MOET

https://github.com/eing/moet

Mobile End-to-End Testing Mobile Exploratory Testing

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Mobile automation technologies

Two categories

- Instrumented technique
- Non-instrumented technique

What is instrumentation?

- Tests are compiled with the app
- Tests are installed & launched with the app
- Source code is required and may need to be modified
- Only one app can be executed at a time
- White box approach

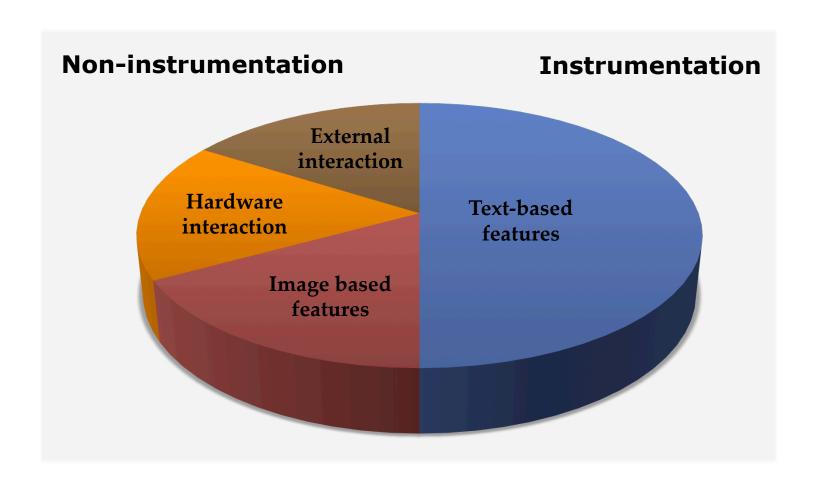


Advantages of both techniques

Non-instrumentation	Instrumentation
 Device platform agnostic 	Elements can be accessed
 Test code reuse 	 Debugging ease
 Test language & test harness 	 Test verification ease
autonomy	Reduce tools dependencies
 Support for 	Support for
Multi-applications testing	Installing application
Custom composite UI elements	Launching application
Database/server API assertions	Cleanup (kill application)
Use of external libraries	Test execution on device
(e.g. hardware/image libraries)	Code coverage



Which technique should I use?





Mobile automation tools

Mobile OS	Non- instrumentation	Instrumentation
Android	eggPlant, Sikuli, MOET, MonkeyRunner	Robotium, Calabash, MonkeyTalk
iOS	eggPlant, Sikuli, MOET	UIAutomation, KIF, iCuke, Frank, UISpec, Zucchini, Bwoken, Calabash, MonkeyTalk, Applecart, iOS-driver



MOET

- Think design
 - Interfaces
 - Creational pattern
- Think reuse
 - Device independent tests
- Think One
 - o IDE
 - Test harness and language

Test

Login("user1","passwd1")

iPhone implementation

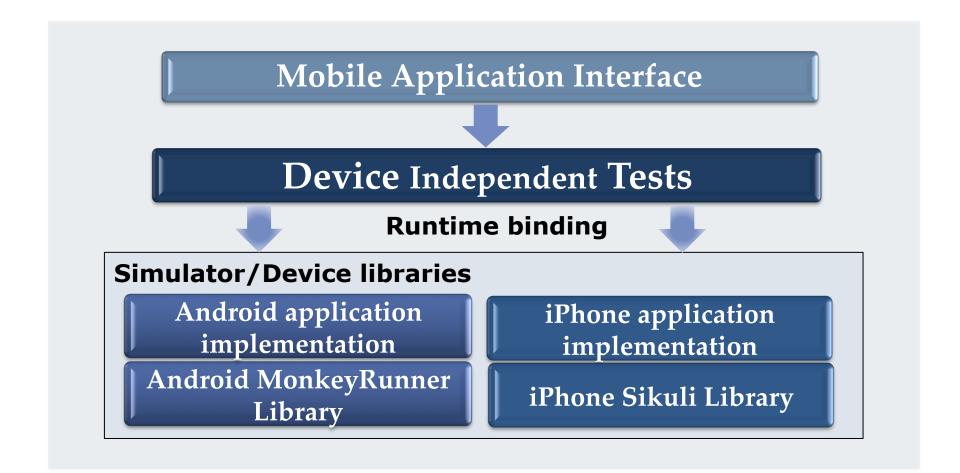
touch(100,100) enter(username) touch(100,200) enter(password) touch(150, 300)

iPhone Sikuli library

void enter()
void touch(x,y)



Anatomy of MOET





Top Ten Wish List
a.k.a.

Mobile test automation
Wall of Pain

Android Wall of Pain

10. There's more to test execution

- Command with report file generation :
 adb shell am instrument -w -e reportFile junit-report.xml
 com.intuit.test/com.zutubi.android.junitreport.JUnitReportTestRunner
- Date-time fix if using device snapshots:
 adb shell date -s `date +"%Y%m%d.%H%M%S"`



Android Wall of Pain

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9. Where are the test results?

Pulling results from device :
 adb pull /data/data/com.intuit.test/files/junit-report.xml junit-report.xml



8. iOS simulator...the singleton pattern

- Multiple instances of simulator
- Headless execution



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- o Test grouping, test assertions, base test class
- o Results needs to be displayable in browser



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6. How about a CI plugin

- Test execution
- Test results
- Code coverage



5. Where's the IDE plugin ?

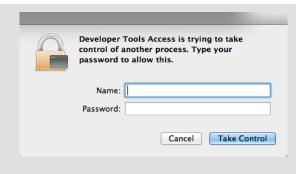
- Code formatting
- API completion
- Breakpoints, debugger
- o "javadoc" help
- One click test execution of test method/testsuite



4. Problem ? Search ?

- Blogs, stackoverflow, developer groups for devices, etc.
- Mobile testing one-stop tips & tricks (not questions)
- o Community driven effort

<true/>



Tip - Clean cache, preferences, SQLite

~/Library/Application Support/iPhone Simulator/{SDK}/Applications/<uuid> Library: Preferences, Caches Documents: sqlite3 <app>.sqlitedb



3. How about a mobile test report ?

- Mobile test report standard e.g. mobile-test-report.xml
 - Screenshots and video recording of failed tests
 - Device logs
 - Device detection



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2. Mobile testing is anything but mobile

- OTA app installation and execution
- Testing via wifi and carrier networks
- Test tool independent component
- Selenium grid-like test infrastructure



1. Yet another proprietary language?

- Open sourced test harness & language for
 - Instrumented tests
 - Non-instrumented tests
 - Hybrid apps tests



Next steps

