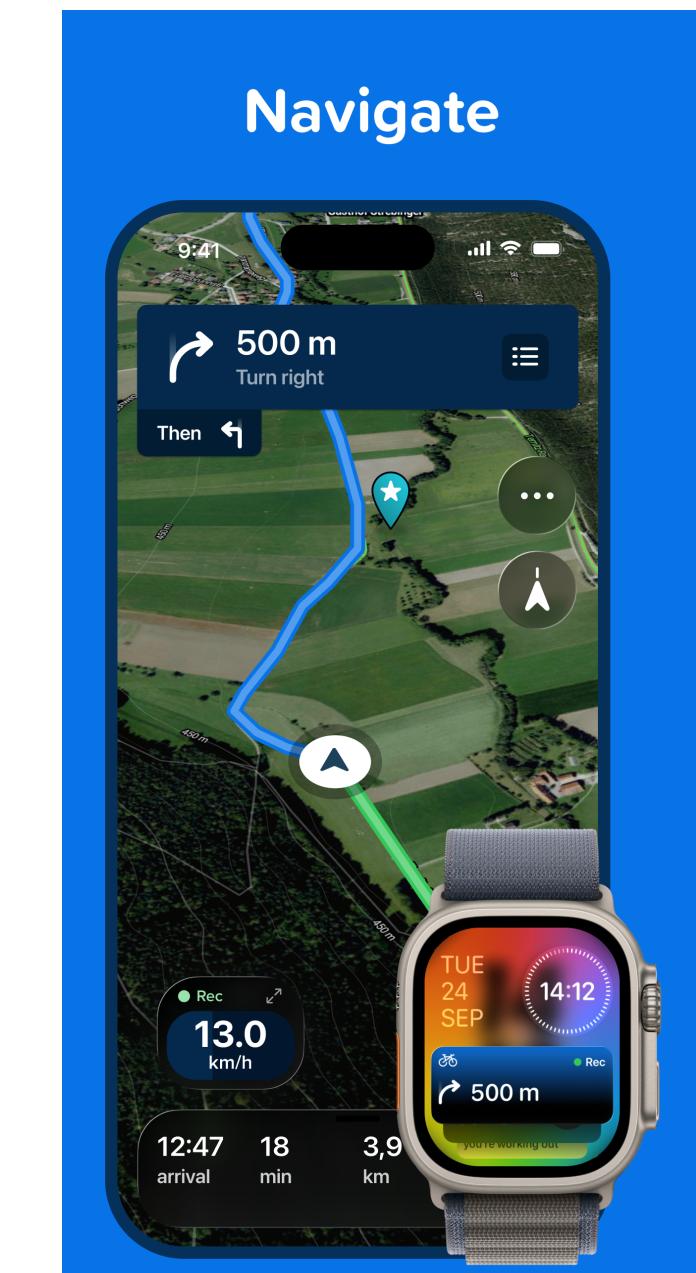
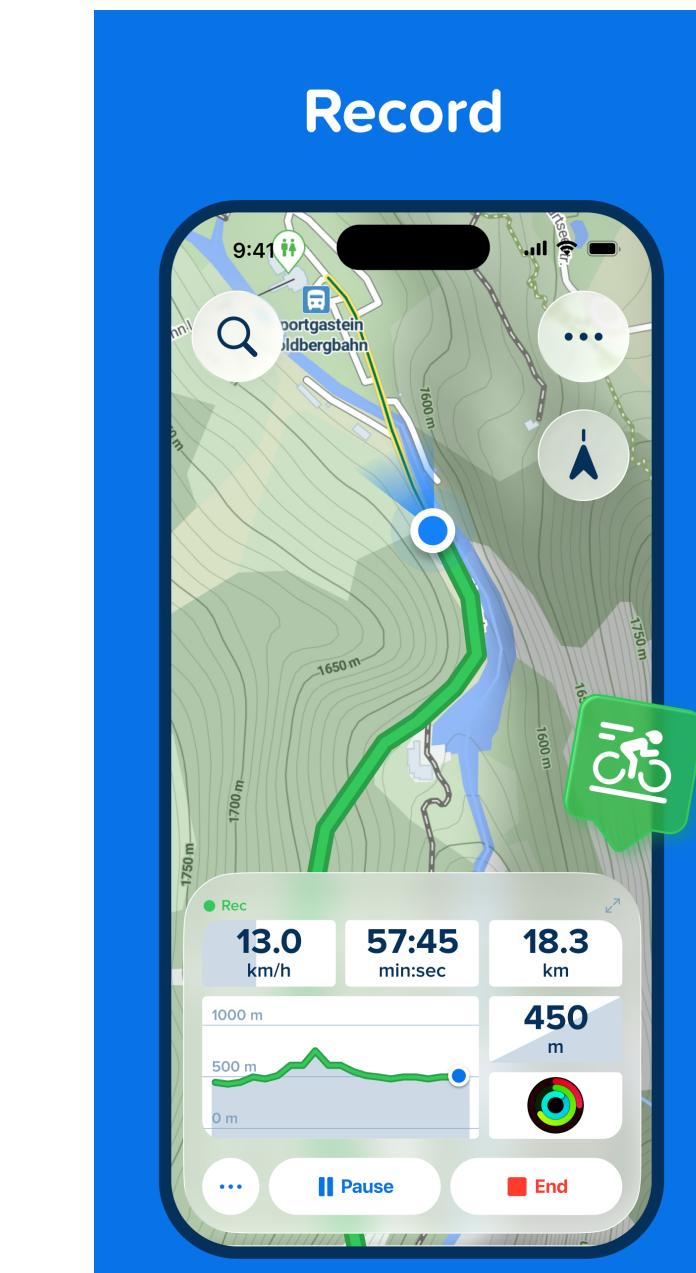
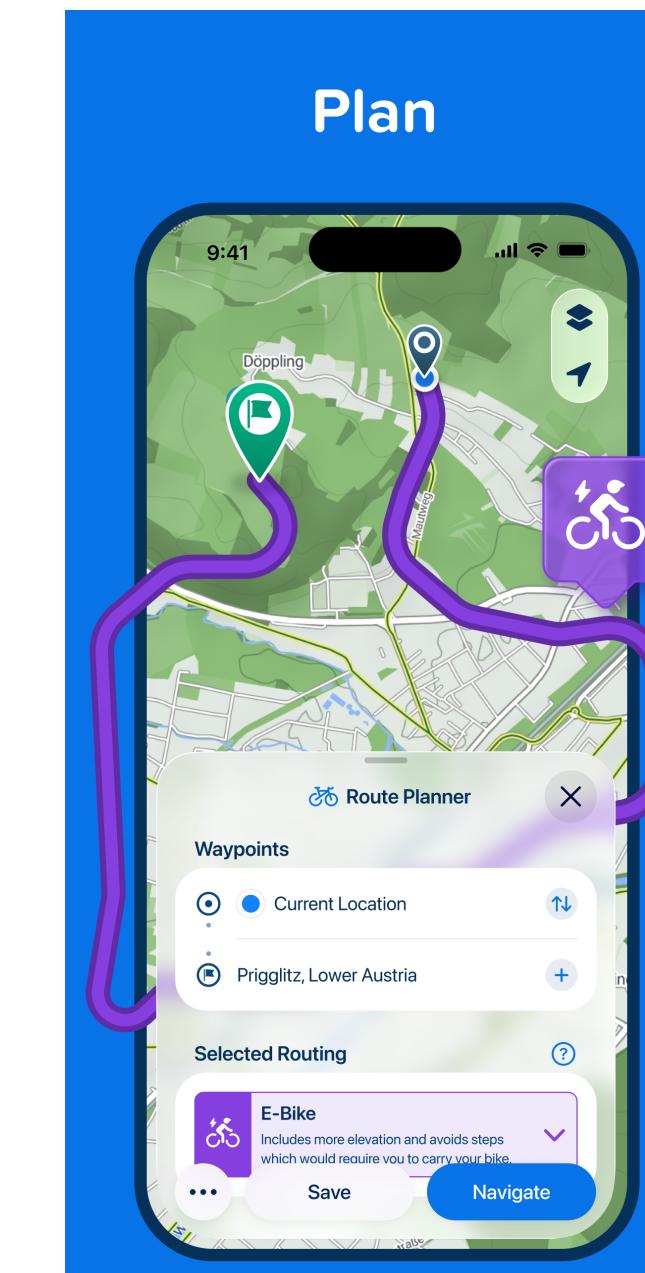
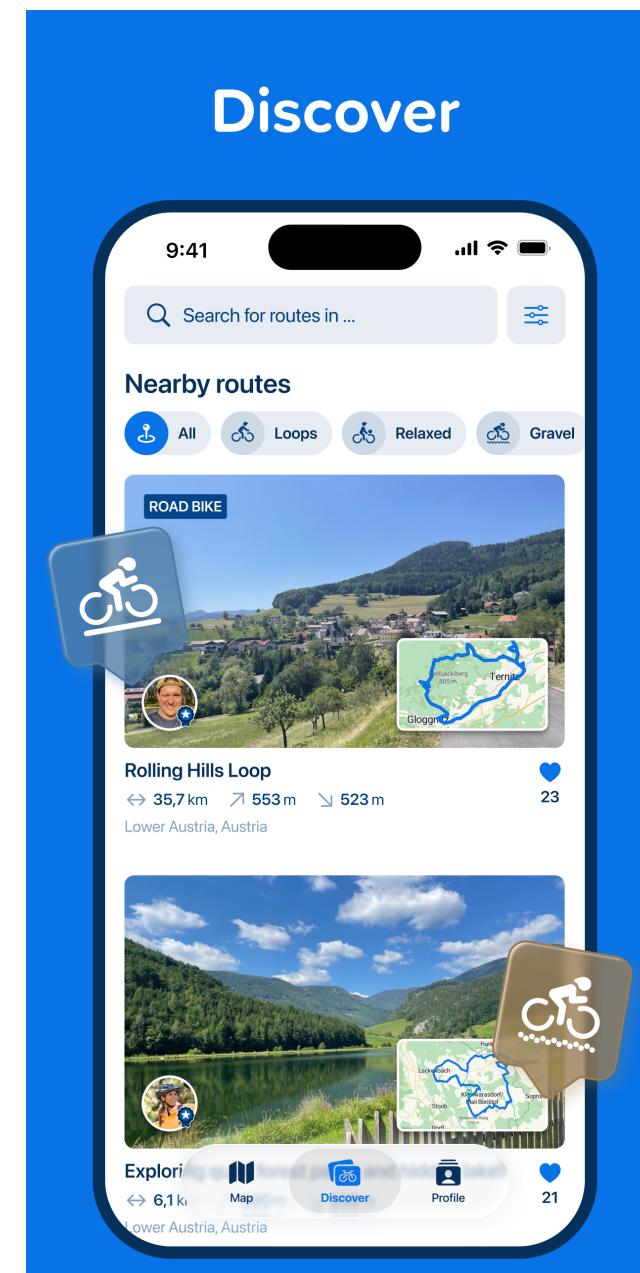


Defense Against Analytics Regressions

Oleksii Kirizii

Head of iOS @ Bikemap

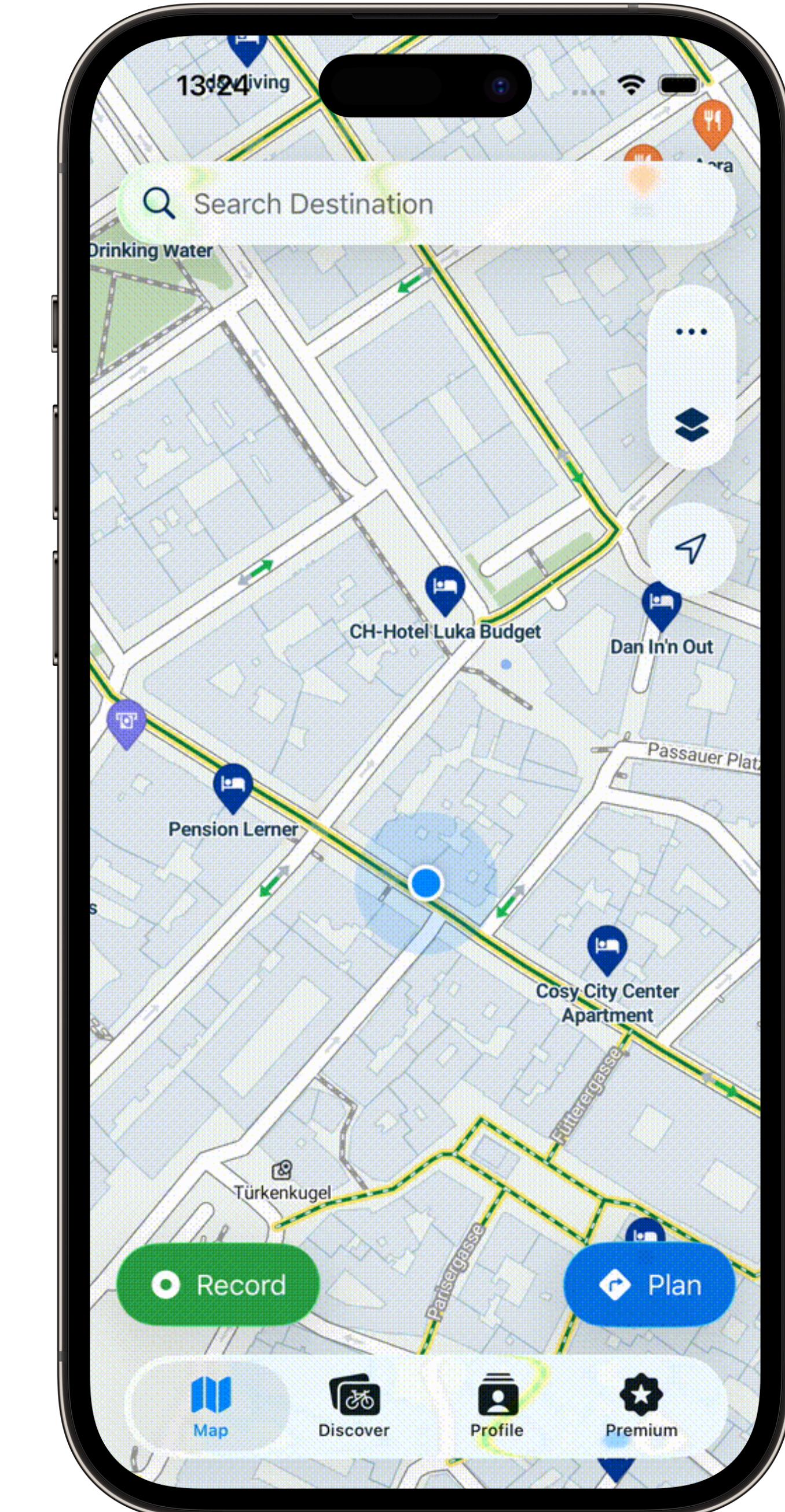
Bikemap develops apps and services which help cyclists all around the world find safe and enjoyable routes and provides navigation to follow them.



Analytics

Tracking of user's activities

We would like to know most popular features and how users navigate between them.



Regression

Unintended loss of existing functionality after changes

Verschlimmbesserung

[fɛə'ʃlɪm̩,bɛsərʊŋ]

When the intent to improve actually makes things worse.

Regressions of analytics

One of the worst kind



Hard to spot
app is still running
without any visual signs



Long lived
often detected only
when data are requested



Irreversible
can't be fixed by a hotfix,
data are lost

How to fight regressions?

Tests. More tests! And maybe double-check manually.

Unit Tests @Test, XCTest

UI Tests XCUITest

Manual Tests Simulator, Device



**Will any of these help
us with analytics
regressions?**

What about **analytics** regressions?

Well, it's complicated...

Unit Tests @Test, XCTest



UI Tests XCUITest



Manual Tests Simulator, Device



Snapshot Tests

Recording of baseline state and comparing with it to identify unexpected changes

What do we want?

Requirements

We want to ensure that:

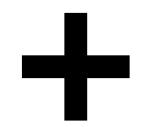
- ✓ A specific set of actions triggers **all expected events**
- ✓ Events have **specified names and parameters**
- ✓ **No extra, unexpected events** are triggered



The basic idea



UI Tests XCUI Test

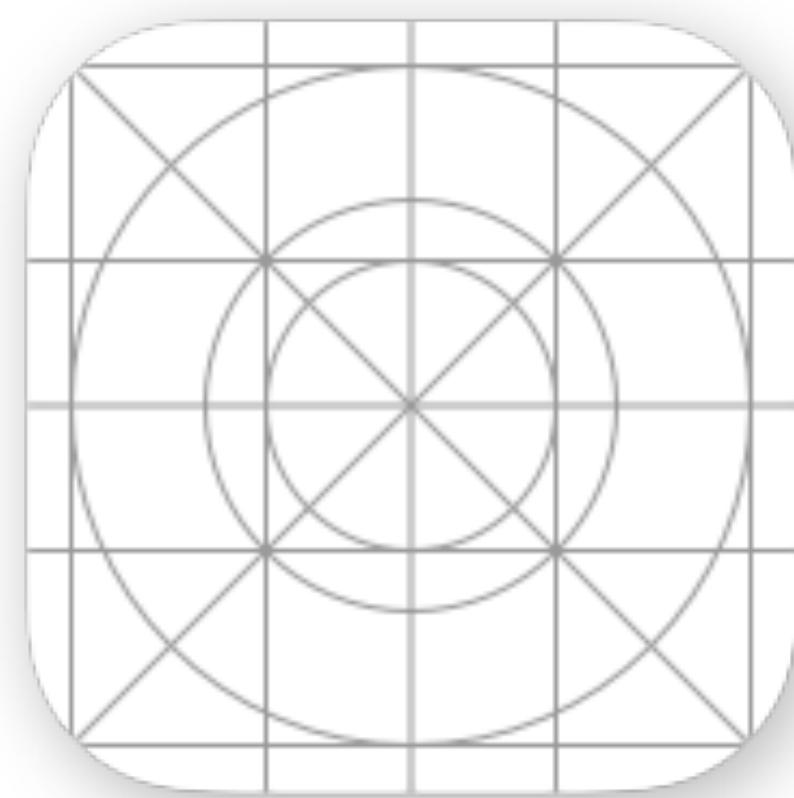


Snapshot Test of events

1. We will run a UI test with defined set of actions
2. All events triggered during this test will be recorded and stored locally
3. Next time when we run the same UI test we compare that at the end we have got exactly the same set of events with the same parameters

Anatomy of XCUI Test

Two apps



POIListUITests-Runner

Accessibility
elements



POIList

Communication methods

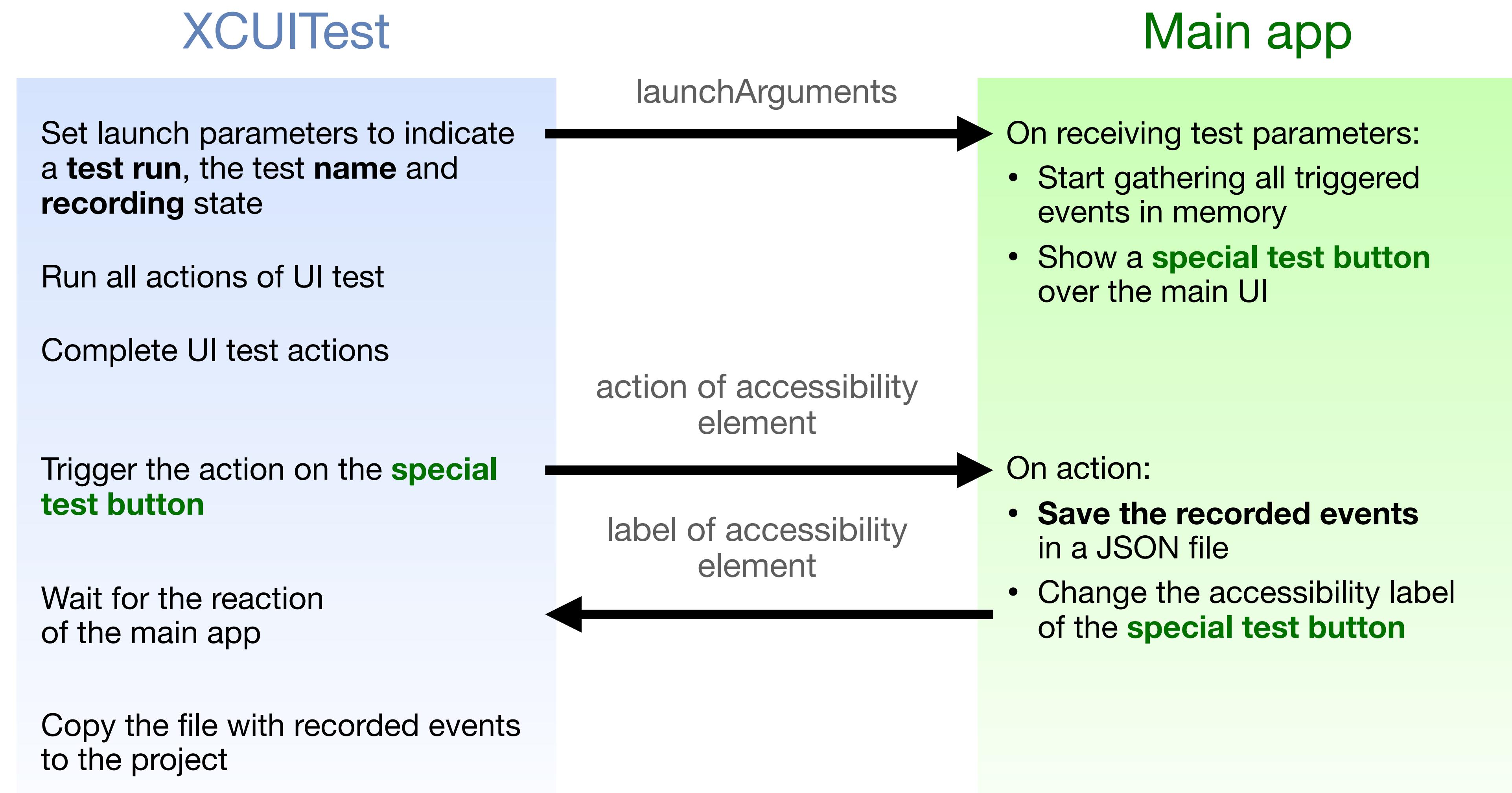
From UI test to the main app

1. Setting environment variables and launch arguments
2. Reading accessibility identifiers and invoking actions of UI elements
3. Writing and reading from clipboard

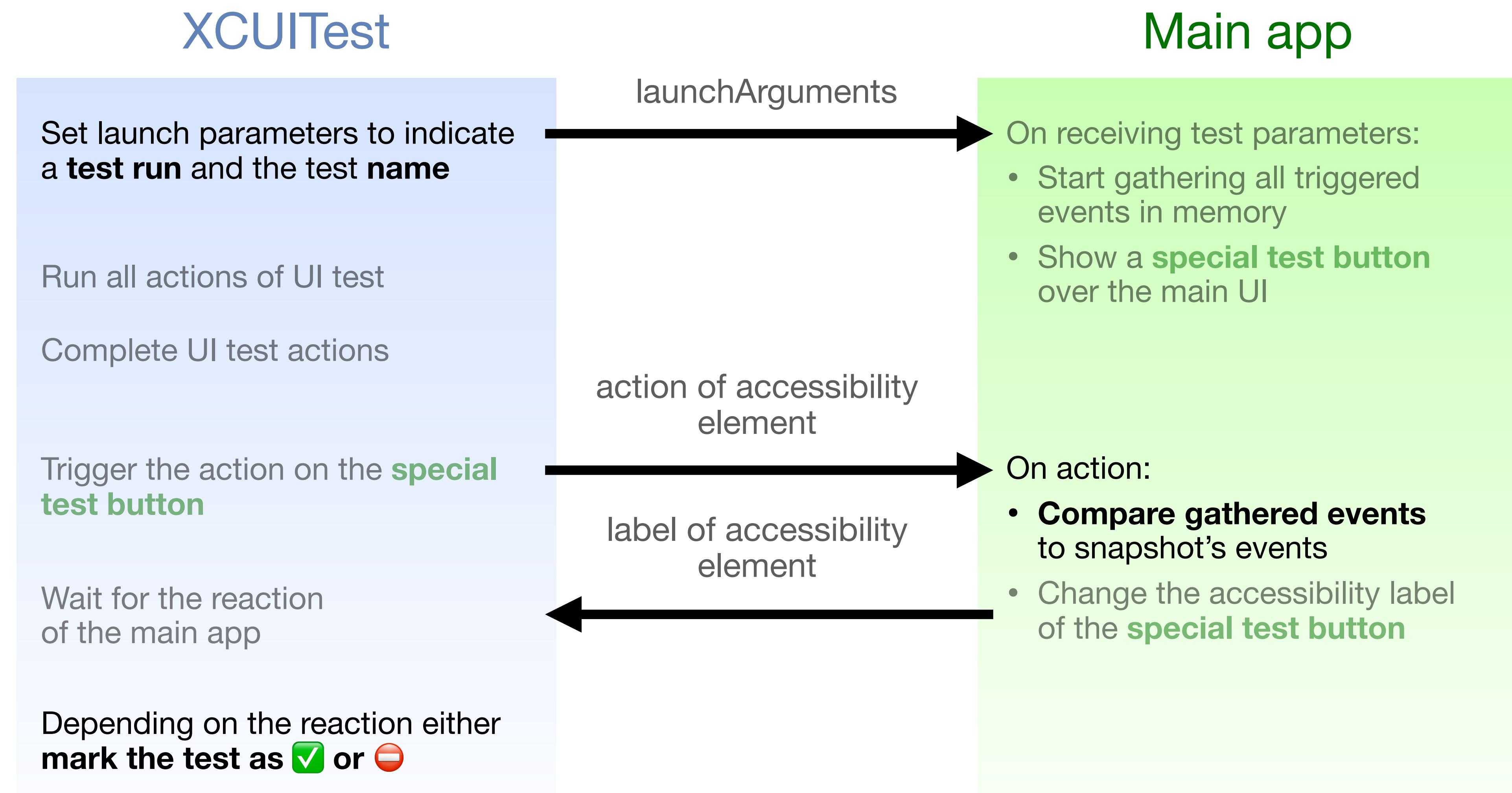
From main app to UI test

1. Assigning accessibility identifiers to UI elements
2. Writing and reading from clipboard

Creating snapshot



Validating against snapshot



Engineering challenges

📄 Gathering all events

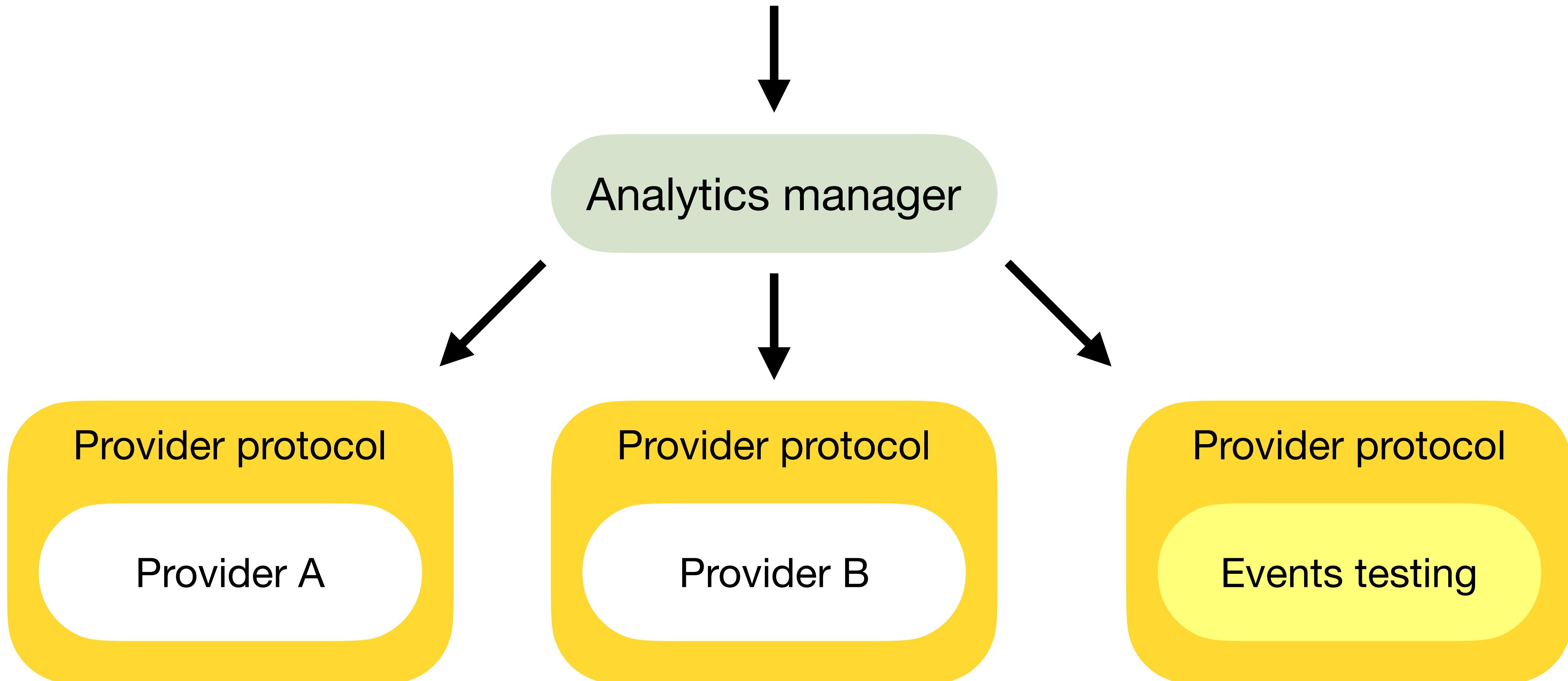
🛠️ Definition of analytics event

📝 Creating snapshot



Gathering all events

Let's do some protocols!



Gathering all events

Let's do some protocols!

```
protocol AnalyticsService {

    func initialize()

    func trackEvent(_ event: AnalyticsEvent)

}

@Observable
final class AnalyticsManager {

    private var services: [AnalyticsService] = []

    init() {

        services = [
            ProviderAService(),
            ProviderBService(),
            ProviderCService()
        ]
    }

    func trackEvent(event: AnalyticsEvent) {
        services.forEach { service in
            service.trackEvent(event)
        }
    }
}
```

Gathering all events

Let's do some protocols!

```
@Observable
final class AnalyticsManager {

    private var services: [AnalyticsService] = []

    init() {

        if isUITesting {
            services = [TestAnalyticsService()]
        } else {
            services = [
                ProviderAService(),
                ProviderBService()
            ]
        }

        services.forEach {
            $0.initialize()
        }
    }
}
```

Gathering all events

Let's do some protocols!

```
services.forEach {  
    $0.initialize()  
}  
}  
  
func trackEvent(_ event: any AnalyticsEvent) {  
    services.forEach {  
        $0.trackEvent(event)  
    }  
}
```

Definition of analytics event

Each event is a struct

```
/// Protocol for analytics event data model
protocol AnalyticsEvent: Codable {

    var defaultEventName: String { get }

    var excludeFromUITestEvaluation: Bool { get }

}

enum ScreenName: String {
    case poiList
    case poiDetail
}

struct OpenScreenEvent: AnalyticsEvent {

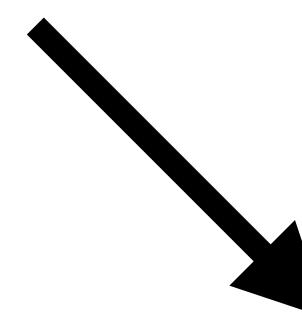
    private(set) var defaultEventName = "open_screen"
    private let name: String

    init(screen: ScreenName) {
        name = screen.rawValue
    }
}
```

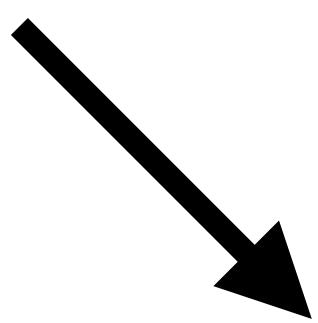
Storing events to JSON

In universal way

```
struct OpenScreenEvent: AnalyticsEvent {  
  
    private(set) var default(eventName = "open_screen"  
    private let name: String  
  
    init(screen: ScreenName) {  
        name = screen.rawValue  
    }  
}
```



```
struct AnalyticsEventData: Codable, Equatable {  
    let eventName: String  
    let eventParameters: [String: String]  
}
```



```
{  
    "eventName" : "open_screen",  
    "eventParameters" : {  
        "name" : "poiList"  
    }  
}
```

Creating snapshot

Let's follow event's life cycle

1

```
let openScreenEvent = OpenScreenEvent(screen: .poiList)
```

2

```
@Environment(AnalyticsManager.self) private var analytics  
analytics.trackEvent(openScreenEvent)
```

3

```
func trackEvent(_ event: AnalyticsEvent) {  
    guard event.excludeFromUITestEvaluation == false else {  
        return  
    }  
    self.currentEvents.append(event)  
}  
  
private var currentEvents: [AnalyticsEvent]
```

```
struct AnalyticsEventData: Codable, Equatable {
```

Creating snapshot

Let's follow event's life cycle

1

```
let openScreenEvent = OpenScreenEvent(screen: .poiList)
```

2

```
@Environment(AnalyticsManager.self) private var analytics  
analytics.trackEvent(openScreenEvent)
```

3

```
func trackEvent(_ event: AnalyticsEvent) {  
    guard event.excludeFromUITestEvaluation == false else {  
        return  
    }  
    self.currentEvents.append(event)  
}  
  
private var currentEvents: [AnalyticsEvent]
```

4

```
struct AnalyticsEventData: Codable, Equatable {  
    let eventName: String  
    let eventParameters: [String: String]  
}
```

Creating snapshot

Let's follow event's life cycle

AnalyticsEvent.trackEvent(event)

3

```
func trackEvent(_ event: AnalyticsEvent) {  
    guard event.excludeFromUITestEvaluation == false else {  
        return  
    }  
    self.currentEvents.append(event)  
}  
  
private var currentEvents: [AnalyticsEvent]
```

4

```
struct AnalyticsEventData: Codable, Equatable {  
    let eventName: String  
    let eventParameters: [String: String]  
}
```

5

```
var normalisedParameters: [String: String] = [:]  
for (parameter, value) in self.parameters {  
    normalisedParameters[parameter] = "\\(value)"
```

Creating snapshot

Let's follow event's life cycle

4

```
private var currentEvents: [AnalyticsEvent]
```

```
struct AnalyticsEventData: Codable, Equatable {
    let eventName: String
    let eventParameters: [String: String]
}
```

5

```
var normalisedParameters: [String: String] = [:]
for (parameter, value) in self.parameters {
    normalisedParameters[parameter] = "\(value)"
}
let eventData = AnalyticsEventData(eventName: self.name(for: .uiTest),
                                    eventParameters: normalisedParameters)
```

6

```
let encoder = JSONEncoder()
encoder.outputFormatting = .prettyPrinted
let jsonString = try? encoder.encode(eventData)
```

Creating snapshot

Let's follow event's life cycle

5

```
var normalisedParameters: [String: String] = [:]
for (parameter, value) in self.parameters {
    normalisedParameters[parameter] = "\(value)"
}
let eventData = AnalyticsEventData(eventName: self.name(for: .uiTest),
                                    eventParameters: normalisedParameters)
```

6

```
let encoder = JSONEncoder()
encoder.outputFormatting = .prettyPrinted
let jsonString = try? encoder.encode(eventData)
```

7

```
{
    "eventName" : "open_screen",
    "eventParameters" : {
        "name" : "poiList"
    }
}
```

Creating snapshot

Let's follow event's life cycle

6

```
let encoder = JSONEncoder()  
encoder.outputFormatting = .prettyPrinted  
let jsonString = try? encoder.encode(eventData)
```

7

```
{  
    "eventName" : "open_screen",  
    "eventParameters" : {  
        "name" : "poiList"  
    }
```

Creating snapshot

Let's follow event's life cycle

```
7
    {
      "eventName" : "open_screen",
      "eventParameters" : {
        "name" : "poiList"
      }
    }
```

Normalising events parameters

```
extension AnalyticsEvent {  
  
    var parameters: [String: Any] {  
  
        let mirror = Mirror(reflecting: self)  
  
        var allParameters: [String: Any] = [:]  
        for property in mirror.children {  
  
            // Don't report parameter in case when it's optional and contains nil  
            if case Optional<Any>.none = property.value { continue }  
  
            guard let propertyLabel = property.label else { continue }  
  
            // Event name itself should excluded from parameters  
            guard propertyLabel != "defaultEventName" else { continue }  
  
            allParameters[propertyLabel] = property.value  
        }  
        return allParameters  
    }  
}
```

Normalising events parameters

```
extension AnalyticsEvent {

    var parameters: [String: Any] {

        let mirror = Mirror(reflecting: self)

        var allParameters: [String: Any] = [:]
        for property in mirror.children {

            // Don't report parameter in case when it's optional and contains nil
            if case Optional<Any>.none = property.value { continue }

            guard let propertyLabel = property.label else { continue }

            // Event name itself should excluded from parameters
            guard propertyLabel != "defaultEventName" else { continue }

            allParameters[propertyLabel] = property.value
        }
        return allParameters
    }
}
```

Checking equality

Neither less, nor more

Snapshot

Event #1

Event #2

Event #3 (x)

Event #4

Test events

Event #3 (y)

Event #1

Event #4

Event #5

Check outcome



Checking equality

Checking equality

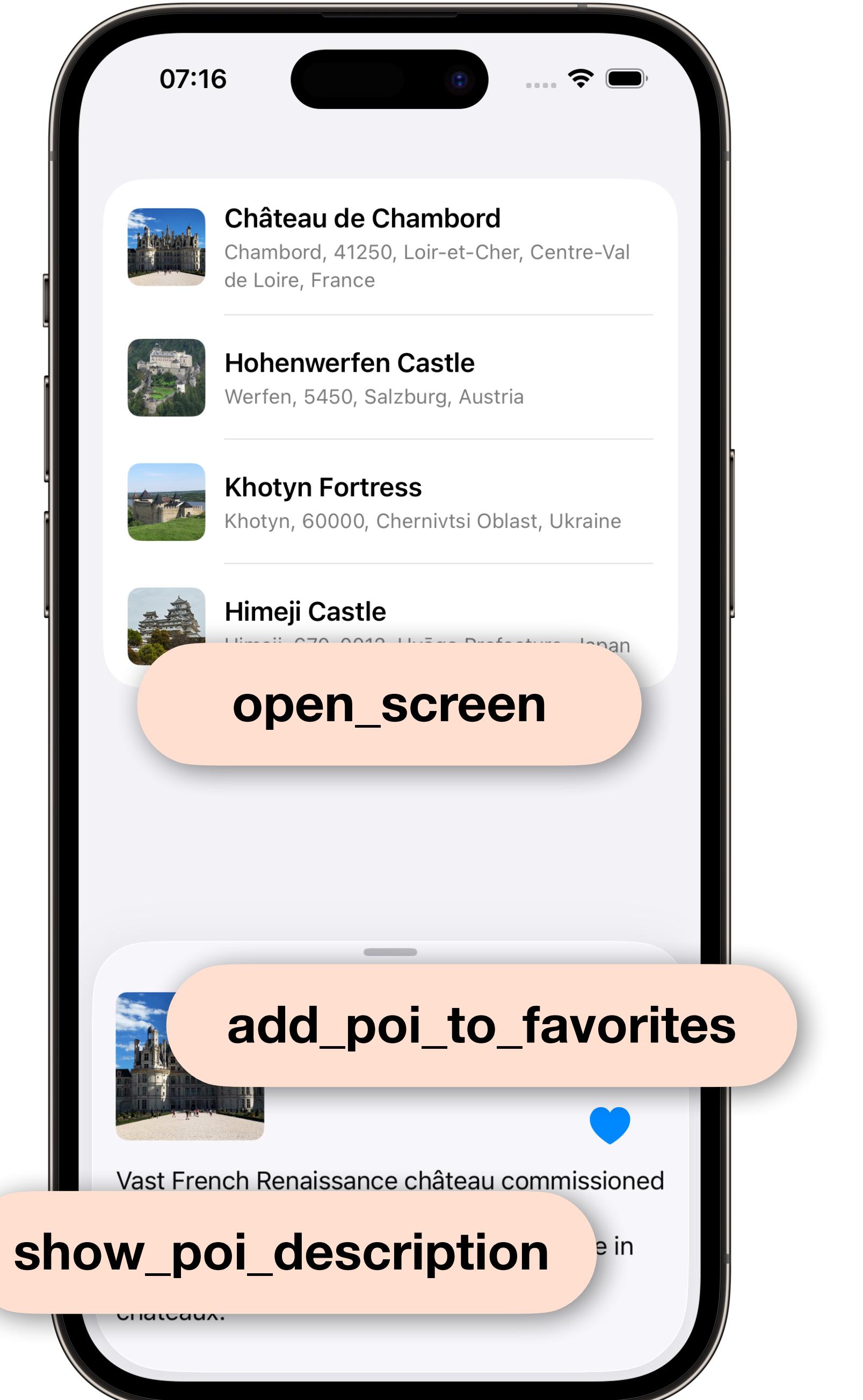
```
if event == checkEvent {  
    eventFound = true  
    gatheredEventsData.remove(at: i)  
    break  
} else if event.eventName == checkEvent.eventName {  
    eventNotFoundError = self.compareEventsParameters(recordedEvent: checkEvent,  
                                                       currentEvent: event)  
}  
}  
  
if eventFound == false {  
    if let errorMessage = eventNotFoundError {  
        return .failed("In test \(testName) the event \(checkEvent.eventName) has a difference in  
parameters: \(errorMessage)")  
    }  
  
    return .failed("In test '\(testName)' the event '\(checkEvent.eventName)' was not emitted,  
even though it is in the recorded events json file")  
}  
  
snapshotEventsData.removeFirst()  
}
```

And now all parts in action!

In POIList demo app

The demo app shows a simple list of attractions.
We can open details for each one and add it to favorites.

In this flow, three events are emitted and we will ensure that it's true and stays like this.



Why not UIPasteboard?

- 🛑 Also used for other operations, like text input.
- 🛑 Requires manual consent

"POIListUITests-Runner" would like to paste from "POIList"

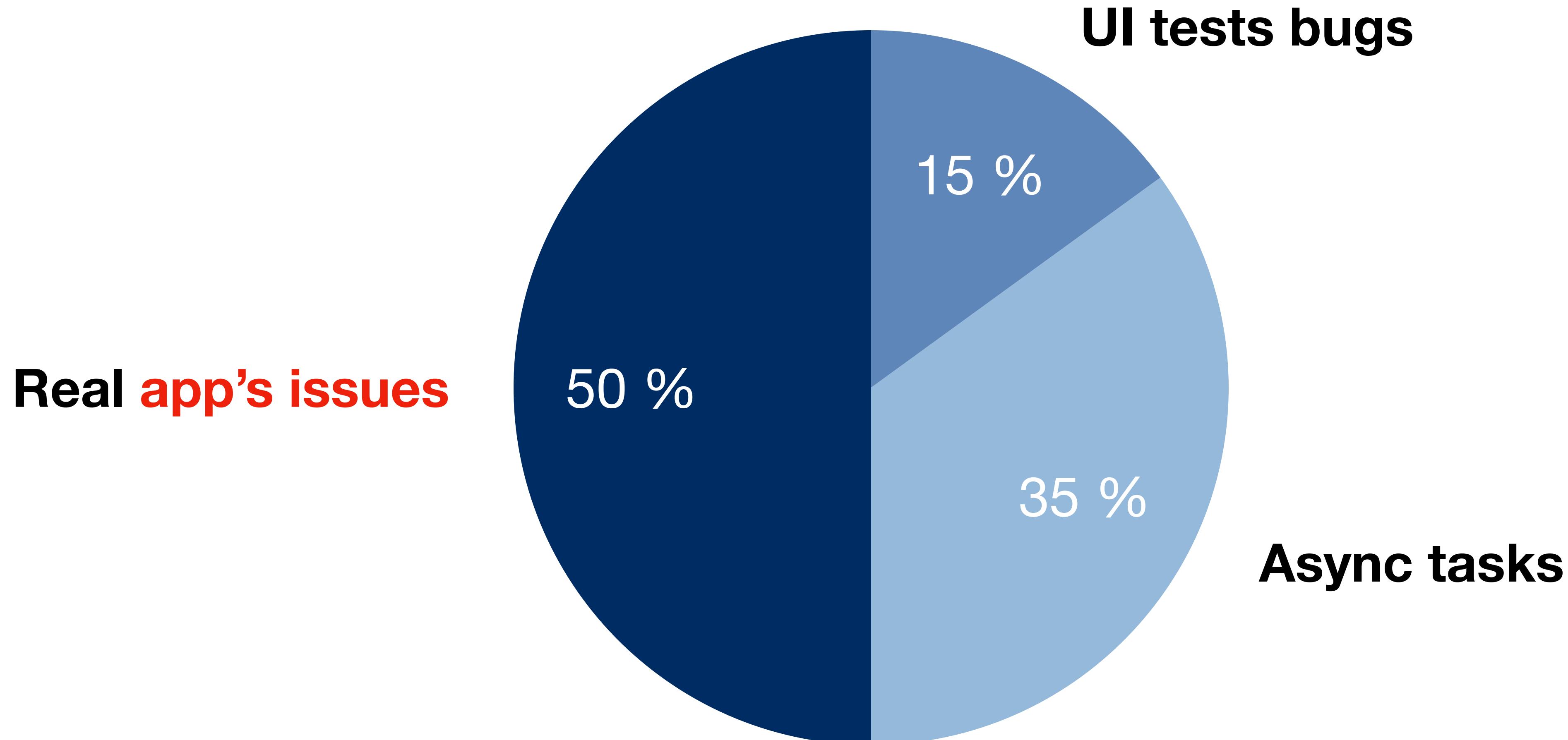
Do you want to allow this?

Don't Allow Paste

Allow Paste

Stability of UI Tests

Subjective opinion



Additional PRO-tip

Speed your tests up!

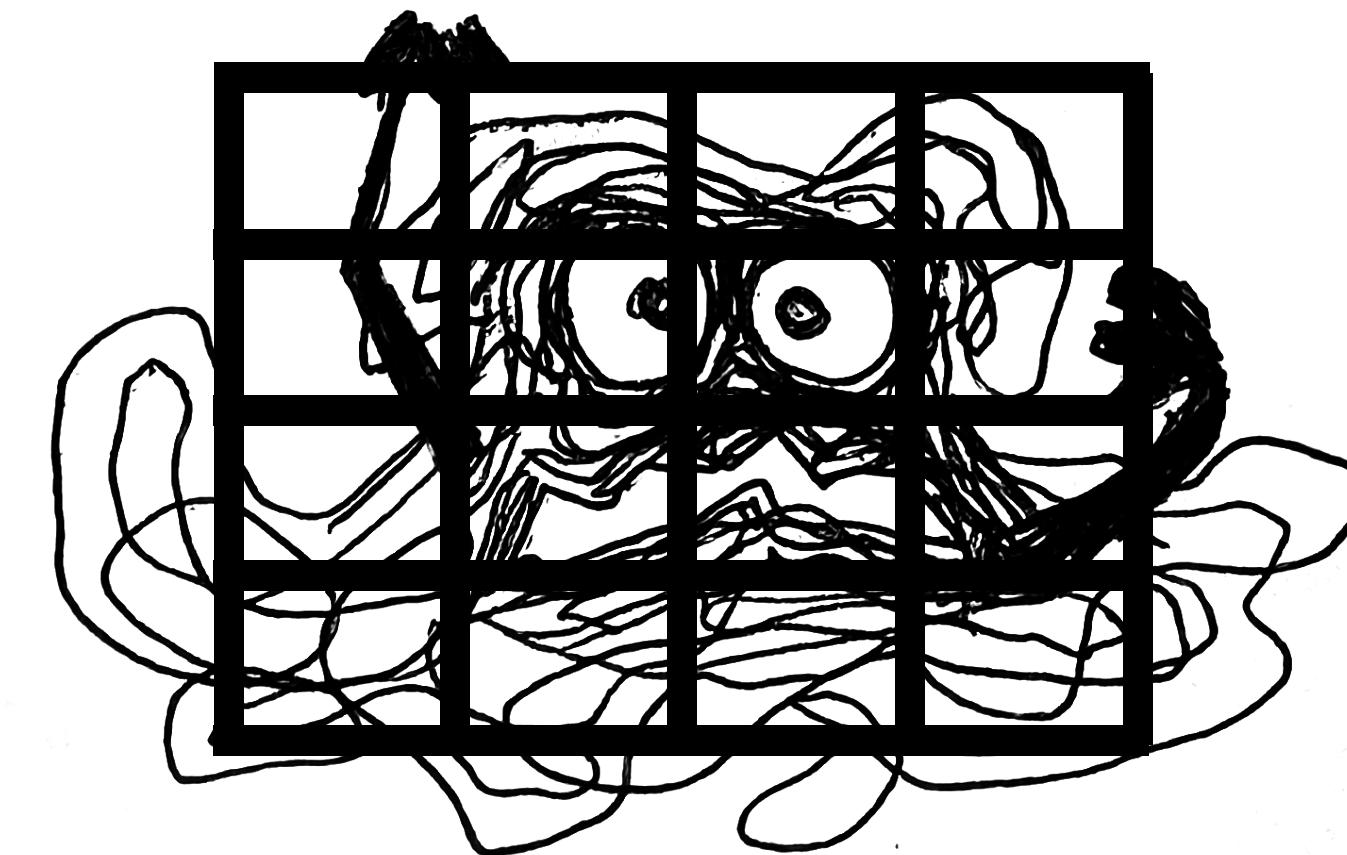
```
if ProcessInfo.processInfo.isUITesting {  
    UIApplication.currentWindow?.layer.speed = 100  
}
```

Pro: UI tests are executed much faster. This approach can save minutes in each run.
And help to identify rare race conditions.

Contra: this increases probability of race conditions, which is normally mitigated by animation duration.

Conclusion

- ✓ Snapshot testing is a powerful, universal technique.
- ✓ There are ways to organize bidirectional communication between XCUITests and the app.
- ✓ Analytics architecture could be type-strict but still flexible enough to cover any events.
- ✓ Regressions are unavoidable but detectable and can be kept under control.



Thank you for watching!

Code example

<https://github.com/OlKir/defense-against-analytics-regressions.git>



E-mail
oleksii.kirizii@gmail.com

Mastodon
mastodon.social/@olkir

X/Twitter
[@Kirizii](https://twitter.com/OKirizii)