

MOBILE APP DEVELOPMENT

Test-Driven Development

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THE OBVIOUS



**It is absolutely required to
test on a device.**

iOS development requires an
iPod Touch/ iPhone/iPad
A Mac/ Hackintosh
iOS Developer Program

CHOICES

NOT FREE



FREE



Phone**Gap**



MOAI

MobiRuby

**ATM,
RUBY GEMS
WILL NOT WORK WITH**





What I have tried so far

Corona SDK

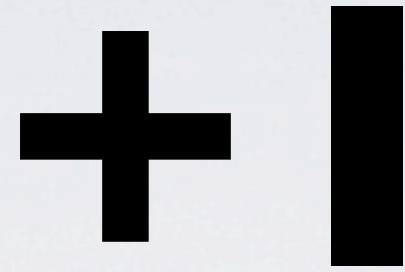


**Makes you focus on
app monetization**

Corona SDK for iOS

costs

\$199/ year



Corona SDK **Advantages**

It's great for beginners



you are reading...

Eighth grader knocks Angry Birds out of the top free spot on...

channels

Main

Cloud

Deals

DEMO

Dev

Entrepreneur

Green

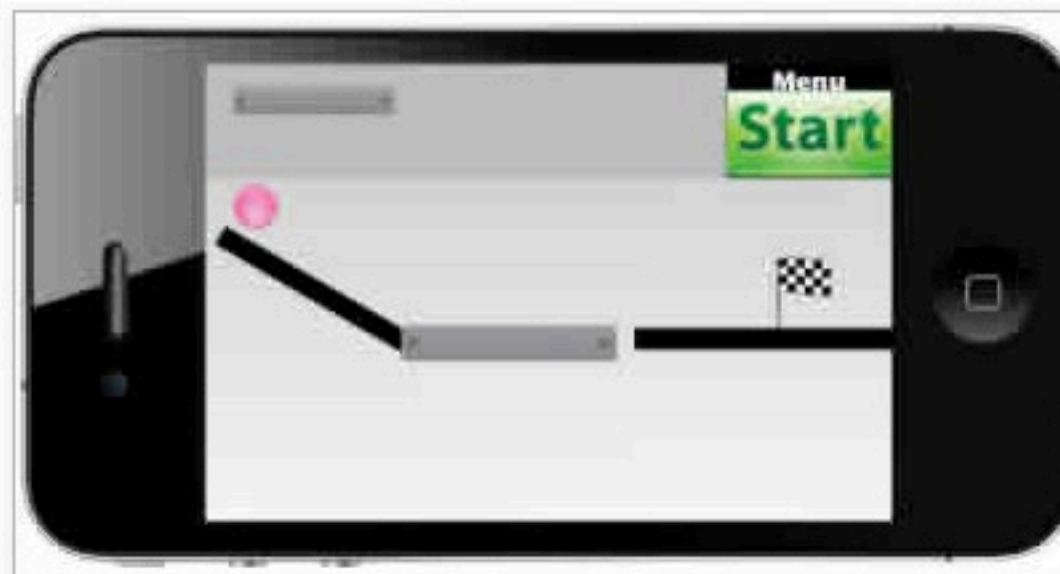
Media

Mobile

Social

GAMESBEAT

Eighth grader knocks Angry Birds out of the top free spot on the App Store



Corona SDK uses



Fast, simple, efficient



brew install lua

Strings

```
>print("Welcome to Baguio")
```

```
>print("Welcome\n\to\nBaguio")
```

```
>print(string.len("Welcome to Baguio"))
```

```
>greeting = "Welcome to Baguio"
```

```
>print(string.gsub(greeting, "Baguio", "BAGUIO"))
```



brew install lua

Tables

Arrays

```
>t = {"Baguio", "Bulacan", "Tarlac", "Manila"}  
>for i,v in ipairs(t) do print(i,v) end
```

Dictionaries

```
>t = {baguio="2600", bulacan="3017"}  
>for k,v in pairs(t) do print(k,v) end
```




brew install lua

Tables

Tables within a table

```
>t = { {baguio="2600", bulacan="3017"}, {mars="24600",  
moon="30170"} }
```

```
>print(t[1]["baguio"])
```

Mixed data types including functions

```
>local function hi()  
>print("Hello World")  
>end
```

```
>local t = {1, 2, 3, hi, true}
```



Corona SDK **Disadvantages**

It's NOT open source
& there's not much support
for existing open source
Lua projects

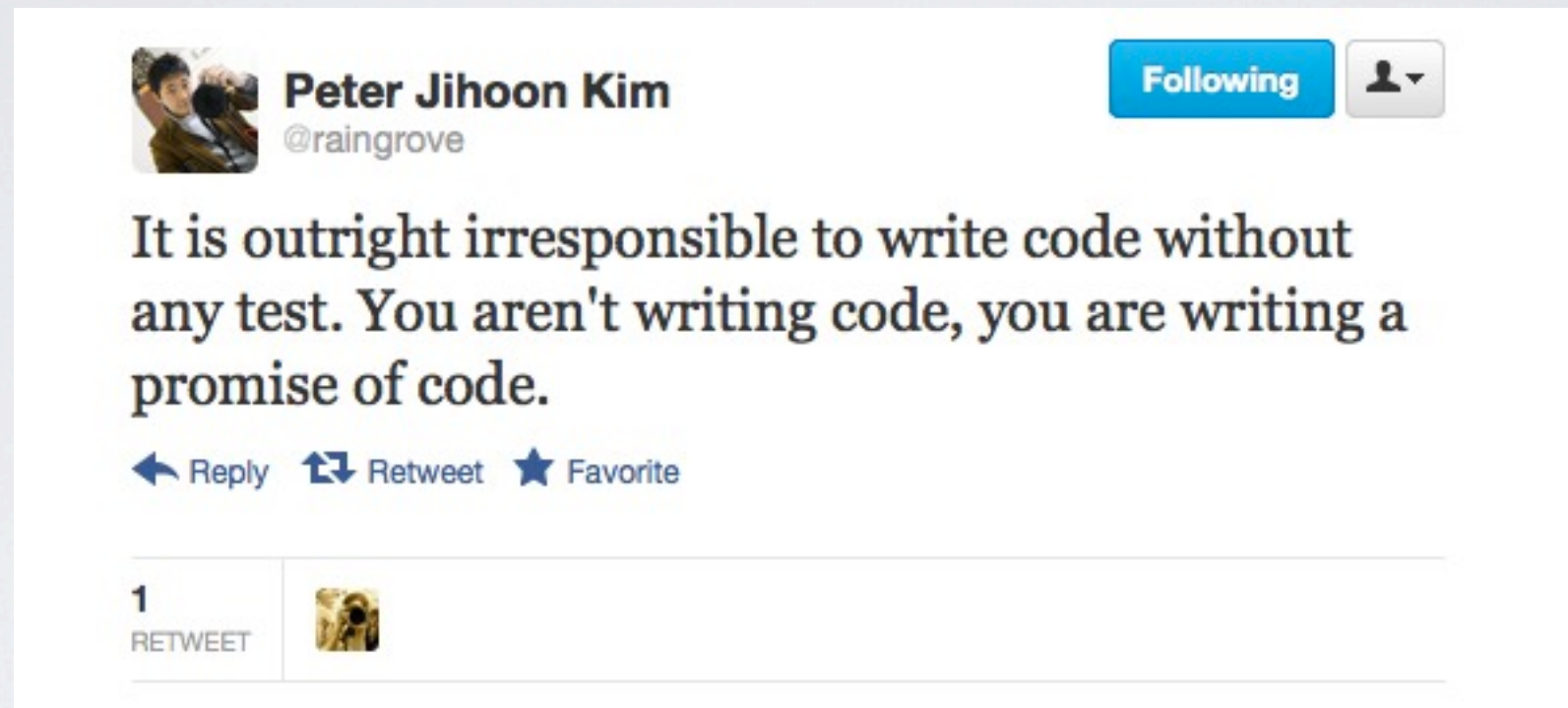
which makes this Corona SDK
alternative interesting:



Xcode simulator
is still better.

Test-Driven Development

Code without tests



A promise of code

Unit Tests
Functional Tests
Integration Tests

Automated
On-Device Testing

lua-TestMore



lua-TestMore

```
require('More')

plan(2)

local someValue = 1
local test_count = 0

is(someValue, 1, "someValue should be equal to 1")
test_count = test_count + 1

isnt(someValue, nil)
test_count = test_count + 1

done_testing(test_count)
```



It's still best to use Objective-C

Because of
Community Support

What TDD/BDD frameworks
are worth trying out?

If you are a Rubyist,
you probably know

Cucumber 

For mobile app developers
who like Cucumber:



Calabash

www.github.com/calabash

Other TDD/ BDD frameworks:

Specta

www.github.com/petejkim/specta

KIF

www.github.com/square/KIF