

TO TEST YOUR THE LOCAL VERSION OF YOUR BOT

For testing changes locally before pushing your code.

- 1. At the command line, navigate to the main folder for your bot.
- 2. Type ./bin/hubot and press Enter. This gives a few warning messages that you can safely ignore, as long as the BASH prompt is not displayed again after them.
- 3. Press **Enter**, after which you should see a prompt such as hubot> that lets you interact with your bot.
- 4. When you're done testing, press control + C to return to the BASH prompt.

TO TEST THE HEROKU VERSION OF YOUR BOT ON SLACK

For interacting on Slack with code you have pushed.

- 1. At the command line, navigate to the main folder for your bot.
- 2. Push your code to Heroku using the following commands: git add . git commit -m "description of changes"
 - git push heroku master
- 3. Open a direct message with the bot you're sharing in the class Slack organization (such as redbot or greenbot).
- 4. Send a direct message to interact with your bot. Remember that the bot's replies may reflect the code of the classmate sharing your bot on Slack, as well as your own code, so you may get multiple replies to a single test message.

TO TEST THE HEROKU VERSION OF YOUR BOT FROM YOUR COMMAND LINE

For interacting at the command line with code you have pushed.

- 1. At the command line, navigate to the main folder for your bot.
- 2. Push your code to Heroku using the following commands:
 - git add .
 git commit -m "description of changes"
 - git push heroku master
- 3. Type HUBOT_SLACK_TOKEN=TOKEN-GOES-HERE ./bin/hubot --adapter slack and press Enter, where TOKEN-GOES-HERE is the Slack token provided by your instructor.

This gives a few warning messages that you can safely ignore, as long as the BASH prompt is **not** displayed again after them.

- 4. Press **Enter**, after which you should see a prompt such as hubot> that lets you interact with your bot.
- 5. When you're done testing, press control + C to return to the BASH prompt..