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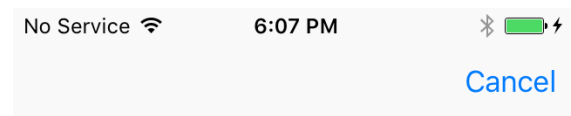
# UNIT TEST REPORT

Run: FoodTracker.ipa (my iOS App does not work with the AWS test because it supports only up to iOS 10.3, while my app is deployed on a version no earlier than 11.0, so I just use the sample iOS project).

Device & OS: Apple iPhone 5c 10.1

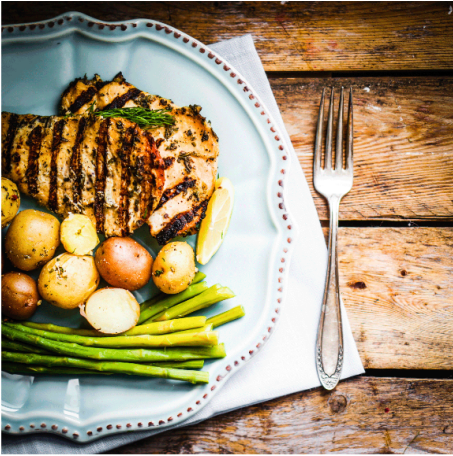
## Test Results

## Screenshots



This app does not have access to  
your photos or videos.  
You can enable access in Privacy Settings.

Chicken and Potatoes



Cancel



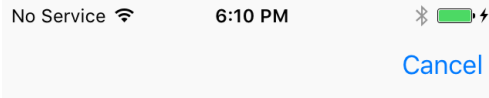
This app does not have access to  
your photos or videos.  
You can enable access in Privacy Settings.



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your photos or videos.  
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This app does not have access to  
your photos or videos.  
You can enable access in Privacy Settings.



**This app does not have access to  
your photos or videos.**

You can enable access in Privacy Settings.

Test log and video see the attached link:

Video: [https://drive.google.com/open?id=1\\_ml3jK-cWwOIVApw7WoOrRSWh-1l3fev](https://drive.google.com/open?id=1_ml3jK-cWwOIVApw7WoOrRSWh-1l3fev)

Log: [https://drive.google.com/open?id=1jb735AY2\\_FJvruluZ3m31oCC8EaEdxwE](https://drive.google.com/open?id=1jb735AY2_FJvruluZ3m31oCC8EaEdxwE)

### Analysis

The test works fine, but it has some issues with the emulator's privacy settings, which can't make the app access the photos or videos on the emulator. Based on the video, every time the emulator prompts a window asking for permissions for the photo library, the test jumps that part without choosing yes directly, which is a reasonable choice for security concerns, but if we want the test to run fast enough, it would be better if the testing mechanism can select yes automatically according to user preferences (like some presets).

