

SENG 440 Week 11

Testing Android Apps

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Mobile app testing

- Functional testing
- Testing on different operating system versions
- Compatibility with different devices (e.g. sensors)
- Performance on different devices (speed, memory, etc)
- Appearance on different screen sizes
- Accessibility testing

Debugging and profiling

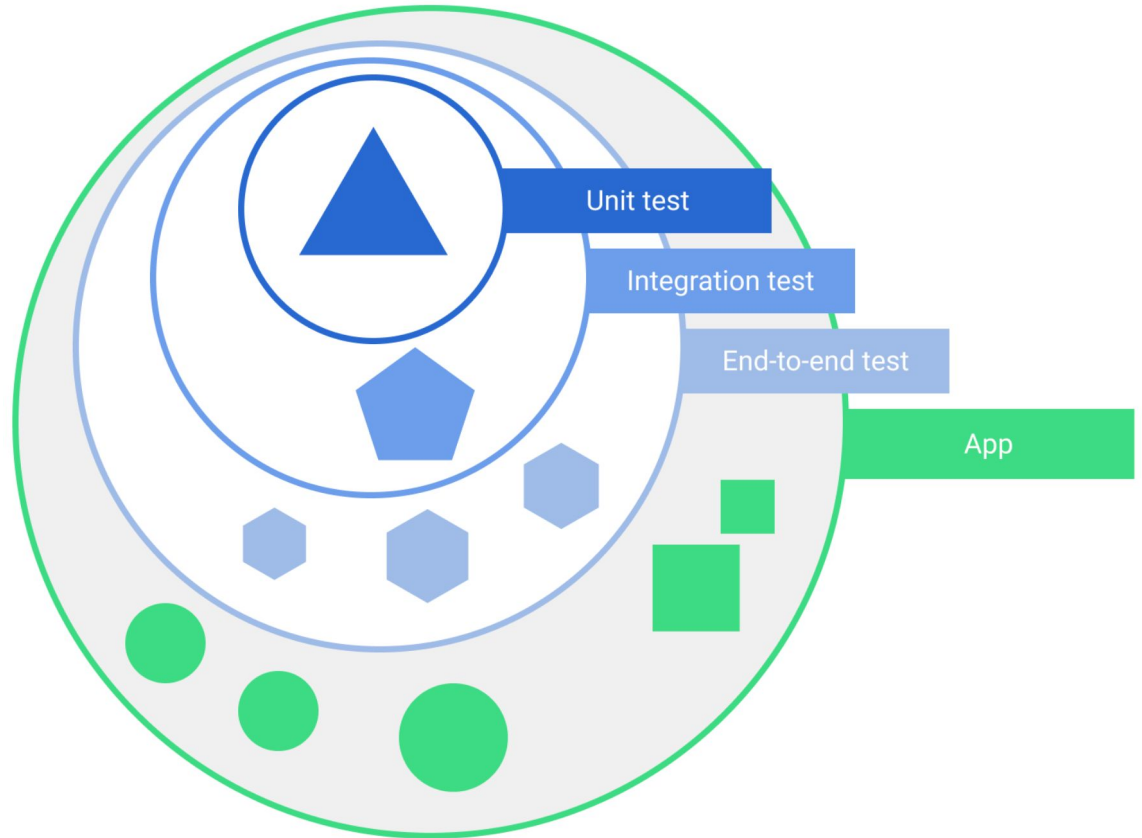
- Log class

<https://developer.android.com/reference/kotlin/android/util/Log>

- Stack tracing
- Device file explorer
 - `data/data/app_name/` - app data files on internal storage
 - `sdcard/` - data files on external storage
- Android studio profilers:
 - CPU profiler
 - Energy profiler
 - Memory profiler
 - Network profiler

Testing scope

- Unit tests
- Integration tests
- End-to-end tests



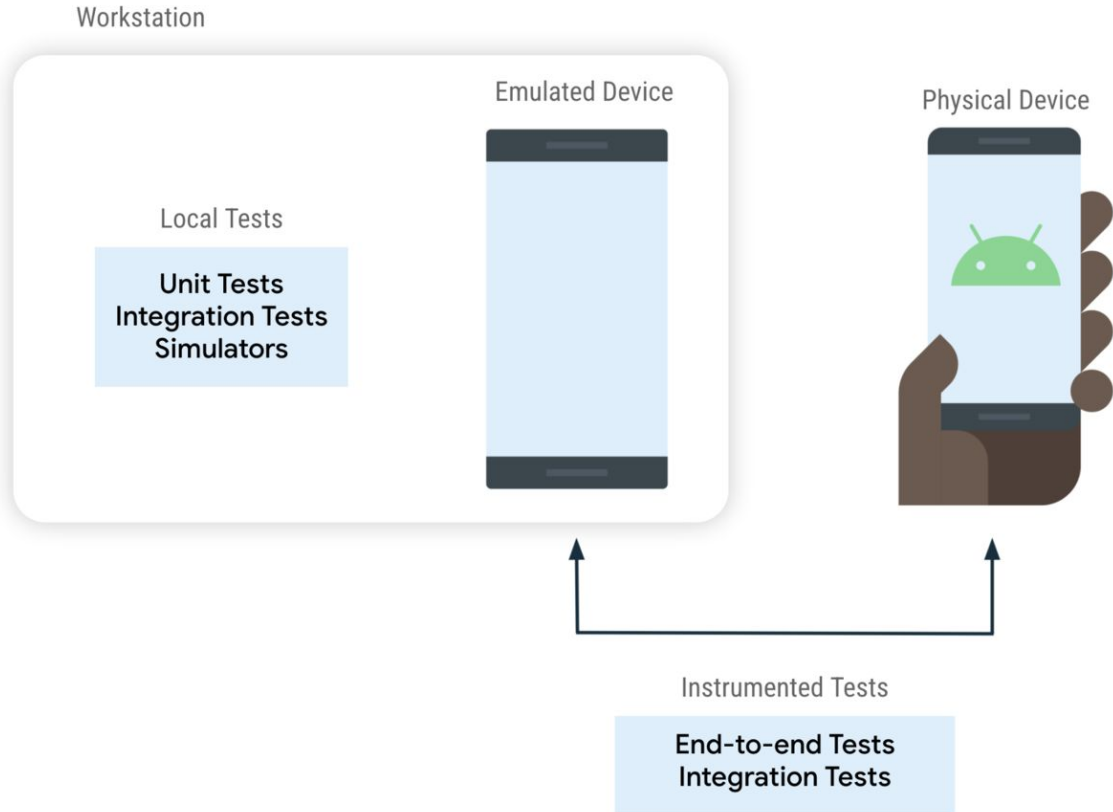
Local tests

- Limited tests that run on development machine, not device or emulator
- Cannot interact with the Android framework
- Unit tests - execute code and validate result
- Can only access public methods in a class
- Requires dummy data (fakes, test doubles)
- Types of test doubles: [Use test doubles in Android](#)

```
object FakeUserRepository : UserRepository {  
    fun getUsers() = listOf(UserAlice, UserBob)  
}  
  
val const UserAlice = User("Alice")  
val const UserBob = User("Bob")
```

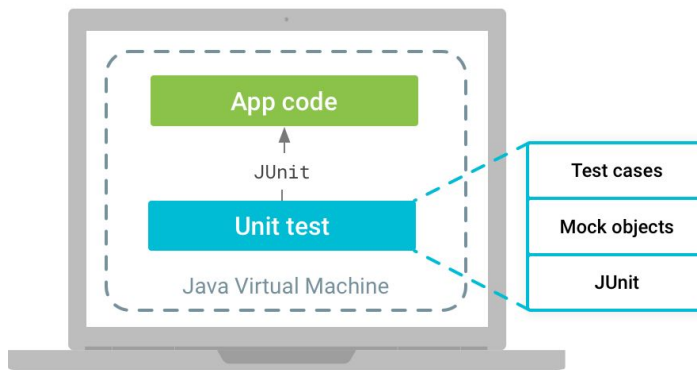
Instrumented tests

- Test application that invokes commands (e.g. UI triggers) on the application that you are testing
- Automated UI tests
- Flaky tests - non-deterministic behavior (turning off system animations can help)

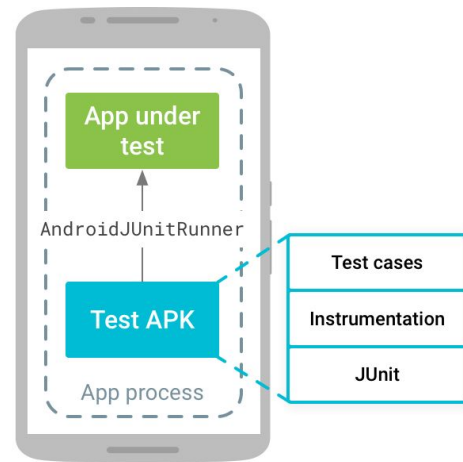


Test environment

- App under test
 - `src/main/java`
- Local tests
 - `src/test/java`
- Instrumented tests
 - `src/androidTest/java`



Local unit test
`src/test/java/`



Instrumented test
`src/androidTest/java/`

Androidx test libraries

```
dependencies {  
    // Core library  
    androidTestImplementation "androidx.test:core:$androidXTestVersion0"  
  
    // AndroidJUnitRunner and JUnit Rules  
    androidTestImplementation "androidx.test:runner:$testRunnerVersion"  
    androidTestImplementation "androidx.test:rules:$testRulesVersion"  
  
    // Assertions  
    androidTestImplementation "androidx.test.ext:junit:$testJUnitVersion"  
    androidTestImplementation "androidx.test.ext:truth:$truthVersion"  
  
    // Espresso dependencies  
    androidTestImplementation "androidx.test.espresso:espresso-core:$espressoVersion"  
    androidTestImplementation "androidx.test.espresso:espresso-contrib:$espressoVersion"  
    androidTestImplementation "androidx.test.espresso:espresso-intents:$espressoVersion"  
    androidTestImplementation "androidx.test.espresso:espresso-accessibility:$espressoVersion"  
    androidTestImplementation "androidx.test.espresso:espresso-web:$espressoVersion"  
    androidTestImplementation "androidx.test.espresso.idling:idling-concurrent:$espressoVersion"  
  
    // The following Espresso dependency can be either "implementation",  
    // or "androidTestImplementation", depending on whether you want the  
    // dependency to appear on your APK's compile classpath or the test APK  
    // classpath.  
    androidTestImplementation "androidx.test.espresso:espresso-idling-resource:$espressoVersion"  
}
```


Espresso framework

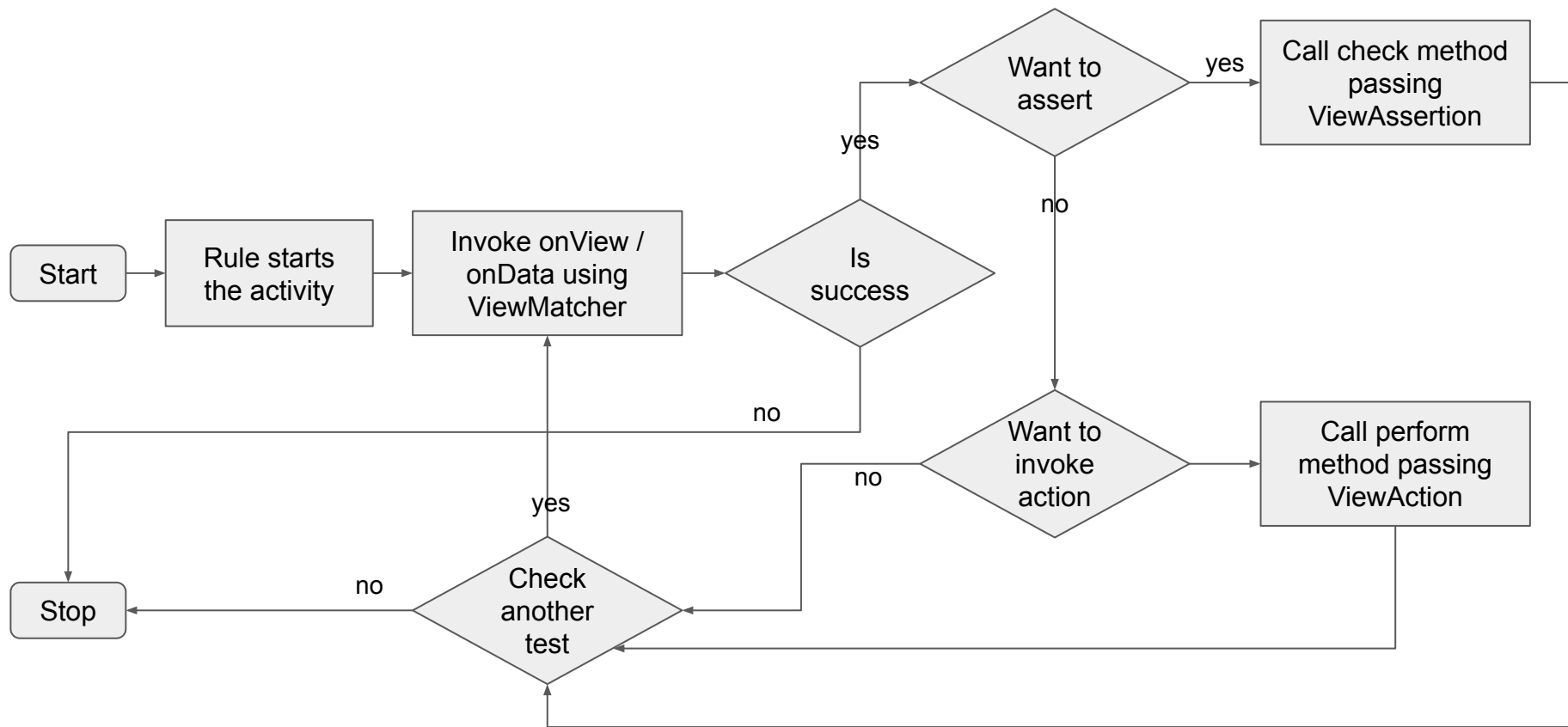
- Classes

- JUnit runner
- JUnit rules
- ViewMatchers
- ViewActions
- ViewAssertions

Synchronization conditions after each execution of interaction with views to prevent flakiness

- The message queue is empty
- No asynchronous tasks executing
- All developer-defined [idling resources](#) are idle

[GitHub - android/testing-samples: A collection of samples demonstrating different frameworks and techniques for automated testing](#)



```
onView(ViewMatcher)  
    .perform(ViewAction)  
    .check(ViewAssertion);
```

View Matchers

USER PROPERTIES

withId(...)
withText(...)
withTagKey(...)
withTagValue(...)
hasContentDescription(...)
withContentDescription(...)
withHint(...)
withSpinnerText(...)
hasLinks()
hasEllipsizedText()
hasMultilineText()

UI PROPERTIES

isDisplayed()
isCompletelyDisplayed()
isEnabled()
hasFocus()
isClickable()
isChecked()
isNotChecked()
withEffectiveVisibility(...)
isSelected()

OBJECT MATCHER

allOf(Matchers)
anyOf(Matchers)
is(...)
not(...)
endsWith(String)
startsWith(String)
instanceOf(Class)

HIERARCHY

withParent(Matcher)
withChild(Matcher)
hasDescendant(Matcher)
isDescendantOfA(Matcher)
hasSibling(Matcher)
isRoot()

INPUT

supportsInputMethods(...)
hasIMEAction(...)

CLASS

isAssignableFrom(...)
withClassName(...)

ROOT MATCHERS

isFocusable()
isTouchable()
isDialog()
withDecorView()
isPlatformPopup()

SEE ALSO

Preference matchers
Cursor matchers
Layout matchers

View Actions

CLICK/PRESS

click()
doubleClick()
longClick()
pressBack()
pressIMEActionButton()
pressKey([int/EspressoKey])
pressMenuKey()
closeSoftKeyboard()
openLink()

GESTURES

scrollTo()
swipeLeft()
swipeRight()
swipeUp()
swipeDown()

TEXT

clearText()
typeText(String)
typeTextIntoFocusedView(String)
replaceText(String)

View Assertions


matches(Matcher)
doesNotExist()
selectedDescendantsMatch(...)

LAYOUT ASSERTIONS

noEllipsizedText(Matcher)
noMultilineButtons()
noOverlaps([Matcher])

POSITION ASSERTIONS

isLeftOf(Matcher)
isRightOf(Matcher)
isLeftAlignedWith(Matcher)
isRightAlignedWith(Matcher)
isAbove(Matcher)
isBelow(Matcher)
isBottomAlignedWith(Matcher)
isTopAlignedWith(Matcher)



```
onData(ObjectMatcher)  
    .DataOptions  
    .perform(ViewAction)  
    .check(ViewAssertion);
```

Data Options

```
inAdapterView(Matcher)  
atPosition(Integer)  
onChildView(Matcher)
```

intended(IntentMatcher);

intending(IntentMatcher)
.respondWith(ActivityResult);

Intent Matchers

INTENT

hasAction(...)
hasCategories(...)
hasData(...)
hasComponent(...)
hasExtra(...)
hasExtras(Matcher)
hasExtraWithKey(...)
hasType(...)
hasPackage()
toPackage(String)
hasFlag(int)
hasFlags(...)
isInternal()

URI

hasHost(...)
hasParamWithName(...)
hasPath(...)
hasParamWithValue(...)
hasScheme(...)
hasSchemeSpecificPart(...)

BUNDLE

hasEntry(...)
hasKey(...)
hasValue(...)

COMPONENT NAME

hasClassName(...)
hasPackageName(...)
hasShortClassName(...)
hasMyPackageName()

Jetpack Compose testing API

- Same principles as Espresso but some different elements
- Finders
 - Select one or more nodes in the UI hierarchy
 - Uses matchers (similar to pattern matching)
- Assertions
- Actions

[Testing your Compose layout - Jetpack](#)

Finders

```
onNode(matcher)  
onNodeWithContentDescription  
onNodeWithTag  
onNodeWithText  
onRoot
```

```
onAllNodes(matcher)  
onAllNodesWithContentDescription  
onAllNodesWithTag  
onAllNodesWithText
```

OPTIONS: useUnmergedTree: Boolean

Matchers

```
has[No]ClickAction
hasContentDescription[Exactly]
hasImeAction
hasProgressBarRangeInfo
has[No]ScrollAction
hasScrollTo[Index|Key|Node]Action
hasSetTextAction
hasStateDescription
hasTestTag
hasText[Exactly]
is[Not]Dialog
is[Not]Enabled
is[Not]Focused
is[Not]Selected
isHeading
isOff
isOn
isPopup
isSelectable
isToggleable
isFocusable
isRoot
```

HIERARCHICAL

```
hasParent
hasAnyChild
hasAnySibling
hasAnyDescendant
hasAnyAncestor
```

SELECTORS

```
filter(matcher)
filterToOne(matcher)
onAncestors
onChild
onChildAt
onChildren
onFirst
onLast
onParent
onSibling
onSiblings
```

Assertions

```
assert(matcher)
assertExists
assertDoesNotExist
assertContentDescriptionContains
assertContentDescriptionEquals
assertIs[Not]Displayed
assertIs[Not]Enabled
assertIs[Not]Selected
assertIs[Not]Focused
assertIsOn
assertIsOff
assertIsToggleable
assertIsSelectable
assertTextEquals
assertTextContains
assertValueEquals
assertRangeInfoEquals
assertHas[No]ClickAction
```

COLLECTIONS

```
assertAll
assertAny
assertCountEquals(Int)
```

BOUNDS

```
assert[Width|Height]IsEqualTo
assertIsEqualTo
assert[Width|Height]IsAtLeast
assertTouch[Width|Height]IsEqualTo
assertTopPositionInRootIsEqualTo
assertLeftPositionInRootIsEqualTo
getAlignmentLinePosition(BaseLine)
getUnclippedBoundsInRoot
```

Actions

```
performClick  
performTouchInput  
performMultiModalInput  
performScrollTo  
performSemanticsAction  
performKeyPress  
performImeAction  
performTextClearance  
performTextInput  
performTextReplacement
```

TOUCH INPUT

```
click  
doubleClick  
longClick  
pinch  
swipe  
swipe[Down|Left|Right|Up]  
swipeWithVelocity
```

TOUCH INPUT PARTIAL

```
down  
moveTo  
movePointerTo  
moveBy  
movePointerBy  
move  
up  
cancel
```

ComposeTestRule

```
@get:Rule  
val testRule =  
    createComposeRule()
```

```
setContent { }  
density  
runOnIdle { }  
runOnUiThread { }  
waitForIdle()  
waitUntil { }  
awaitIdle()  
[un]registerIdlingResource()  
mainClock.autoAdvance  
mainClock.currentTime  
mainClock.advanceTimeBy()  
mainClock.advanceTimeByFrame()  
mainClock.advanceTimeUntil { }
```

AndroidComposeTestRule

```
@get:Rule  
val testRule =  
    createAndroidComposeRule<Activity>()
```

```
ComposeTestRule.* +  
activity  
activityRule
```

Debug

```
onNode(...).*
```

```
printToString()  
printToLog()  
captureToImage()
```

UI Automator

- Used for cross app UI testing
- Provides UiDevice class to perform operations on the device not tied to a single app, e.g. click home button
- Can access installed apps, e.g. system functions
- Look up UI components with descriptors (works best with Android accessibility features)

[Write automated tests with UI Automator | Android Developers](#)