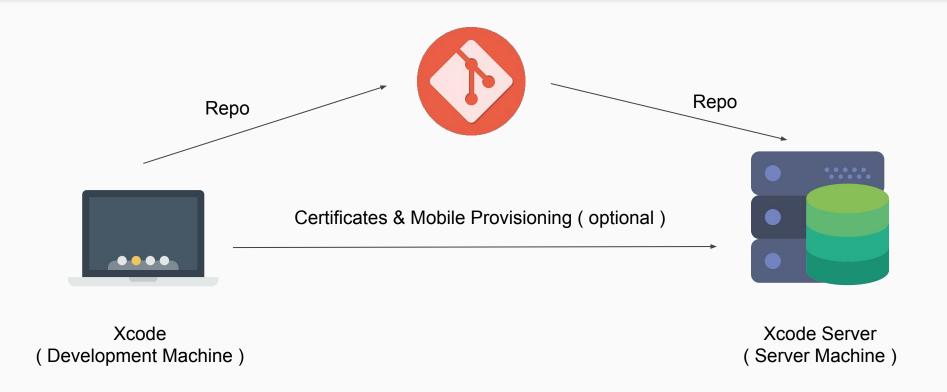
Xcode + Xcode Server Cl

Jason Nam & Issarapong Poesua Growth Session #14 - May 17-18 2018

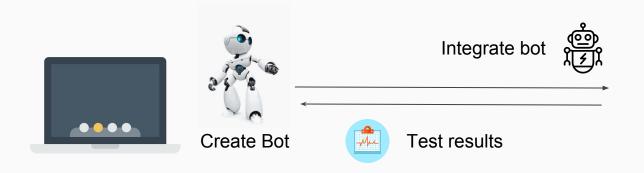
Intro

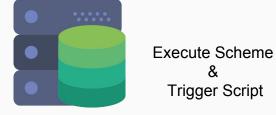
- Xcode CI
- Expectation
 - Run test cases
 - Release beta (with fastlane)
 - Release to Appstore
- Comparison
- Next step

How it works?



How to make it work?





Xcode (Development Machine)

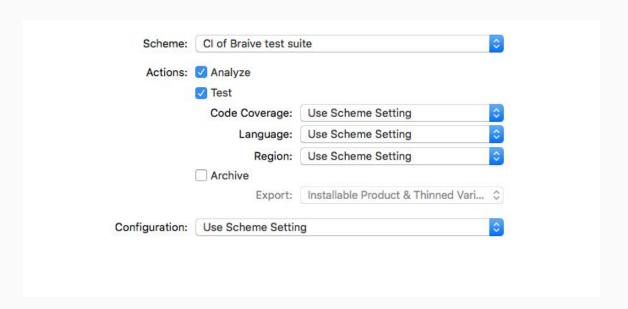
Xcode Server (Server Machine)

Bot is like a configuration for Xcode server

- Info
 - Bot name
 - Server to send bot to.
- Repository (SSH can be send from Development machine)
 - Name
 - Branch to run
- Schedule
 - Build triggering by: commits, schedule, manually
- Code Signing
 - Can be copy from development machine to server machine automatically

Bot is like a configuration for Xcode server

- Configurations
 - Scheme, Region, Language



Bot is like a configuration for Xcode server

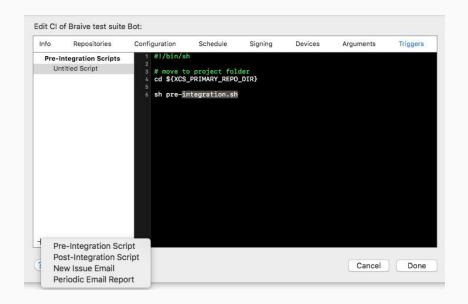
- Devices
 - Simulator, iOS Devices
 - Parallel testing just one check
 - All simulators check + parallel testing is not possible (memory issue)



Bot is like a configuration for Xcode server

- Arguments
 - Setup environment variable
- Triggers

Shell script that's going to be execute
 On `Pre-Integration` and
 `Post-Integration`



- Embed gems inside the project `./.bundle`
 - No permission needed.
- Execute gems (pod, fastlane) from `./.bundle/bin`

```
BUNLDER_VERSION="1.16.2"
BUNDLER_BINARY_URL="https://github.com/bundler/bundler/archive/v$BUNLDER_VERSION.zip"
BUNDLER_HOME_PATH=".bundle"
# Clean bundle directory
rm -rf ./$BUNDLER_HOME_PATH
# Create bundler directory
mkdir -p $BUNDLER_HOME_PATH
# Download bundler.zip
curl -LkSs $BUNDLER_BINARY_URL -o $BUNDLER_HOME_PATH/bundler.zip
# Unzip bundler.zip
unzip ./$BUNDLER_HOME_PATH/bundler -d $BUNDLER_HOME_PATH
# bundle install
./$BUNDLER_HOME_PATH/bundler-$BUNLDER_VERSION/bin/bundle install --path $BUNDLER_HOME_PATH
# Move binaries to ./bundle
mv ./$BUNDLER_HOME_PATH/ruby/*/* ./$BUNDLER_HOME_PATH
```

Pre-Integration script

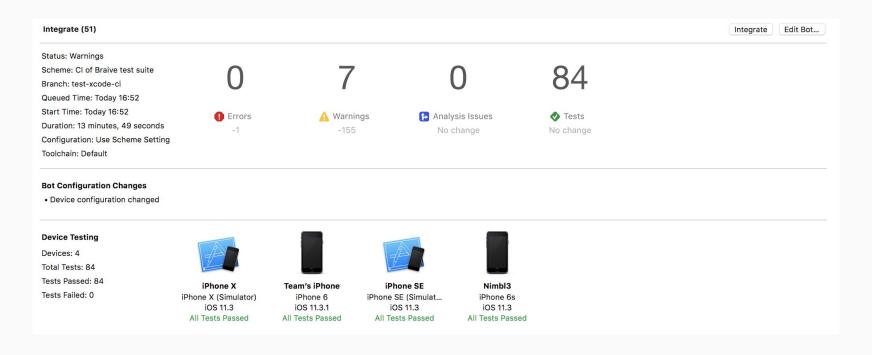
```
pre-integration.sir 🔨
eicome
             Dullulei.511
  #!/bin/sh
  # setup env
  export LANG=en_US.UTF-8
  export GEM_PATH=${XCS_PRIMARY_REPO_DIR}/.bundle
  # download bundler
  sh ./bundler.sh
  # pod install
   ./.bundle/bin/pod install
  # fastlane match
   ./.bundle/bin/fastlane download_certs_and_provisioning_profiles
```

Achievements and progress: Parallel testing

Test results for multiple devices

Status	Tests	iPhone X Simulator	iPhone SE Simulator	Issarapong's iPhone	Nimbl3
₩ Butto	onSpec > BraiveTests				
•	■ Button_should_update_background_color_whe	•	•	•	•
•	when_creating_with_default_styleshould_hav	•	•	•	•
•	when_creating_with_border_styleshould_have	•	•	•	•
•	Button_should_update_background_color_whe	•	•	•	•
•	when_creating_with_border_styleshould_have	•	•	•	•
•	Button_should_update_background_color_whe	•	•	•	•
•	Button_when_loading_should_hide_activity_in	•	•	•	•
•	Button_when_loading_should_add_activity_in	•	•	•	•
0	when_creating_with_default_style_should_hav	•	•	•	•

CI Result



Conclusion

Xcode CI/CD	Jenkins + Appium
Native interface	Open source
Reliable and solid performance	Easy integration with various services
iOS only so easy and straightforward configuration	Android / iOS
Simple	Useful visualization and information
Commander - Multiple executors	Commander -> Master -> Multiple executors

Next Steps

- If the project is iOS only, it may be considered to be used.
- The system itself is production ready if it is configured correctly.

Thanks!

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