

Testable Mobile Apps

Using MVVMCross with Xamarin,
Windows Phone, and Windows Store

Richard Clements
rclements@synoptek.com
<http://bobthejanitor.org>

Important rules for mobile testing

- Follow the single responsibility principal!
 - Test one thing at a time.
- Test on real devices
 - Emulators are close but are not the same as real hardware.
 - Verify screen rotation, app shutdown, etc.
 - Use multiple devices.
- Test Disconnected.
 - Environmental factors like poor signal, no GPS, etc. should not cause your application to crash.



Keeping things in Perspective



Test the appropriate
amount for your project

When your cat picture app breaks



When your patient medication app fails



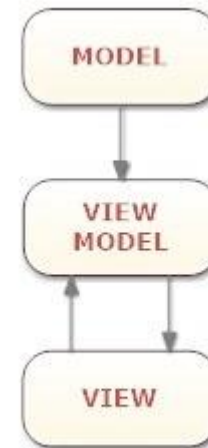
What is MVVM Cross

- Cross-platform mvvm mobile development framework using Portable Class Libraries



What is the MVVM pattern

- Model (Business rule, data access, model classes)
- ViewModel (Agent or middle man between view and model)
- View (User interface)



What is Xamarin



- Compiles to native code & runs natively
- Full access to system API
- Full .Net Framework

Let's look at some code



Resources

- <http://docs.xamarin.com/>
- <https://github.com/MvvmCross/MvvmCross>
- <http://mvvmcross.blogspot.com/>
- Name: Richard Clements
- Blog: <http://bobthejanitor.org/>
- Email: rclements@synoptek.com
- Twitter: @bob_the_janitor
- Demo Source: <https://bob-the-janitor-sample-code.googlecode.com/svn/trunk/MVVMSampleApp>