



1. Application Package (Real App)

The actual media application runs on the system as a normal Android process.
It contains the business logic for handling volume, media playback, and user interactions.

2. InstrumentationTestRunner

This is the test execution engine provided by Android.
It launches the app under test and allows test code to:

- Access app internals
- Trigger UI actions
- Validate behavior

It acts as a **bridge between the app and the test package**.

3. Test Package (Test App)

A separate APK that contains all test-related code.
In this case, it includes a **Volume Control Test App** responsible for validating volume behavior.

4. Test Case Classes (JUnit / Instrumentation Tests)

These are written in **Java or Kotlin** using JUnit and Android instrumentation APIs.
They verify:

- Volume up functionality
- Volume down functionality
- Correct response to hardware input events

Example:

- `testVolumeUp()`
 - `testVolumeDown()`
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5. Mock Objects (Mock VHAL / Fake CAN)

Real vehicle hardware is not used during testing.
Instead, mocks simulate:

- Steering wheel knob rotation
- CAN signals
- Vehicle HAL events

This allows **safe, repeatable, and fast testing** without a real car.

6. MonkeyRunner (User Action Simulation)

MonkeyRunner simulates physical user actions such as:

- Turning the volume knob
- Pressing buttons
- Repeated inputs

This helps test real-world user behavior automatically.

7. Test Tools (ADB / Appium / Automation)

Automation tools control the full flow:

- ADB starts and stops tests

- Appium handles UI automation
 - Scripts integrate tests into CI/CD
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