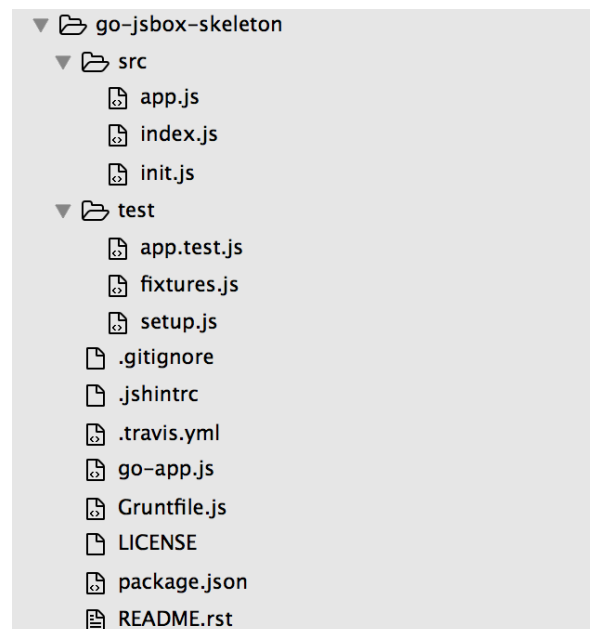
```
$ npm install
```

Run tests:

```
$ npm test
```

Sandbox skeleton directory structure

After you've cloned the repo and installed all the requirements, the sandbox skeleton directory should look like this:



Now let's take a look at the folders and files inside our go-jsbox-skeleton app directory.

src: Is the folder where the project's source files are stored or located.

- **app.js:** The majority of the go-jsbox-skeleton app code happens in this file.

- **index.js** / **init.js**: There's no need to worry about this files they contain [boilerplate code](#).

test:

- **app.test.js**: This file contains go-jsbox-skeleton app test configuration.
- **fixture.js**: This file contains a list of fixtures. If you look at the code inside the file you'll notice that it pretends to be a server if the app makes an http request. it basically telling what an http should expect and respond to those requests.
- **setup.js**: Again, this file contains a [boilerplate code](#). There's nothing to worry about.

travis.yml: Is the configuration file for Travis-CI. Runs all go-jsbox-skeleton app tests everytime we commit or push our code to GitHub. Read more about Travis-CI [here](#).

go-app.js: This is a generated file. It a compiled version of go-jsbox-skeleton app. It auto generated when you run `npm test`.

Warning: Don't edit this file (go-app.js). Edit src/app.js instead!

gruntfile.js: This file contains grunt configuration such as grunt plugins (grunt-contrib-jshint, grunt-mocha-test, grunt-contrib-concat, grunt-contrib-watch) and other grunt packages that we need for our project(go-jsbox-skeleton).

package.json: Contains a list of npm dependencies to install for go-jsbox-skeleton app by running `npm install`.

17.4.2 Deploying to Vumi Go

In this part of the tutorial, we will learn how to deploy our app to [Vumi Go](#) using our sandbox skeleton app example.

1. Set up a Vumi Go account

You will need a Vumi Go account to deploy our sandbox skeleton app. If you already have a Vumi Go account please move on to Step 2.

- To set up a Vumi Go account please contact the vumi development team via email by joining the the vumi-dev@googlegroups.com mailing list or on irc in #vumi on the [Freenode IRC network](#).

2. Sign in to Vumi Go

To sign in to Vumi Go account, do the following:

- Go to <https://go.vumi.org/accounts/login/?next=/conversations/>
- Enter your email address and password
- Click Sign in

After you have signed in, your dashboard panel should look like this:

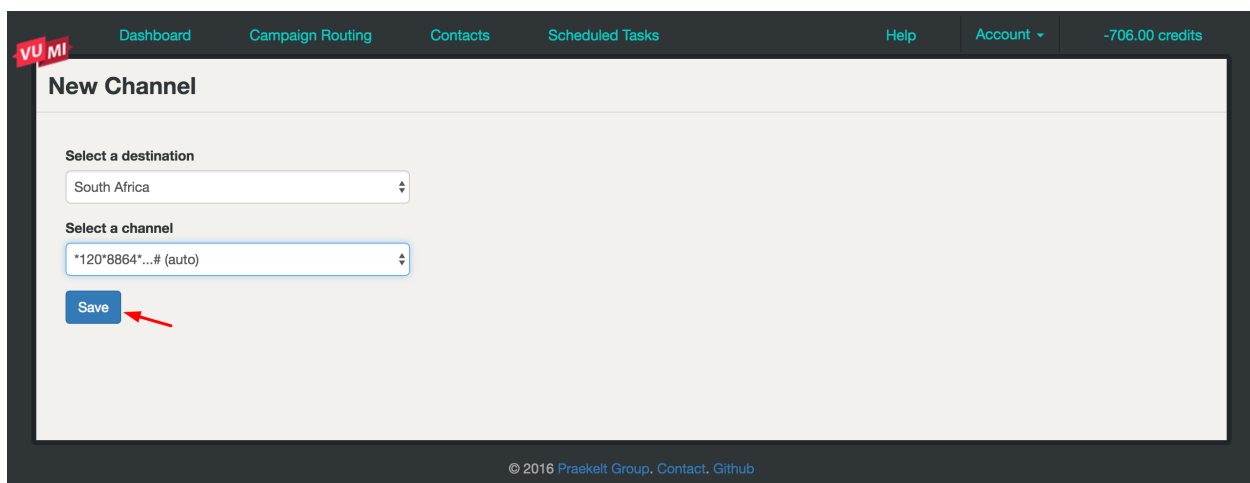
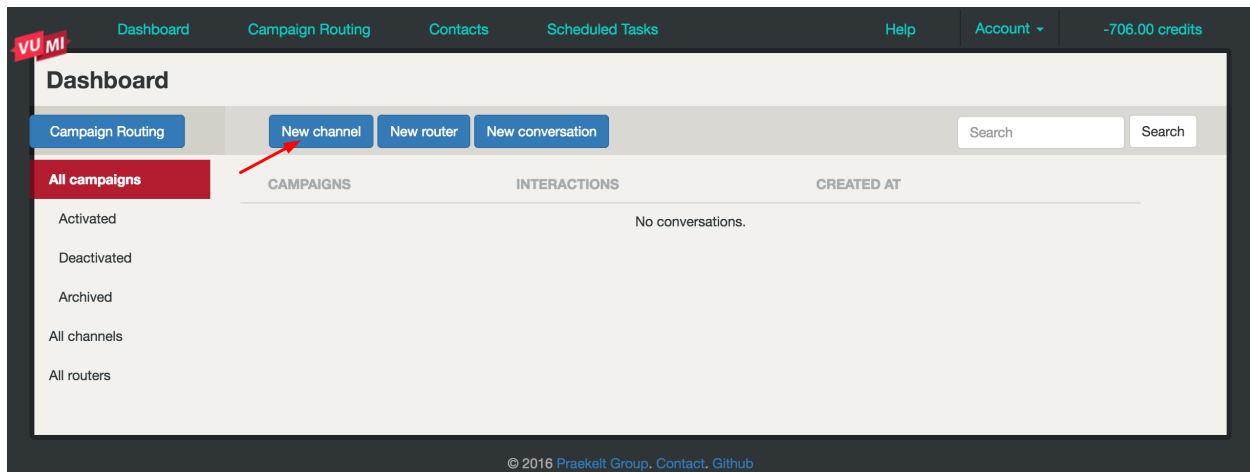
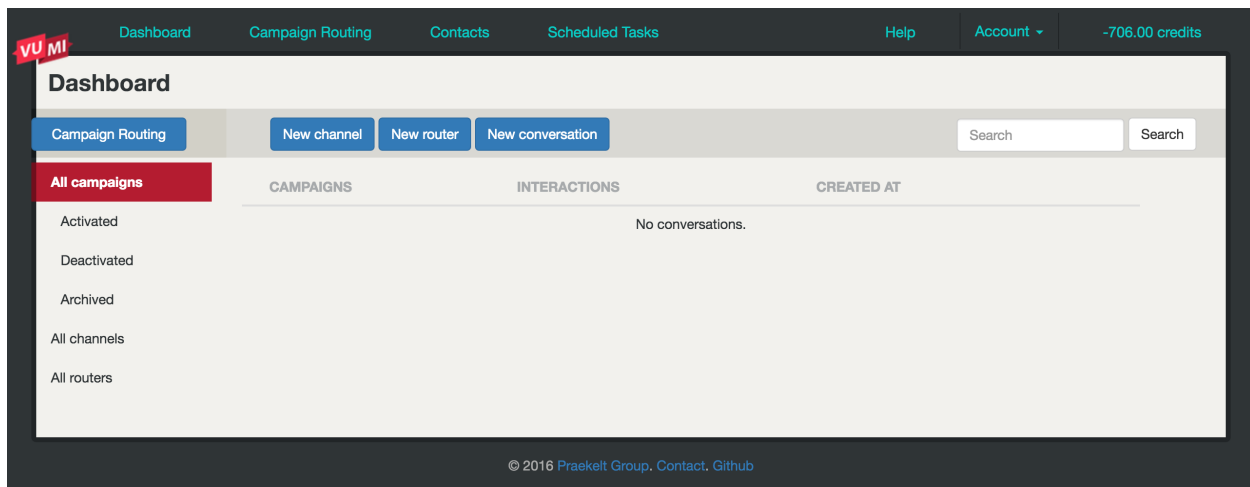
3. Create a new channel

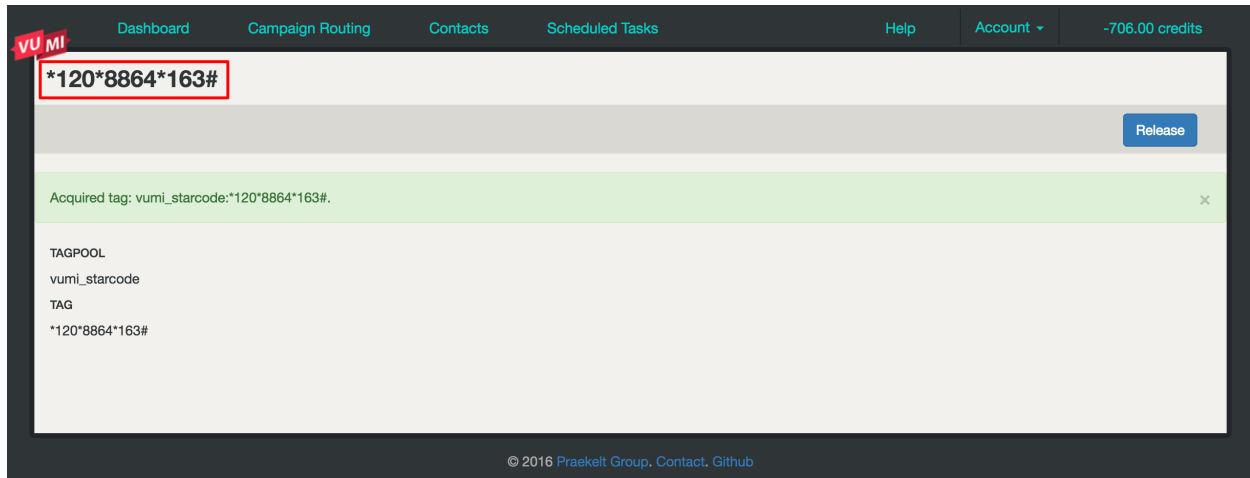
To create a new channel follow the following steps:

- Click new channel
- Select a **destination** and a **channel** as is shown in the picture below. Click **save**.

By clicking **save**, you will be taken to the page shown below where you will see your new generated **USSD** code. Click **dashboard**.

Warning: Don't click the release button!

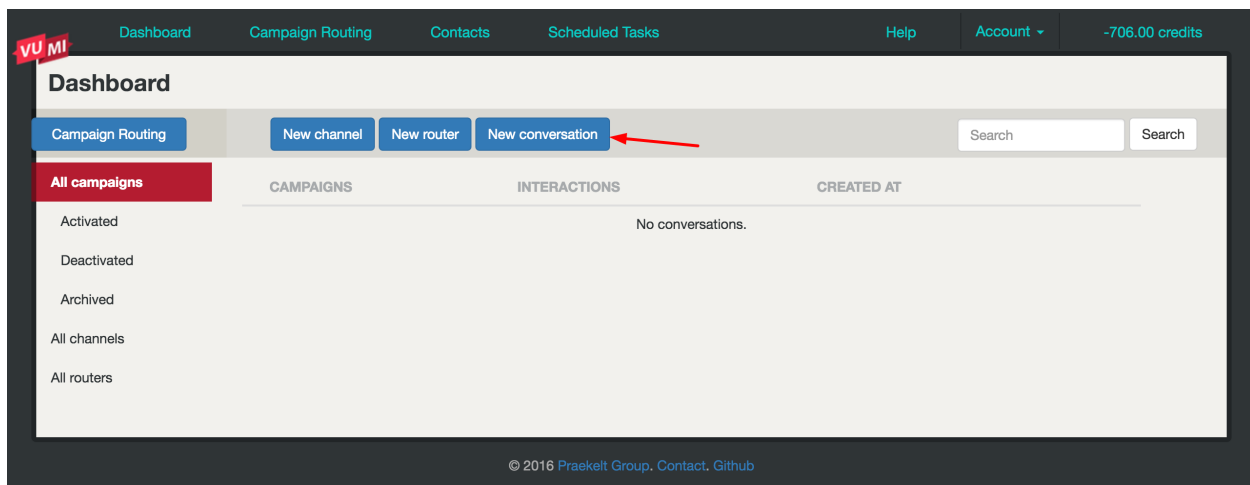




4. Create new conversation

To create a new conversation the steps are as follows:

- Click new conversation



- Enter a new **conversation name** and **conversation description** and then select a **kind of conversation** of your choice. Please see the picture below. Click **save**.
- Now copy the github raw code url for [go-app.js](#) and paste it in source url field. Click **update from url**. After you load the URL it'll show up in the editor. Click **save**.

After clicking **save**. You have successfully created a new conversation. Click **dashboard**.

5. Campaign routing

- Click campaign routing
- Under Channels you will see the channel you created, with a red “default” label. Click and drag on this label to join it with the similar label on the conversation you just created under Conversations. This will allow inbound messages on that channel to reach your conversation. Drag another arrow, this time from the conversation to the channel, this will allow replies from your conversation to reach the channel and be sent back to the user. Click **save**

New Conversation

Conversation name*
go jsbox skeleton

Conversation description
Skeleton for vumi javascript sandbox app

Which kind of conversation would you like?*
Javascript App

Save

© 2016 Praekelt Group, Contact, Github

Edit go jsbox skeleton

Save

Code

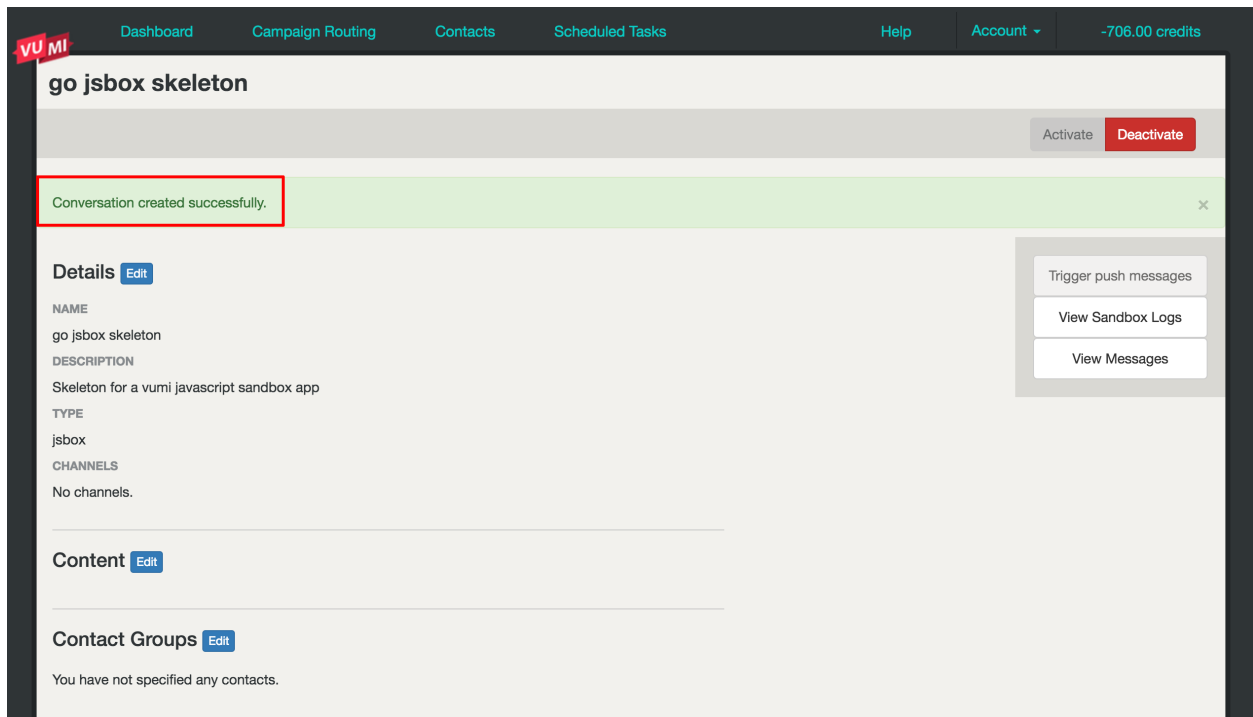
Javascript

```
1 // WARNING: This is a generated file.
2 // If you edit it you will be sad.
3 // Edit src/app.js instead.
4
5 var go = {};
6 go;
7
8 go.app = function() {
9   var vumigo = require('vumigo_v02');
10  var App = vumigo.App;
11  var Choice = vumigo.states.Choice;
12  var ChoiceState = vumigo.states.ChoiceState;
13  var EndState = vumigo.states.EndState;
14
15  var GoApp = App.extend(function(self) {
16    App.call(self, 'states:start');
17
18    self.states.add('states:start', function(name) {
19      return new ChoiceState(name, {
20        question: 'Hi there! What do you want to do?',
21      });
22    });
23  });
24
25  return GoApp;
26
27 go.app();
```

Source url
https://raw.githubusercontent.com/praekekt/go-jsbox

+ Update from Url

Update successful.



go jsbox skeleton

Activate Deactivate

Conversation created successfully.

Details Edit

NAME
go jsbox skeleton

DESCRIPTION
Skeleton for a vumi javascript sandbox app

TYPE
jsbox

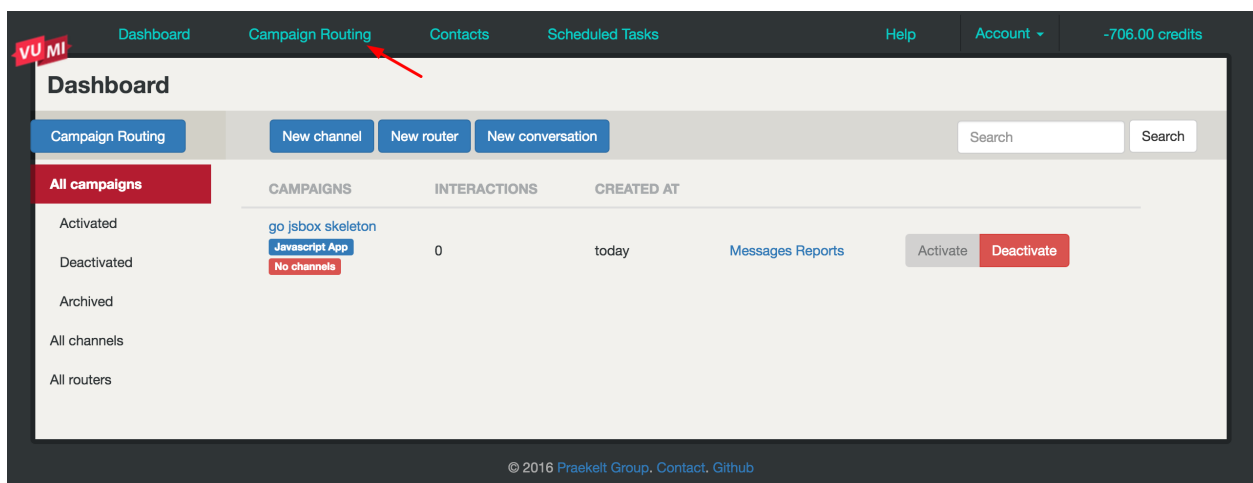
CHANNELS
No channels.

Content Edit

Contact Groups Edit

You have not specified any contacts.

Trigger push messages
View Sandbox Logs
View Messages



Dashboard

Campaign Routing New channel New router New conversation Search Search

All campaigns

	CAMPAIGNS	INTERACTIONS	CREATED AT	
Activated	go jsbox skeleton Javascript App No channels	0	today	Messages Reports
Deactivated				Activate Deactivate
Archived				
All channels				
All routers				

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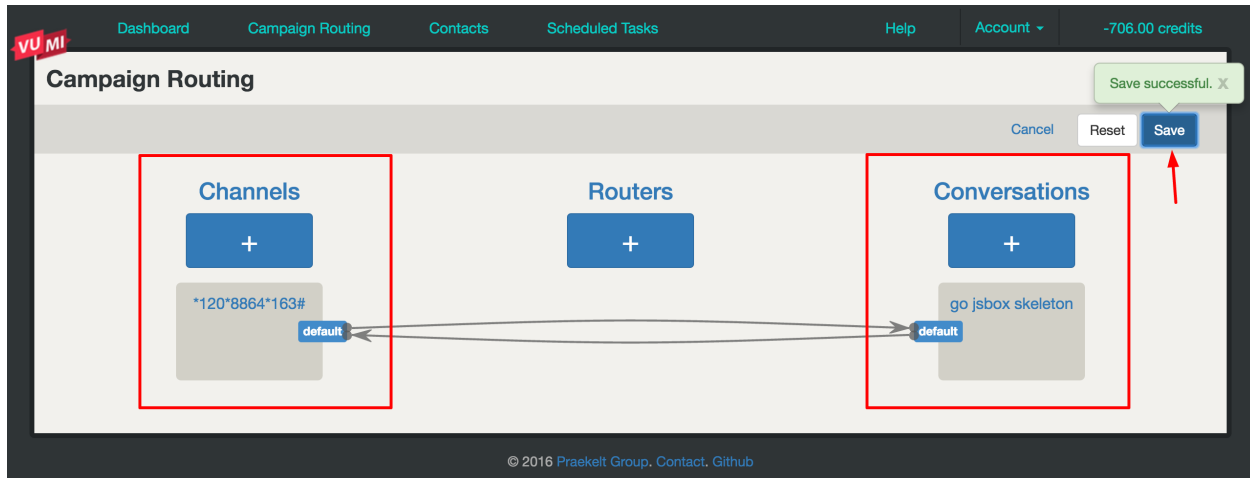


Fig. 17.1: Congratulations, you have successfully deployed your first app to Vumi Go! You can test it by dialing: *120*8864*163#

17.4.3 Creating states

States are the building blocks of sandbox applications. In this section we will learn how to create states using [CTA train tracker](#) sandbox application.

Overview of States

The states that we used for this sandbox application are:

- StartState
- ChoiceState
- MenuState
- EndState

StartState

A state when the user starts a session on the USSD. The following is an example of a StartState:

```
self.states.add('states:start', function(name) {
    return new MenuState(name, {
        question: 'Welcome to CTA train tracker.Pick a route:',

        choices: [
            new Choice('states:red', 'Red Line'),
            new Choice('states:blue', 'Blue Line'),
            new Choice('states:brown', 'Brown Line'),
            new Choice('states:green', 'Green Line'),
            new Choice('states:orange', 'Orange Line'),
            new Choice('states:purple', 'Purple Line'),
            new Choice('states:pink', 'Pink Line'),
            new Choice('states:exit', 'Exit')]
    });
});
```

The example above also uses **ChoiceState** and **MenuState** which displays a list of numbered choices and allows a user to respond by selecting one of the choices. E.g Red line, Blue line, Brown line etc.

EndState

This displays text and then terminates a session when the user is on the exit state. The following is an example of a EndState:

```
self.states.add('states:exit', function(name, opts) {
  var result = _.map(opts.echo.ctatt.route, function(route) {
    return 'There are ' + route.train.length + ' trains on the ' + route['@name'] + ' line.';
  });
  return new EndState(name, {
    text: [
      'Thanks for using CTA tran tracker.',
      result.join(';')
    ].join(' '),
    next: 'states:start'
  });
});
```

Read more about States [here](#).

17.4.4 Updating tests

The example shown below is a test example when the user starts a session and asked to pick a route.

```
describe("when the user starts a session", function() {
  it("should ask them to pick a route", function() {
    return tester
      .start()
      .check.interaction({
        state: 'states:start',
        reply: [
          'Welcome to CTA train tracker.Pick a route:',
          '1. Red Line',
          '2. Blue Line',
          '3. Brown Line',
          '4. Green Line',
          '5. Orange Line',
          '6. Purple Line',
          '7. Pink Line',
          '8. Exit'
        ].join('\n')
      })
      .run();
  });
});
```

In the following example we want to check that the response was given to <http://lapi.transitchicago.com/api/1.0/ttpositions.aspx?key=33305d8dcece4aa58c651c740f88d1e2&rt=red&outputType=JSON> and check the the request's data equals the content given by the user.

```
describe("when the user is asked to pick a route e.g red line", function() {
  it("should select red line", function() {
    return tester
      .setup.user.state('states:red')
```

```
.input('1')
.check(function(api) {
  var req = api.http.requests[0];
  assert.deepEqual(req.params, {rt: 'red', key: '33305d8dcece4aa58c651c740f88d1e2', out
});
.run();
});

it("should tell them the result", function() {
  return tester
    .setup.user.state('states:start')
    .input('1')
    .check.interaction({
      state: 'states:exit',
      reply: [
        "Thanks for using CTA tran tracker.",
        "There are 2 trains on the red line."
      ].join(' ')
    })
    .check.reply.ends_session()
    .run();
});
});
```

To run the tests type: `npm test`

Read more about Test Utilities [here](#).

17.4.5 Add an HTTP request

In this section we will show you how to add an http request to your sandbox application.

As an example, we are going to preform a GET request to [CTA train tracker](#). which returns a total number of in-service trains for Red line route.

```
self.states.add('states:red', function(name) {
  return self
    .http.get(
      'http://lapi.transitchicago.com/api/1.0/ttpositions.aspx?', {
        params: {rt: 'red', key: '33305d8dcece4aa58c651c740f88d1e2', outputType: 'JSON'}
      })
    .then(function(resp) {
      return self.states.create('states:exit', { echo: resp.data});
    });
});
```

The HTTP request is made to that URL, with the parameters key, train route and the output type as Json. Once you've made the request to that URL, The `.then()` function will create the exit state and returns the results.

Read more about HTTP API [here](#).

See also [Vumi Go's documentation](#).

Example Applications

To get you started, here are some example applications that may be useful as an example or reference.

18.1 Basic example

A simple app with a *ChoiceState()* and two *EndState()*s. Take a look to find out how to ask a user if they would like tea or coffee.

18.2 Contacts example

Shows the basics for getting and saving contacts, and how to test contacts-based apps.

18.3 Http example

Shows the basics for making http requests and using the responses.

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