

Bug 17

Problem: for current code (changeset 582) GUI tests error in testMenuItemsPresent (German/English problem) remain. => 2 problems:

- a) not all tests were run before checkin
- b) not enough tests (does for each German string resource also an English string exist?)

The screenshot shows an IDE with two main panels. The left panel displays the JUnit test results for the package `at.tugraz.ist.catroid.uitest.construction_site.SpriteTest`. The test `testMenuItemsPresent` has failed. The failure trace indicates a `Resources$NotFoundException` for the string resource ID `#0x7f06003f`, which corresponds to `R.string.reset`. The right panel shows the source code of `MenuTest.java`. The `testMenuItemsPresent` method is highlighted, showing it sends the `Solo.MENU` key and then asserts that the number of displayed menu items is correct (6). The `getMenuItemCount` method is also visible, which iterates over the views and counts those that are instances of `IconMenuItemView`.

```
public void tearDown() throws Exception {
    try {
        solo.finalize();
    } catch (Throwable e) {
        e.printStackTrace();
    }
    getActivity().finish();
    super.tearDown();
}

public void testMenuItemsPresent() {
    solo.sendKey(Solo.MENU);

    int menuItemCount = getMenuItemCount();
    int expectedMenuItemCount = 6;

    assertEquals("Number of displayed menu items is correct", expectedMenuItemCount, menuItemCount);

    String[] menuItems = {
        getActivity().getString(R.string.construction_site_play),
        getActivity().getString(R.string.reset),
        getActivity().getString(R.string.new_project_main),
        getActivity().getString(R.string.load),
        getActivity().getString(R.string.change_project_name_main),
        getActivity().getString(R.string.about)
    };

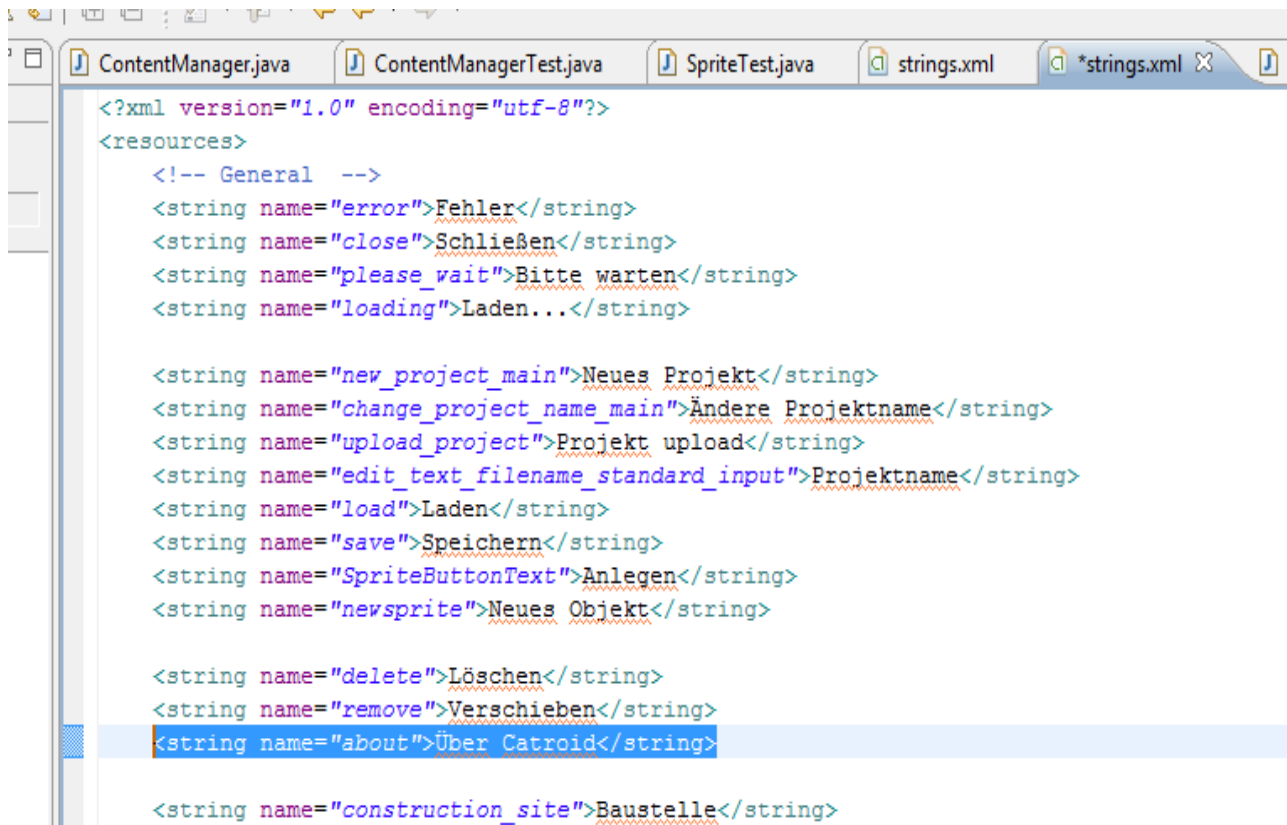
    for(String menuItem: menuItems) {
        assertTrue("Menu item " + menuItem + " was found", solo.searchText(menuItem));
    }
}

private int getMenuItemCount() {
    int menuItemCount = 0;
    final String MENU_ITEM_CLASS = "class com.android.internal.view.menu.IconMenuItemView";

    ArrayList<View> views = solo.getViews();
    for (View v: views) {
        if (v.getClass().toString().equals(MENU_ITEM_CLASS))
            menuItemCount++;
    }
}
```

Failure Trace:

```
android.content.res.Resources$NotFoundException: String resource ID #0x7f06003f
    at android.content.res.Resources.getText(Resources.java:201)
    at android.content.res.Resources.getString(Resources.java:254)
    at android.content.Context.getString(Context.java:182)
    at at.tugraz.ist.catroid.uitest.construction_site.MenuTest.testMenuItemsPresent(MenuTest.java:54)
    at android.test.InstrumentationTestcase.runMethod(InstrumentationTestcase.java:204)
```



The screenshot shows an IDE window with several tabs: ContentManager.java, ContentManagerTest.java, SpriteTest.java, strings.xml, and *strings.xml. The active file is strings.xml, which contains XML code for localization. The code is as follows:

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <!-- General -->
    <string name="error">Fehler</string>
    <string name="close">Schließen</string>
    <string name="please wait">Bitte warten</string>
    <string name="loading">Laden...</string>

    <string name="new_project_main">Neues Projekt</string>
    <string name="change_project_name_main">Ändere Projektname</string>
    <string name="upload_project">Projekt upload</string>
    <string name="edit_text_filename_standard_input">Projektname</string>
    <string name="load">Laden</string>
    <string name="save">Speichern</string>
    <string name="SpriteButtonText">Anlegen</string>
    <string name="newsprite">Neues Objekt</string>

    <string name="delete">Löschen</string>
    <string name="remove">Verschieben</string>
    <string name="about">Über Catroid</string>

    <string name="construction_site">Baustelle</string>
```

