Running Selenium tests on a cloud of real mobile devices

Mobile, the future!



Flow

- Need for mobile testing
- Emulator / Simulator vs Actual devices
- Tools available
- Android setup demo
- iOS setup demo

60 mins is all we get!



Need for mobile testing

OS **1 4 BROWSERS BROWSERS VIFWPORTS** VIEWPORTS LANDSCAPE MONITOR PORTRAIT/LANDSCAPE

INTERACTION



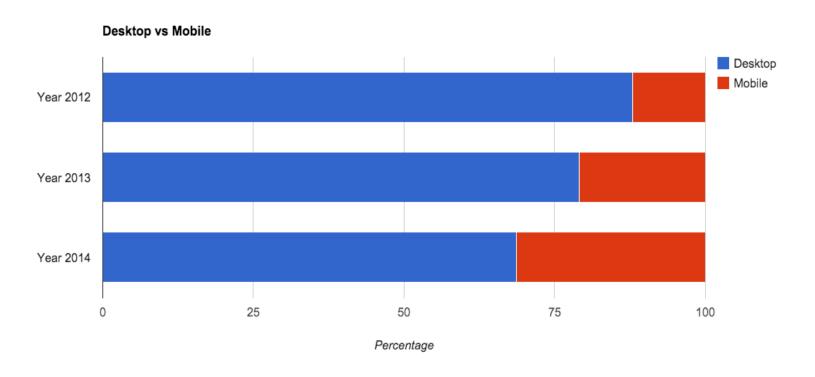


DEVICE SIZE





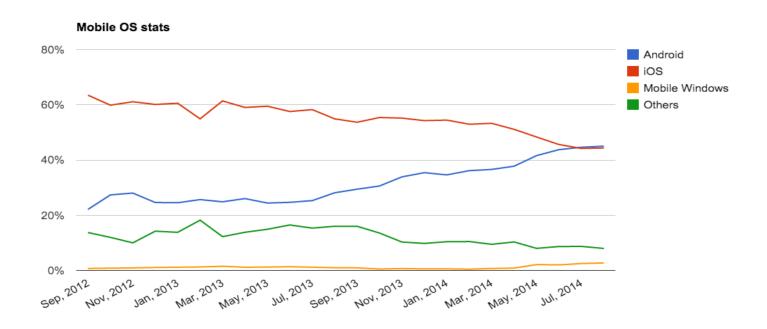
Users on mobile vs desktop



Source: http://statcounter.com/



Mobile platform

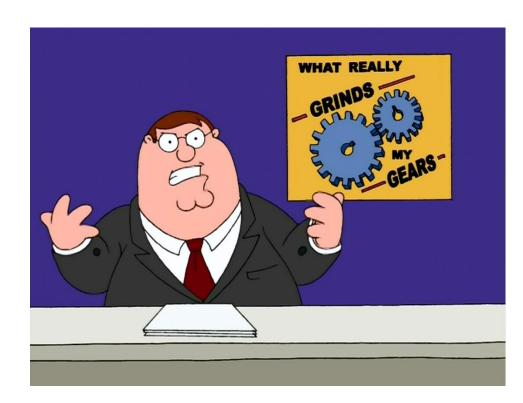


Source: http://www.netmarketshare.com



Emulator

- awesomely fast
- awesomely accurate
- easy to maintain
- are true tests
- stable

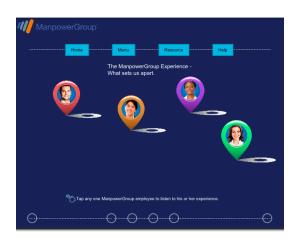




Why my gear grinds...



iPhone 5 Simulator







Tools

- JSON wire Appium, Selendroid, iOS-driver
- Other test frameworks Calabash
- Record and play MonkeyTalk



What we use and why?

- Android Selendroid and Appium
- iOS Appium

Advantages:

- JSON wire (Selenium 2)
- Open Source and actively maintained



Getting started - Android

Requirements:

- Android sdk
- Few commands
 - adb devices
 - adb logcat



Before we start

- Enable usb debugging Google has hid it!
- Developer options settings:
 - Allow from unknown sources
 - "Stay awake"



Selendroid - WebView android

- Instrumentation API
- Native, hybrid and web app testing
- Gestures
- Awesome WebView inspector!



Appium - Chrome android

- Chrome default for new androids
- Chromedriver hail Chrome devs!
- Desktop chrome tests, just works
- No rooting Chrome 33+



Getting started - iOS

Requirements:

- XCode and command line tools
- Developer account with Apple
 - Provision profile
 - Code signing certificate



Before we start

- Turn on web inspector
- Install provision profile



Appium - mobile Safari

- brew info libimobiledevice
 - idevice_id
 - ideviceprovision
- npm install
- ios_webkit_proxy JS proxy
- Fancy UI vs Awesome terminal



Future of mobile testing

- Windows mobile testing
- More mobile browsers coming up
- Native vs JavaScript



Looks good? Not always...

- Expensive!
- Multiple platforms
- Too many variants
- Cleaning the device
- Capability management



BrowserStack to the rescue!





Now your turn...

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