# Testing Notes

* When the app is running (simulator or device), operation messages appear in the Xcode debug window (lower right). The console.log messages appear in this window. You can add messages to appear in this window by adding console.log statements in the typescript code.
* Whenever a change is made to any app code, run the three steps listed in the installation for building and testing the app..
* We have found that the simulators built-in to Xcode test all functions of Luna the same as the physical devices tested. One exception is that the simulator retains the simulated app's local storage. As explained in the design, the user ID (uid) is retained in the app local storage so that the user can use the app to report daily questions without providing a logon user name and password. When using the simulator, this means that after first use, the simulator goes to the calendar page, skipping the logon screen.
* To clear the simulator local storage, execute this command from the mac terminal (the simulator must be closed):

xcrun simctl erase all