Cross-browser Testing

Why should I test my website across different browsers?

	Browser ?	Acquisition		
		Sessions ? ↓	% New Sessions ?	New Users ?
		16,830 % of Total: 100.00% (16,830)	68.79% Site Avg: 68.79% (0.00%)	11,578 % of Total: 100.00% (11,578)
☐	1. Chrome	7,356 (43.71%)	62.89%	4,626 (39.96%)
☐	2. Safari	3,874 (23.02%)	61.56%	2,385 (20.60%)
☐	3. Safari (in-app)	2,282 (13.56%)	92.29%	2,106 (18.19%)
☐	4. Firefox	1,239 (7.36%)	75.54%	936 (8.08%)
☐	5. Internet Explorer	983 (5.84%)	82.30%	809 (6.99%)

Actual screenshot from NYCDA Google Analytics account

Why should I test my website across different browsers?

- Your users aren't all using a Macbook with Google Chrome, but that's all you use to write your website

- We live in a world of device fragmentation

- Cross-browser testing is the only way to ensure our experience is fluid across software and devices

Testing the majors

- You can download Chrome, Firefox, and Safari for free on all Macs

- Internet Explorer and older versions of it can be run on a virtual machine on your Mac

- Check out Microsoft's modern.ie site for more details

Mobile testing

- Obviously keeping a device testing lab is outside of the realm of most small web developers

- In addition to going to the Apple Store or Best Buy to experiment on your site, you can use the Google Chrome browser emulation feature or an emulation program inside of XCode to emulate iOS devices

Exercise

- View one of your recent projects in at least 3 different browsers

- Note the differences in appearance and attempt to fix some of them