# SEGR 5210 Software Testing
# Fall 2014

# Monkey Tutorial

This tutorial assumes you have built the NumberGuessing app.

## Monkey

The monkey tool is a random testing tool that generates random input events. It basically checks to see if the program can survive the barrage of random input events without crashing. This form of random testing is called fuzz testing.

## Running monkey

The monkey tool is run on the command line using `adb` (Android Debug Bridge) and not through Eclipse. However, Eclipse is needed to start the emulator.

Please note the following placeholders:
*`<ADT>`*:  Directory where Eclipse ADT is placed. This directory subdirectories `eclipse` and `sdk`.
*`<Package>`*: Package under test (For number guessing, use: `edu.seattleu.numberguessing`)

1. In Eclipse, run the program in the emulator. It doesn't matter if the program finishes or not but keep the emulator window open.

2. In a command prompt:
    a.   Type: `cd <ADT>\sdk\platform-tools`
    b.   Type: `adb shell monkey –p <Package> -v 500`

3. Watch the emulator window and wait for the results.

To repeat, rerun the command in step 21. The number 500 events indicates that 500 events will be sent to the app. Change this number to send more or less events.

For additional command line parameters and information on monkey, check out the website: http://developer.android.com/tools/help/monkey.html