

# Calabash

Automated functional testing for your iOS applications  
to avoid Breaking Bad when delivering to your customers

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# Agenda

1. What is functional testing and how is it different than other types of automated testing?
2. What is Calabash and how do you integrate it into your iOS apps?
3. Writing and running tests with Calabash

# “Kyle wrote an app yo!”



# And he wants to test it yo!





# Before he sends it to his customers, yo!

## Smoke Test

Make sure:

1. App launches correctly (doesn't crash)
2. I enter the app after swiping on the Home screen
3. I can scroll the list of dead drops up and down
4. I can select any dead drop and then tap the map to open it
5. I can tap the pin and see the name of the Dead Drop
6. I can can tap on the header to return to the Dead Drop List

Ship it!



Techno Warning!!!



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=

**RegEx**  
*Regular Expression*  
 /h[a4@](((c<[k\|<])|([k\|<])|(x))\s+((d)|\n|t\+h)) [3ea4@]\s+p[1l] [a4@]n[3e] [t\+]/i



# Types of Testing

- Unit Testing
- Integration Testing
- Functional Testing



# Calabash



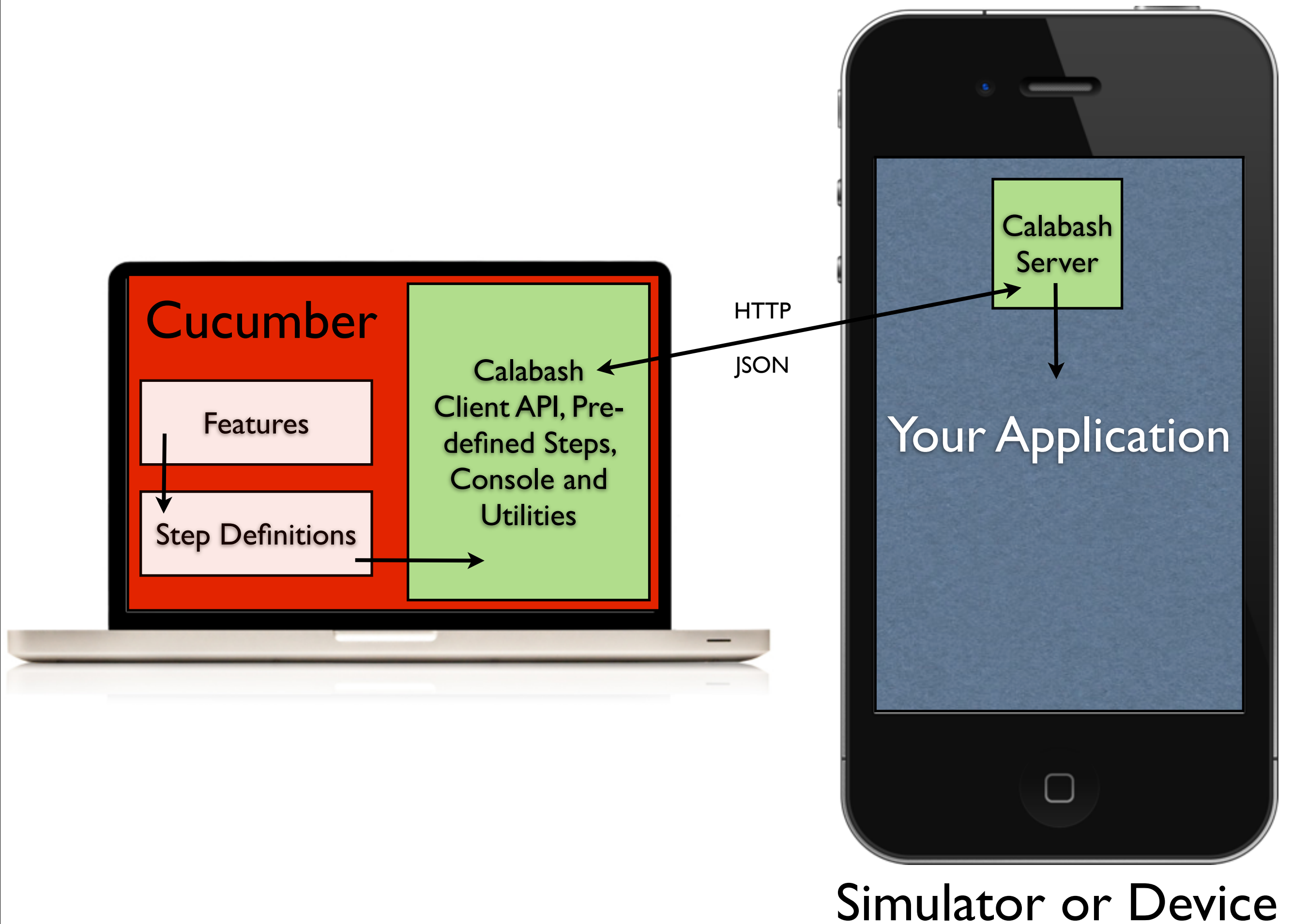
Android



iOS

# Calabash

- Automated functional testing
- Mobile apps
- Based upon Cucumber
- Works on iOS and Android
- Open Source/Free
- Originally written by LessPainful
- Managed/maintained by Xamarin





# Features: Structure

**Feature:** Launching the application

As Dead Drop Spy

I want to be able to successfully launch  
and navigate into the application

So that I can enjoy using it without any problems

**Scenario:** Successfully launching the application

**Scenario:** Successfully navigating past the Home Screen and  
into the application



# Features

Scenarios: Given,  
When, Then, And

Scenario: Successfully launching the application

**Given** *I have launched the application*

**Then** *I should see the Home Screen*

Scenario: Successfully navigating past the Home Screen and into the application

**Given** *I can see the Home Screen*

**When** *I swipe up on "HomeScreen"*

**Then** *I should see the Dead Drop List*

**And** *I should see the Dead Drop Mini Map*



# Step Definitions

```
Given(/^I have launched the application$/) do
  wait_for() {
    element_exists("view")
  }
end
```

```
Then(/^I (can|should) see the Home Screen$/) do | c |
  wait_for() {
    element_exists("view marked:'HomeScreen'")
  }
  setCurrentScreen("#{HOME}")
end
```





# Instrumenting your application

```
@implementation HomeViewController
```

```
- (void)viewDidLoad {  
    [super viewDidLoad];
```

```
    self.view.accessibilityIdentifier = @"HomeScreen";  
}
```

```
@end
```



# Calabash

## Predefined Steps

- **Screenshots:** Then take picture
- **Touching/Tapping:** Then I touch the "login" button
- **Entering Text:** Then I fill in "placeholder" with "text to write"
- **Waiting:** Then I wait to see "text or label"
- **Swiping:** Then I swipe down on "someView"
- **Pinching:** Then I pinch to zoom in
- **Scrolling:** Then I scroll down
- **Device Rotation:** Then I rotate device left
- **Assertions:** Then I don't see the "someView"





# Calabash

## Ruby iOS API

- Use within step definitions
- Test via Calabash Console
- Querying, touching, swiping, pinching, rotating, scrolling, entering text, waiting, asserting