**XCODE –**

**Bundle ID verification**

**Test Objective**

Make sure bundle ID wasn't changes from previous GA.

**Preconditions**

* Device under test has current VM installed.
* MAC with Xcode (we used Mac 10.11 with excode 7 OR Mnac 10.12 with xcode 8)
* Last GA is available.

Notice - this should run once during the cycle and once more on GA candidate.

**Steps**

1. Connect device to your MAC.
2. Open Xcode.
3. Go to Windows -> Devices.
4. Choose the connected device.
5. Verify Identifier.
6. Repeat steps 1-5 with Last GA installed.

**Expected Result**

Step 6 -> Current version bundle ID should be the same as in last GA.

**CPU Testing using Xcode –**

**Preconditions**

- Device under test has current VM installed.

- MAC with Xcode (we used Mac 10.11 with excode 7 OR Mnac 10.12 with xcode 8)

**Steps**

1. Connect device to your MAC.
2. Open Xcode.
3. Choose RC
4. Choose Instruments

**To view core or thread usage**

1. Launch Instruments.
2. In the profiling template selection dialog that appears, click Time Profiler.
3. Choose your device and app from the target device and process lists.
4. Click Choose to create a trace document.
5. Click the Record button in the toolbar (or press Command-R) to begin recording.
6. Use your app or the system normally.
7. Click the Stop button or press Command-R again, when complete.
8. Click the CPU or threads strategy button in the trace document toolbar.
9. Examine the collected data.

<https://developer.apple.com/library/content/documentation/DeveloperTools/Conceptual/InstrumentsUserGuide/MeasuringCPUUse.html>

(Look for unbalanced core usage. If a single core has areas of heavy usage while other cores remain quiet, that can indicate areas that need greater optimization)