



Automated Testing For iOS app with Swift





Somkiat Puisungnoen

Somkiat Puisungnoen

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When did you work at Opendream? X

... 22 Pending Items

Intro

Software Craftsmanship

Software Practitioner at สยามชัมนาภิกิจ พ.ศ. 2556

Agile Practitioner and Technical at SPRINT3r

Post Photo/Video Live Video Life Event

What's on your mind?

Public Post

Somkiat Puisungnoen 15 mins · Bangkok · ⚙️

Java and Bigdata



Page

Messages

Notifications 3

Insights

Publishing Tools

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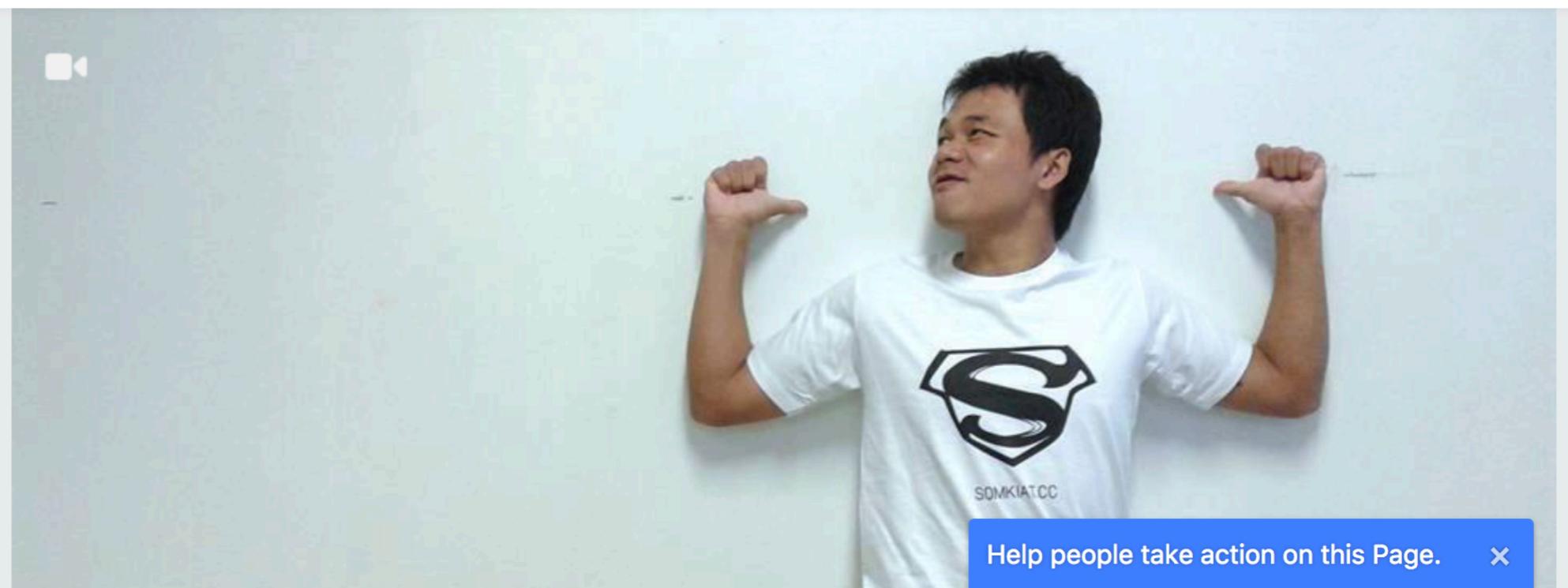
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Home

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Agenda

- Introduction of testing
- Why we need to test ?
- Types of tests
- Testing pyramid concept
- iOS app testing
- Workshop (step-by-step)



Agenda

- UI testing
- UI testing workshop
- Code coverage
- Dependency Injection
- Testable application
- CI/CD process and framework



**"Program testing can be used
to show the presence of bugs,
but never their absence."**

Edsger Dykstra, 1970, Notes on Structured Programming



Why we need to test ?

Help you to **catch bugs**

Develop features **faster**

Enforce **modularity** of your project



Why we need to test ?

Confidence
Verification
Learning



But,
It's take time to learning and
practice !!



**Testing can be done by
Manually or Automated**



Why automation ?

Faster regression testing
Easier refactoring
Continuous Integration



Let's start



Goals

How to **THINK** when and where
you should test ?



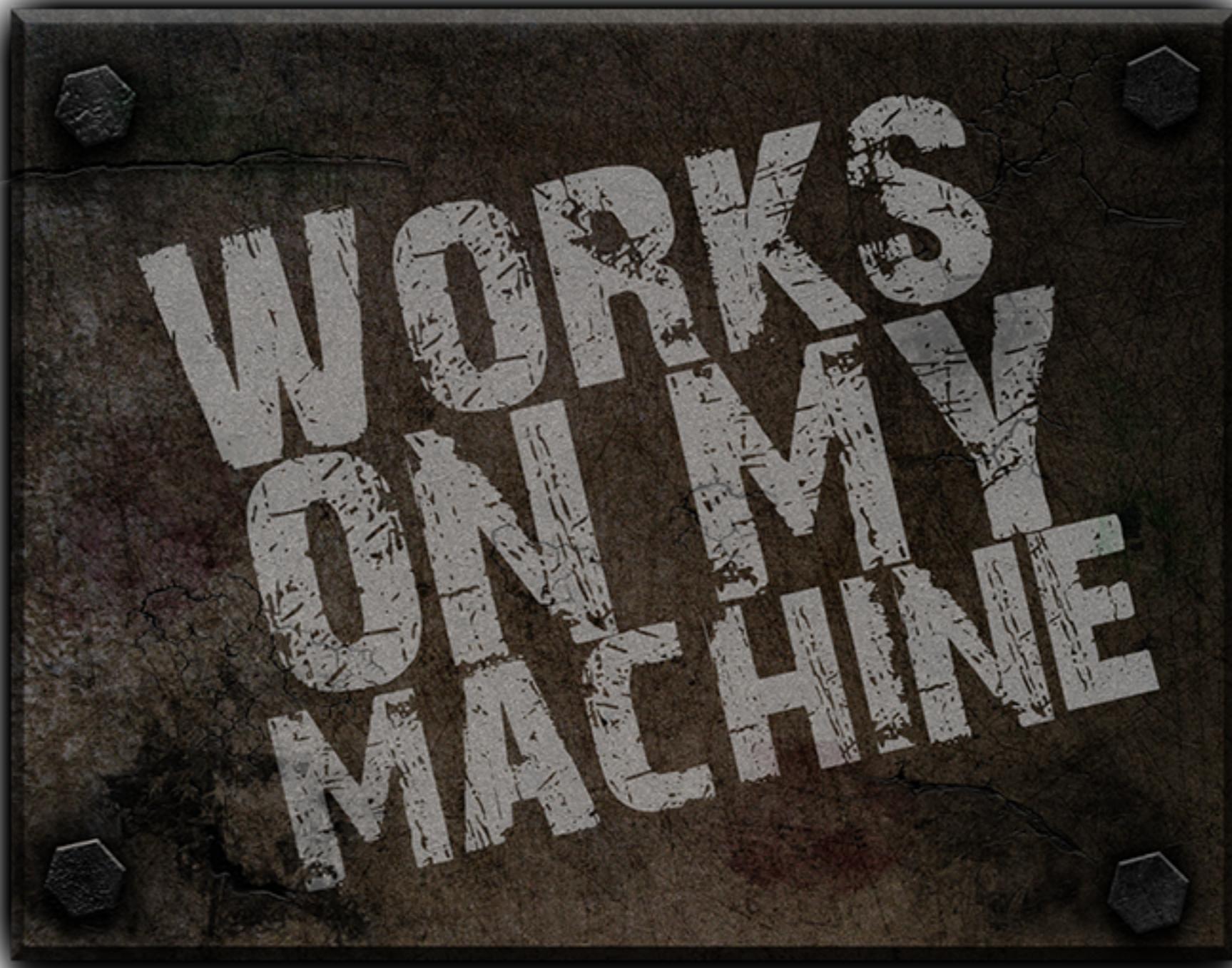
What you need to know ?

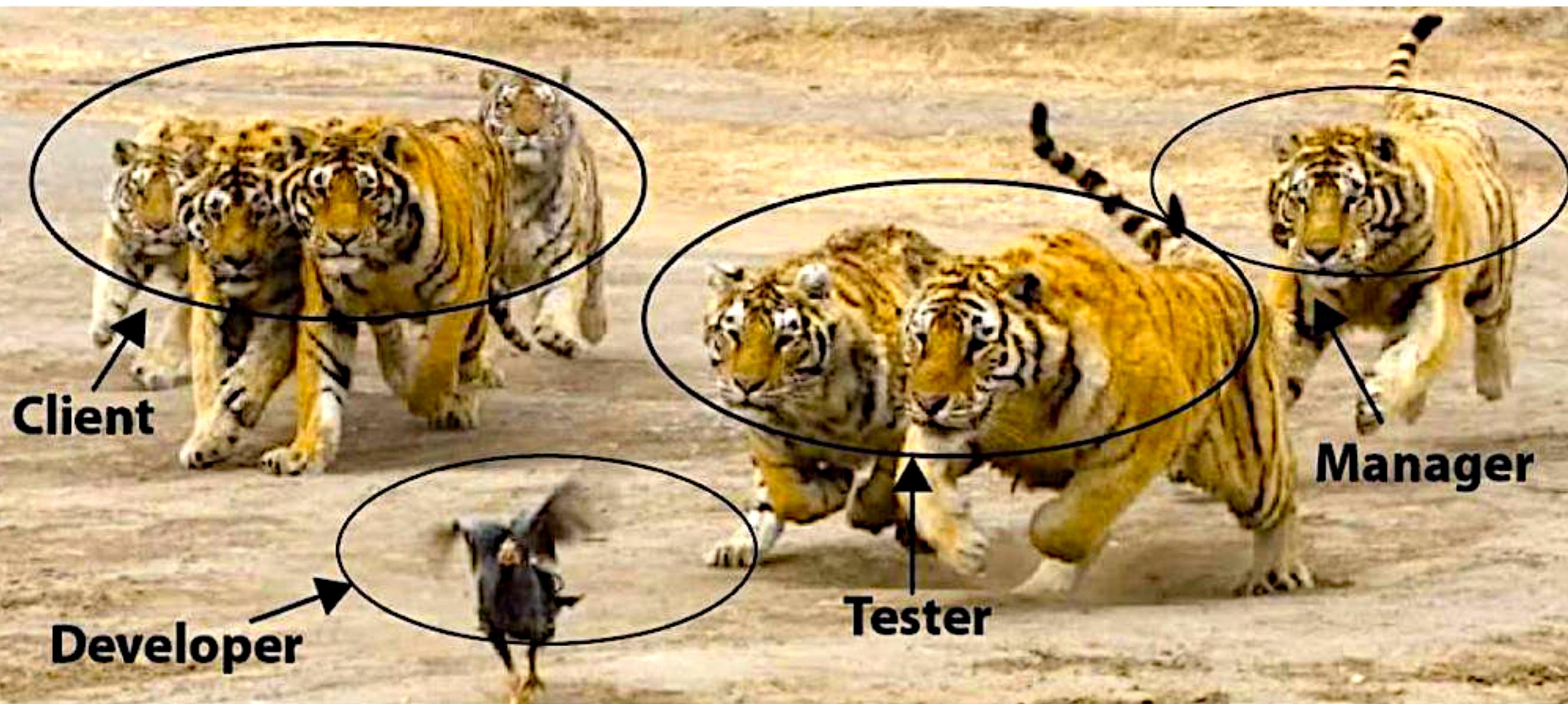
Swift
XCode
XCTest
XCUITest



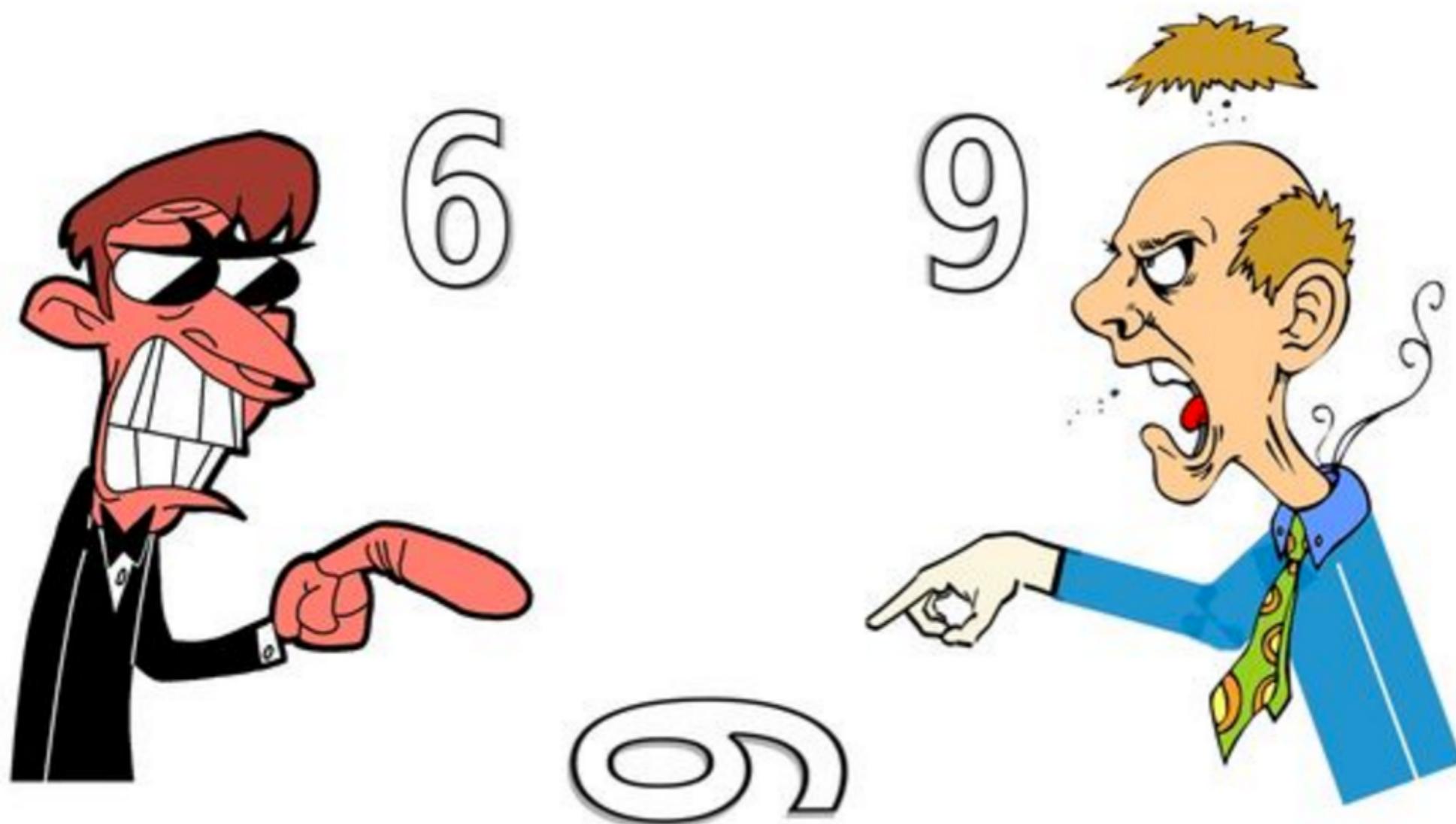
All about Testing







Developer vs Tester

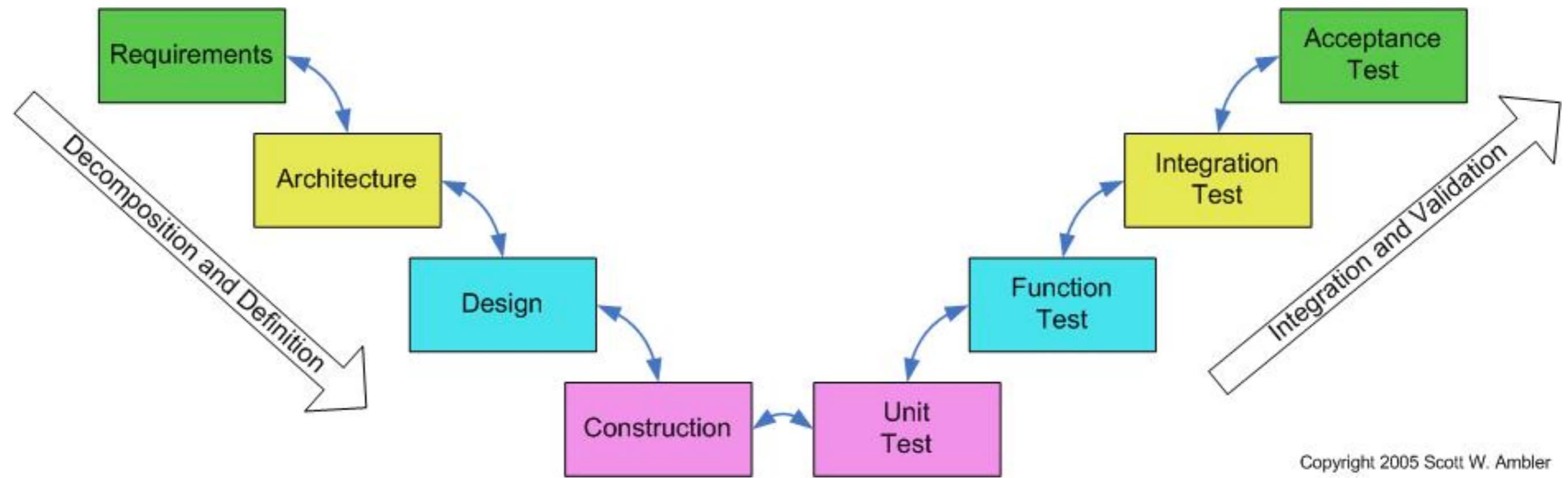


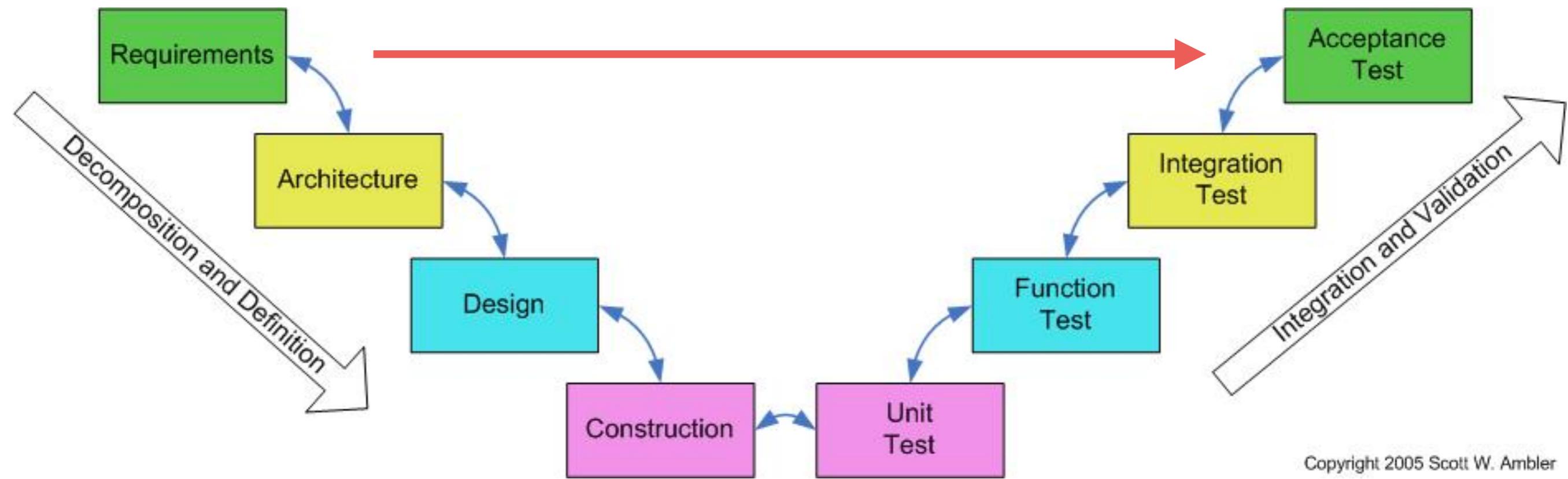


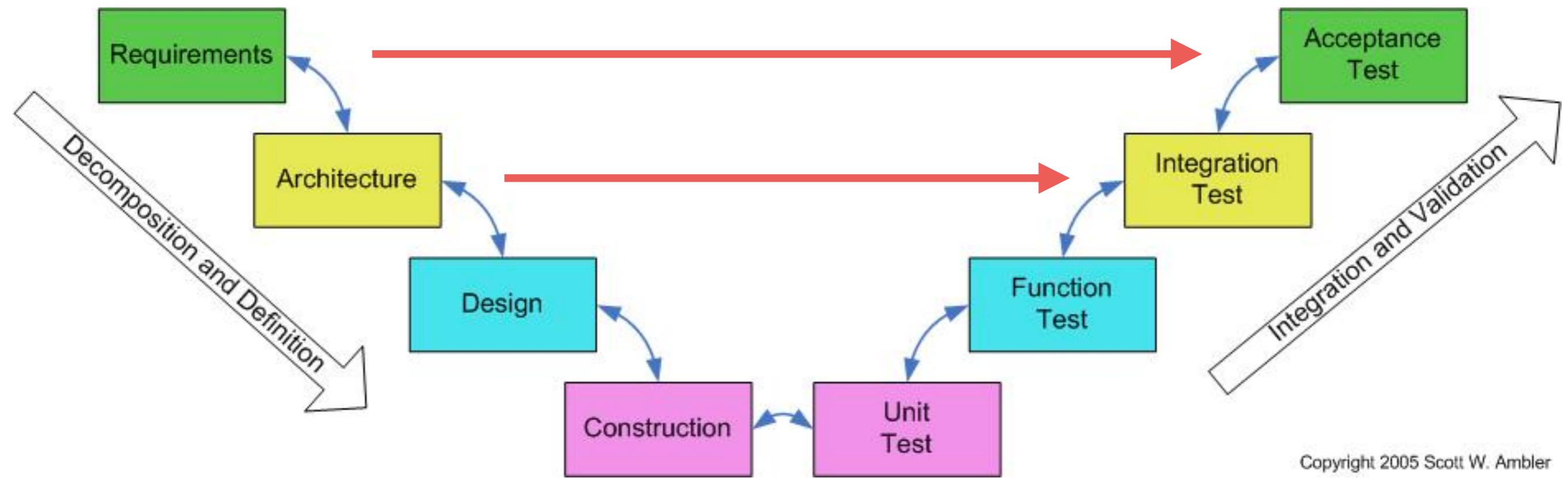
www.cartoonistshilpa.com

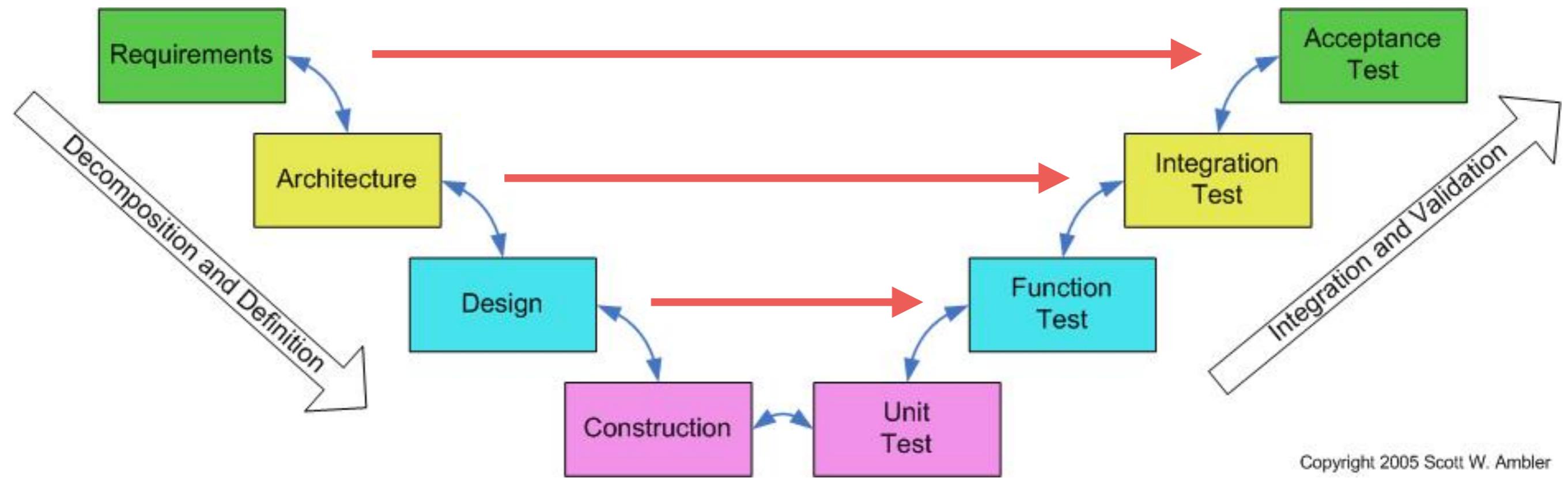


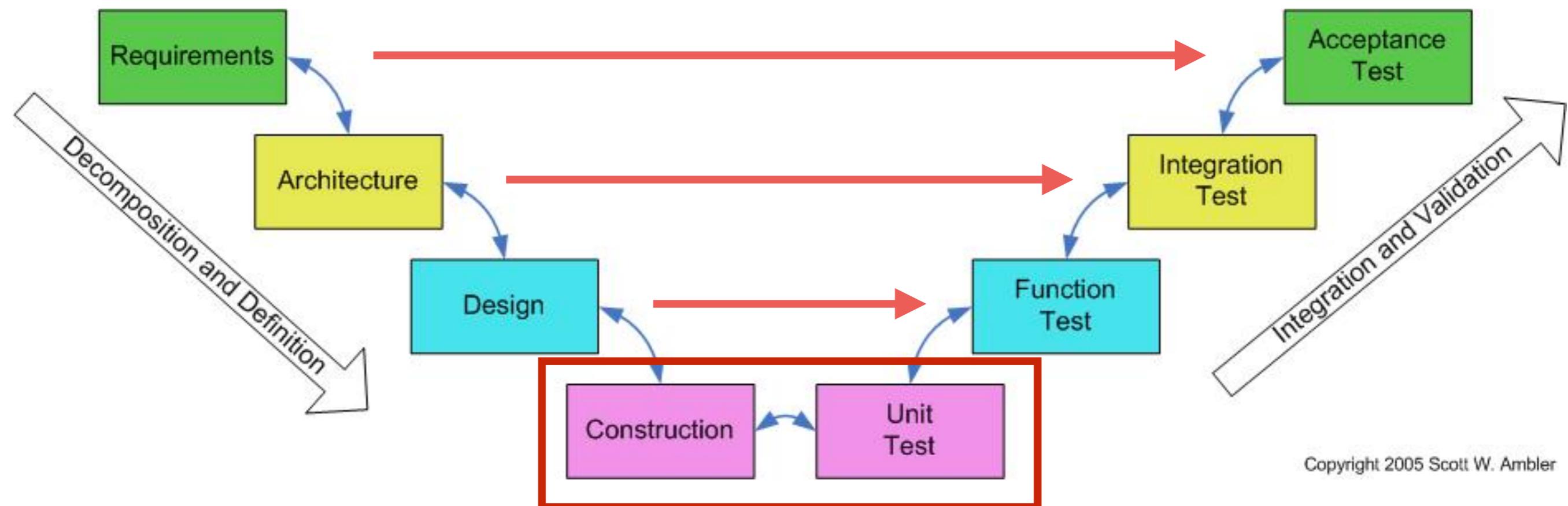








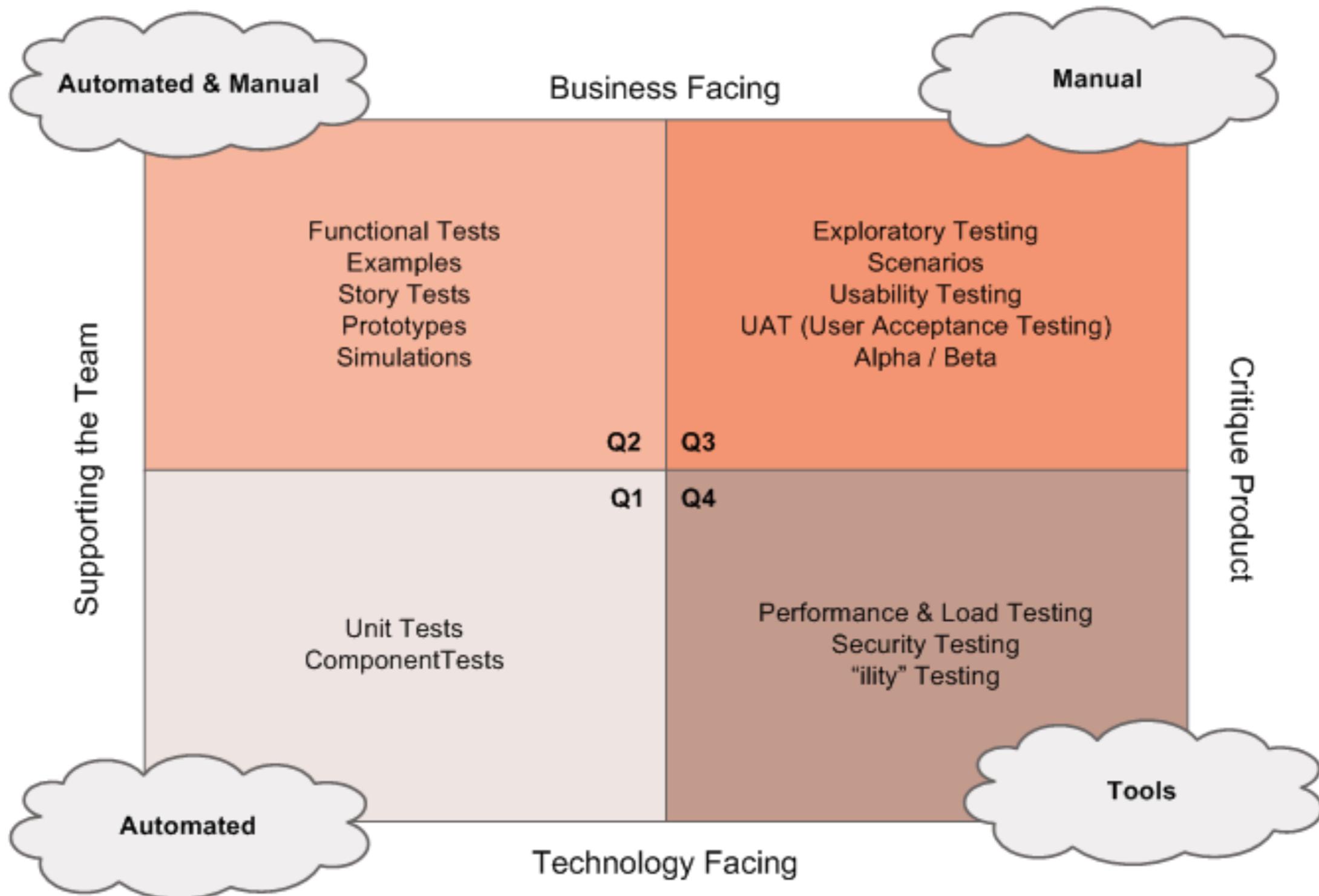




Type of testing



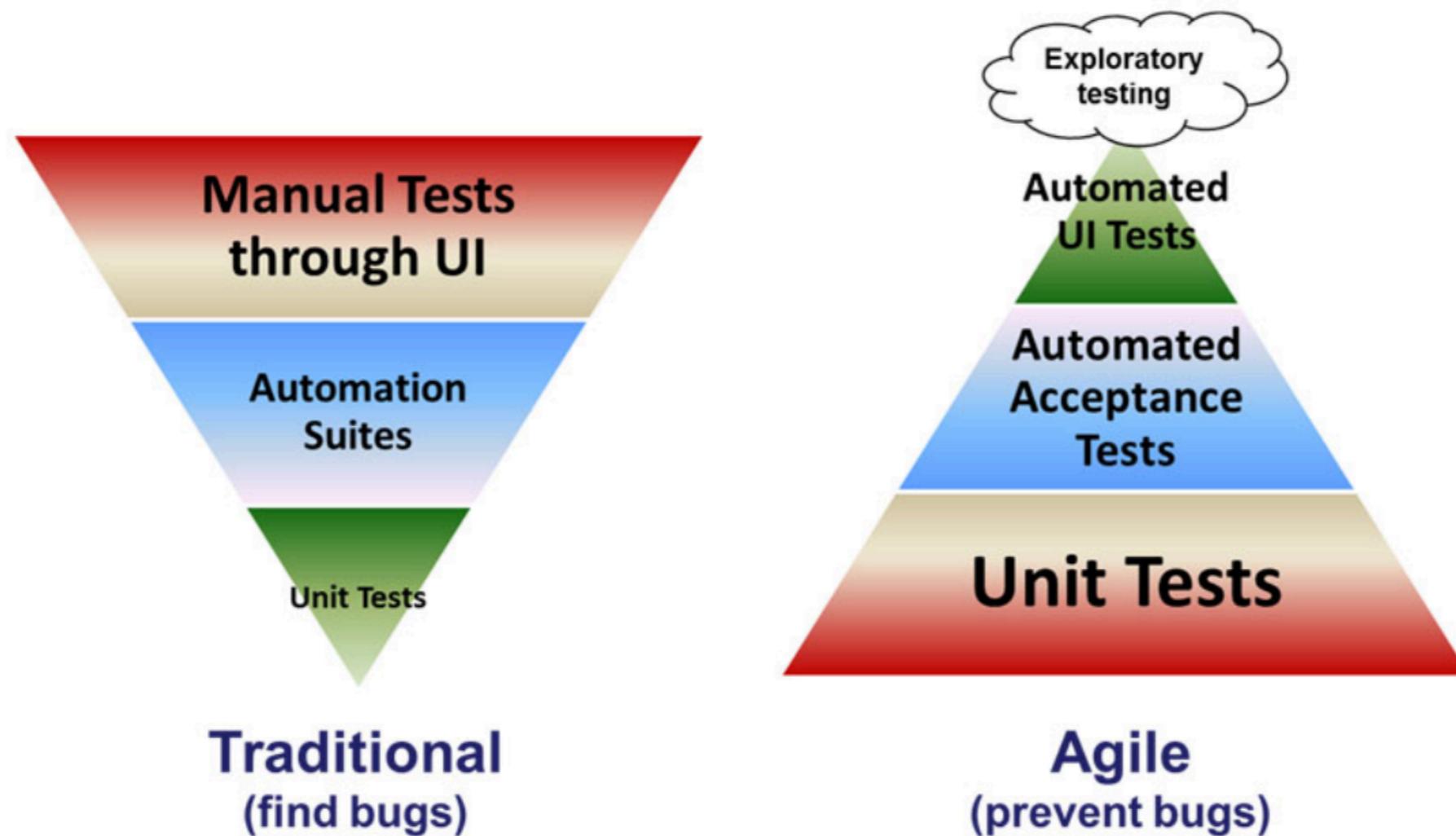
Agile Testing Quadrants



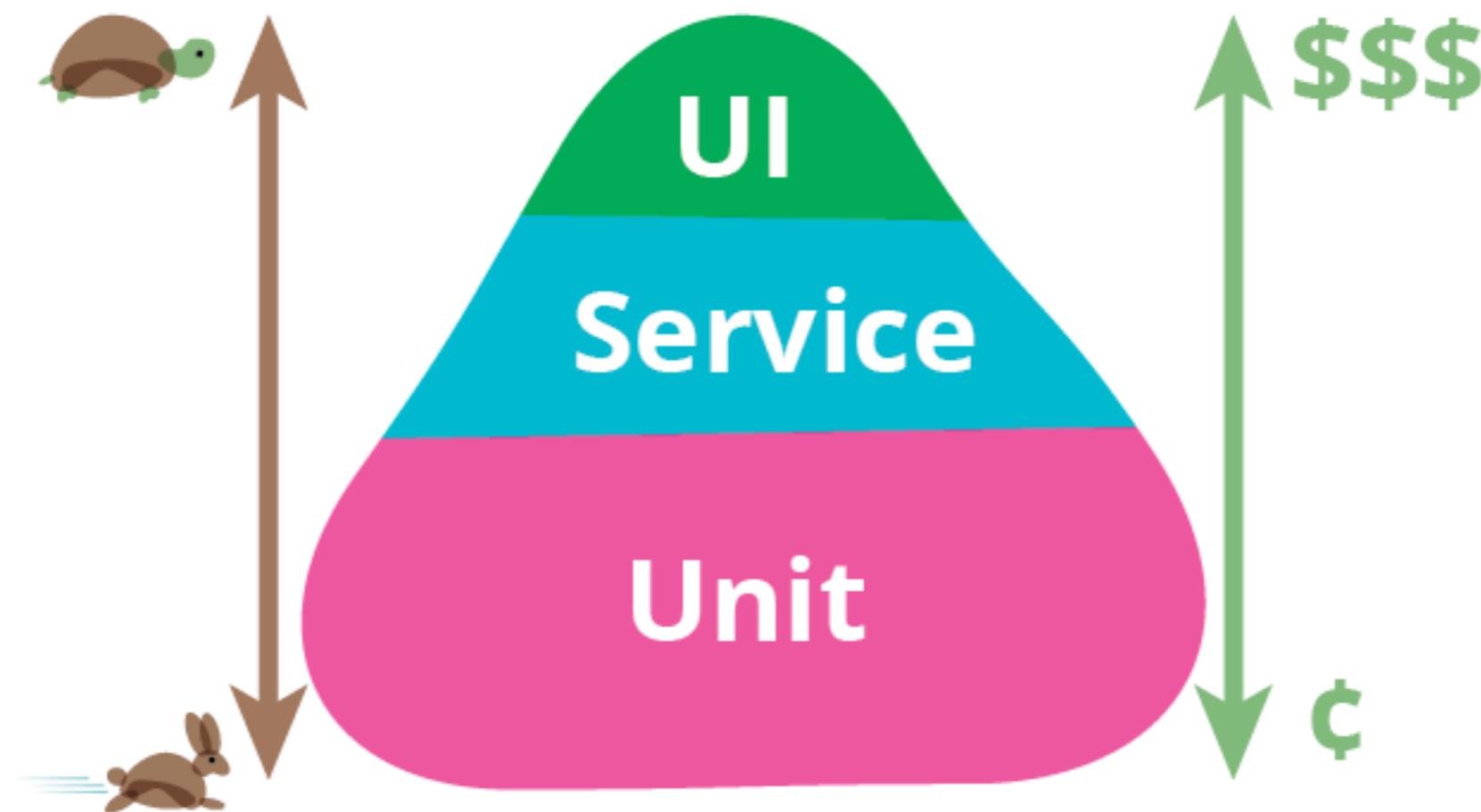
Testing pyramid



Testing Pyramid



Testing Pyramid



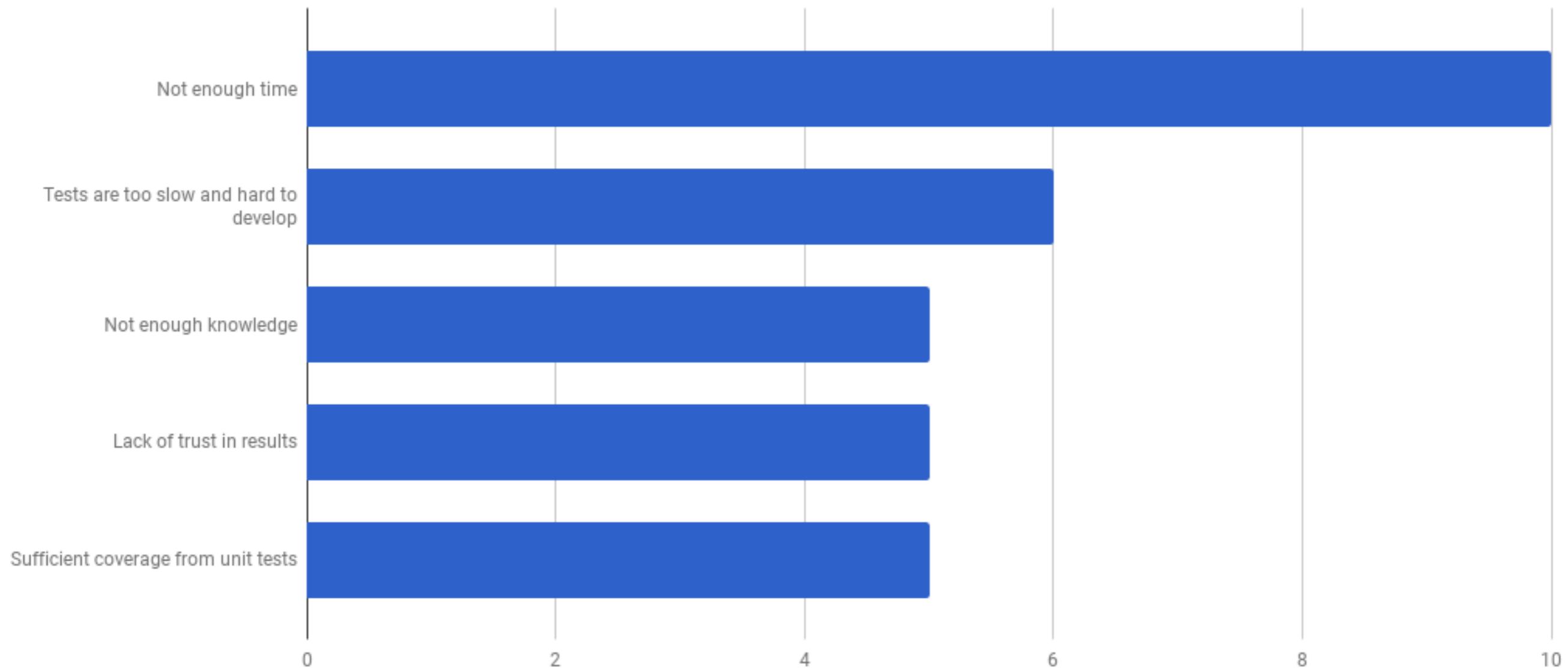
<https://martinfowler.com/bliki/TestPyramid.html>



Testing not a phase
Testing is activity



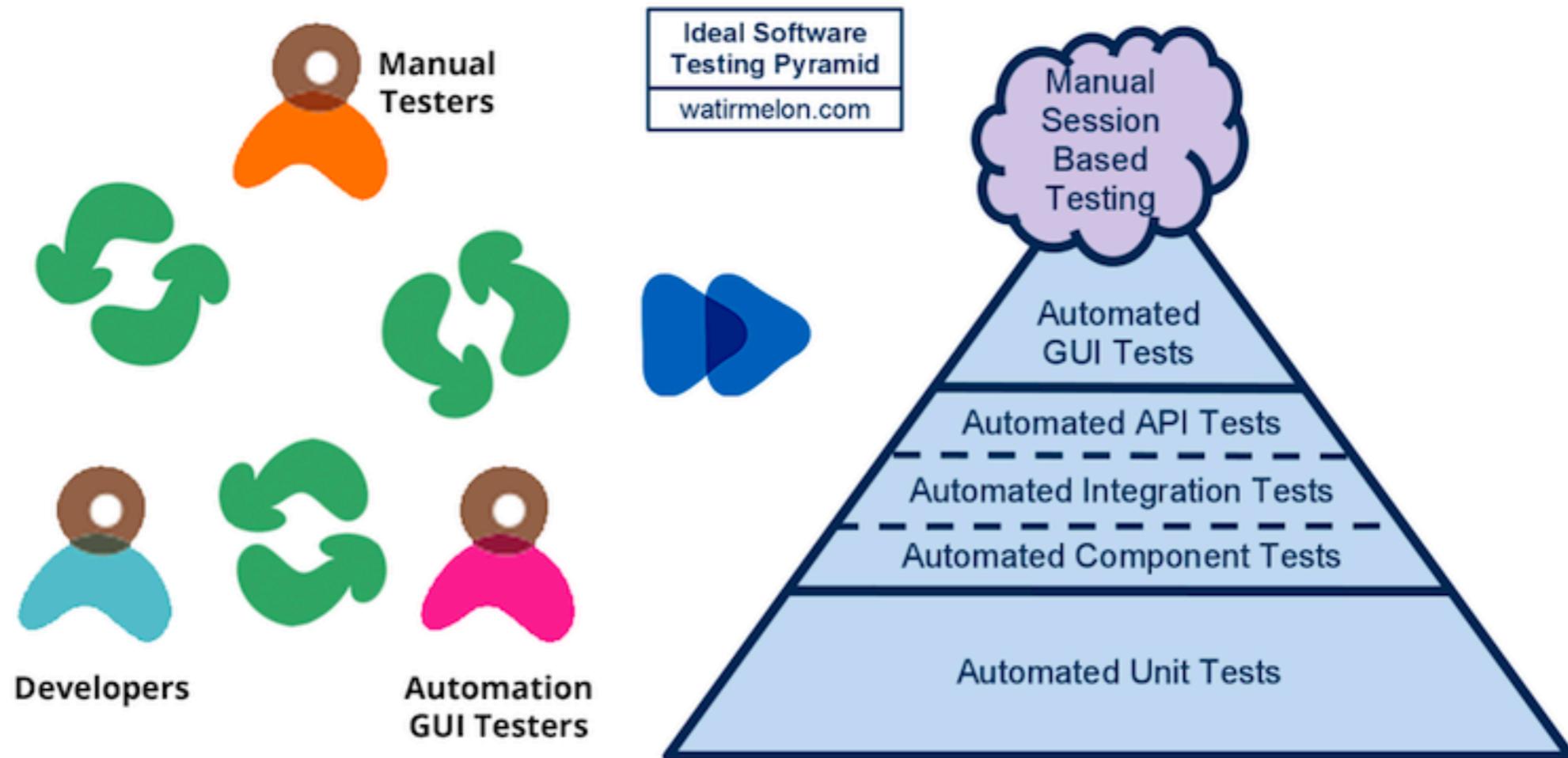
Why not write automated tests ?



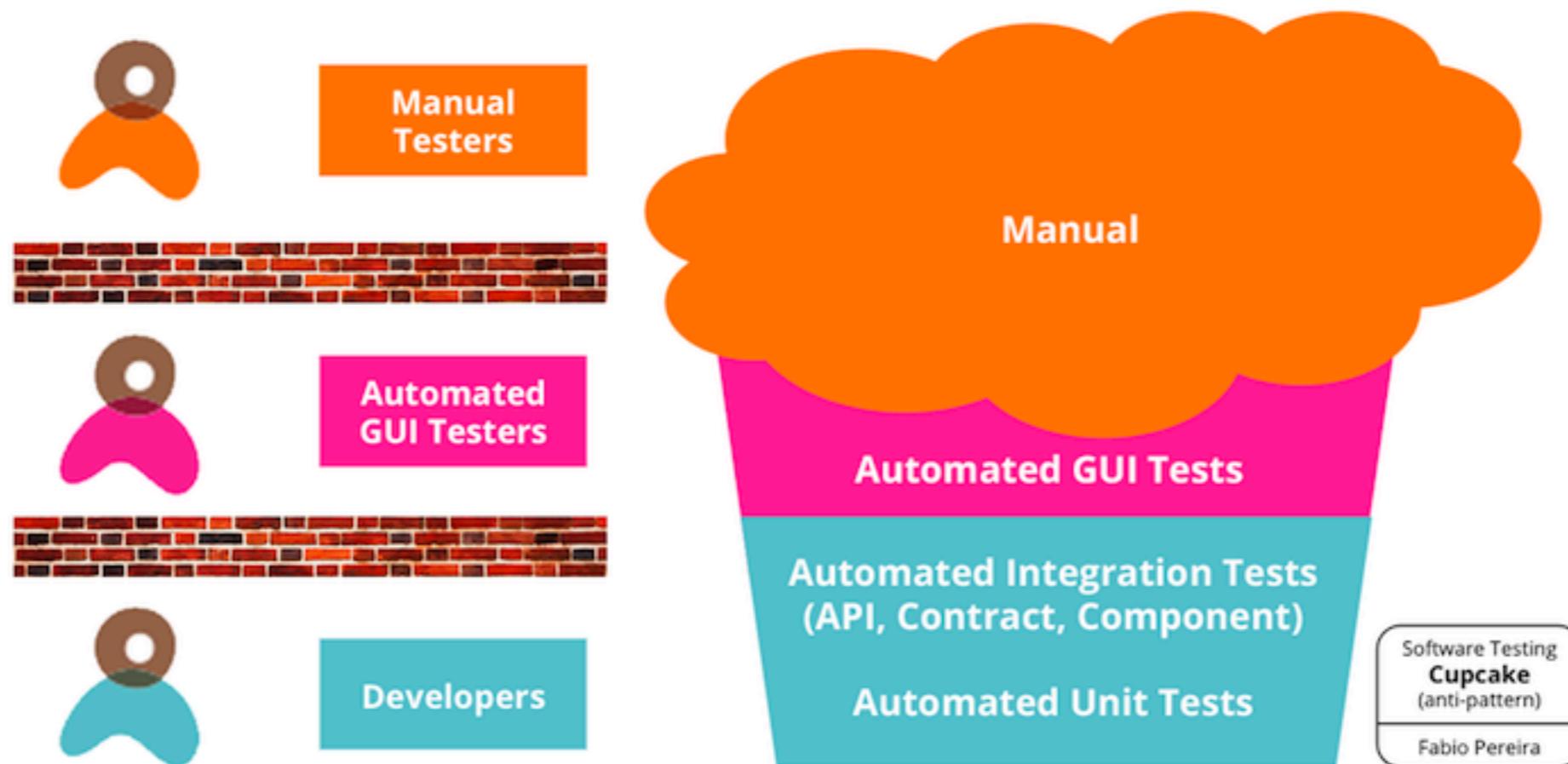
<https://slack.engineering/android-ui-automation-part-1-building-trust-de3deb1c5995>



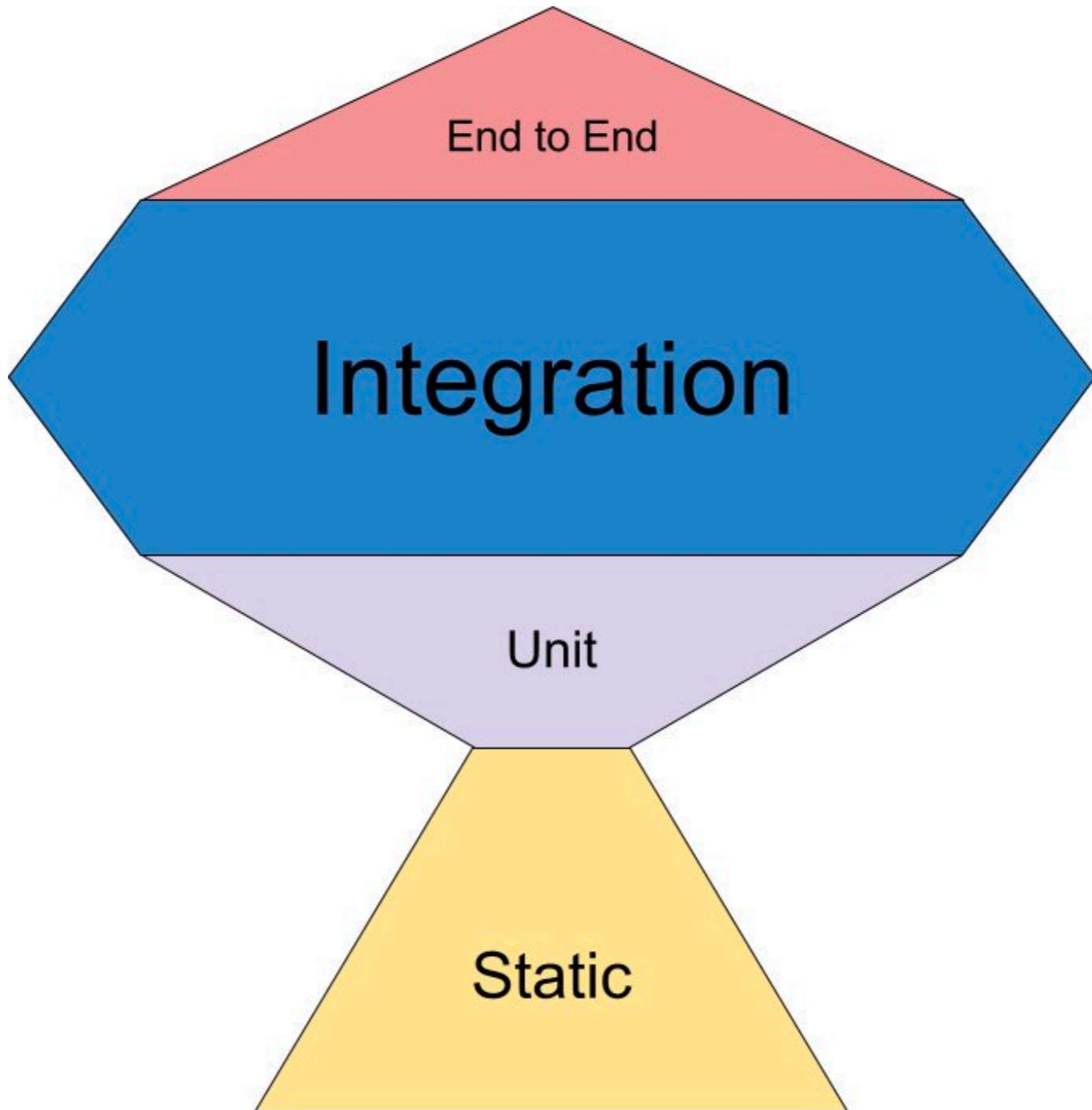
Pyramid testing



Cupcake testing



Trophy testing



Should we write our tests

Before

or

After

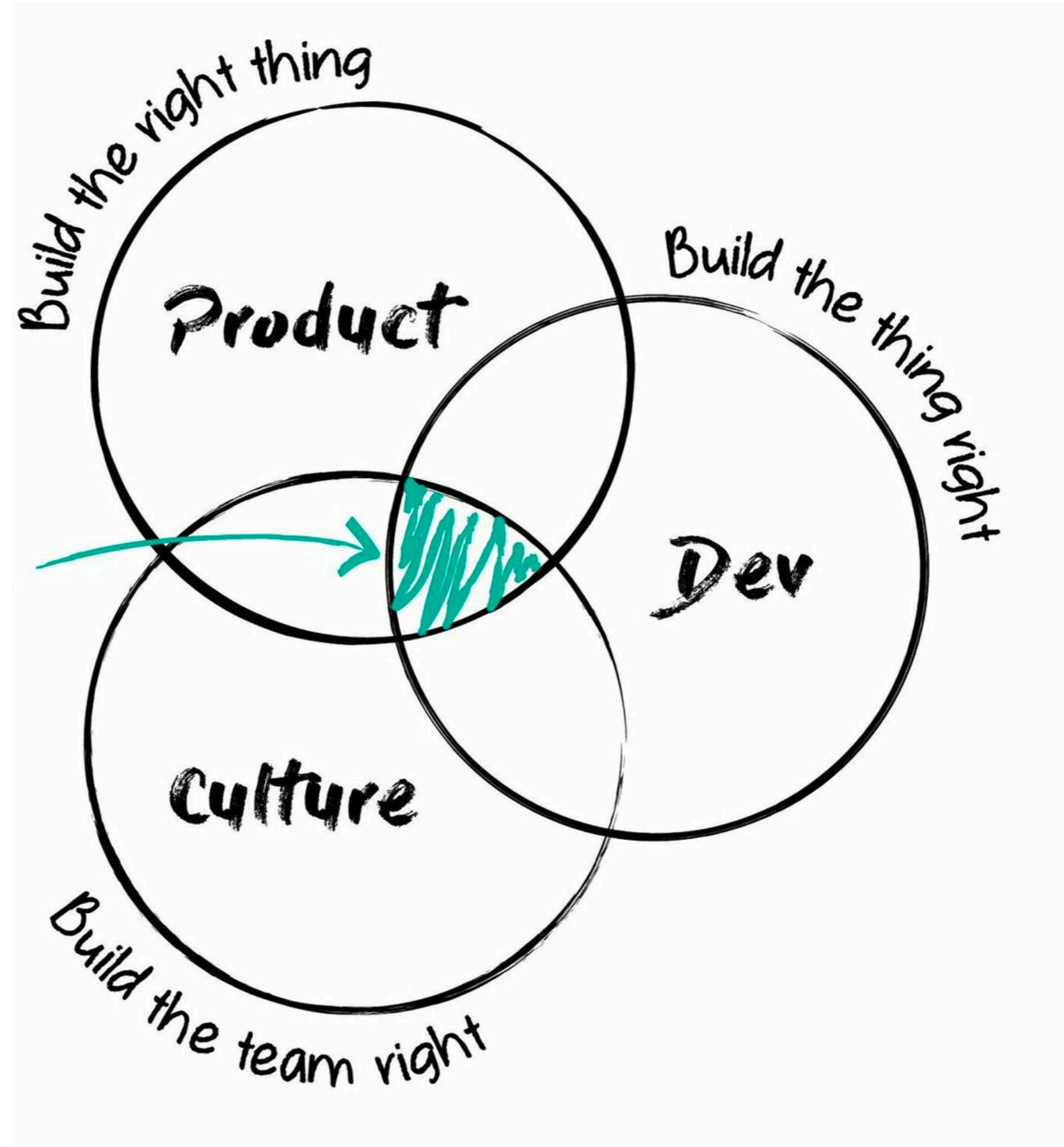
implementation ?



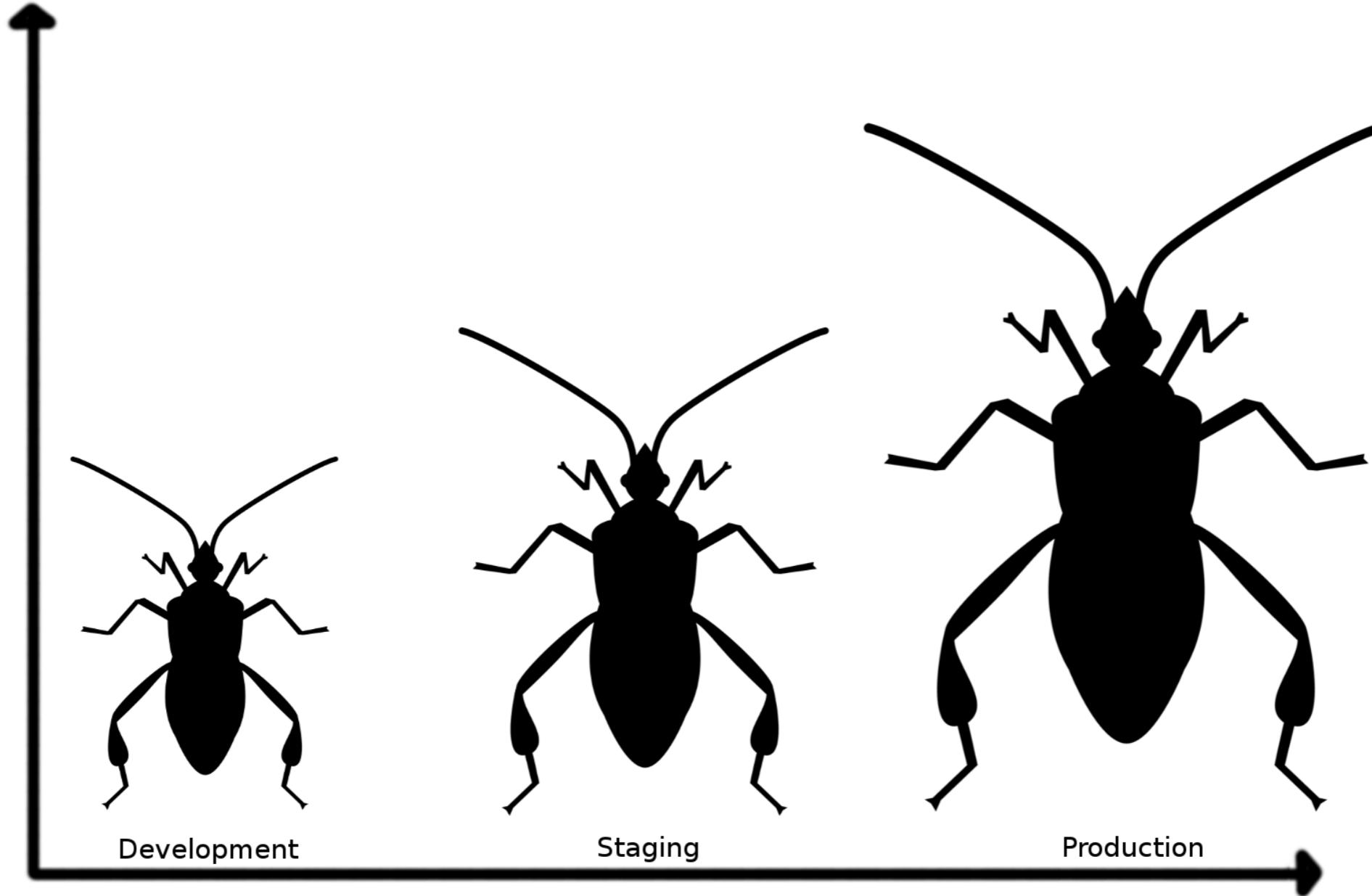
After is bad ?

Laziness
Lack of discipline
Compromise





Cost to fix a bug



Stage when a bug is found





Fixing Bugs



Bug



Find Code



Write Test



Fix Test





SPECIFICATION BY EXAMPLE



CONTINUOUS
INTEGRATION



CONTINUOUS DELIVERY



TEST AUTOMATION



THINKING ABOUT TESTING



TECHNICAL
EXCELLENCE



DEVELOPMENT
TEST-DRIVEN DEVELOPMENT



ARCHITECTURE
& DESIGN



ACCEPTANCE
TESTING



CLEAN CODE



UNIT TESTING

<https://less.works/less/technical-excellence/index.html>



TDD with Swift

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SPECIFICATION BY EXAMPLE



CONTINUOUS
INTEGRATION



CONTINUOUS DELIVERY



TEST AUTOMATION



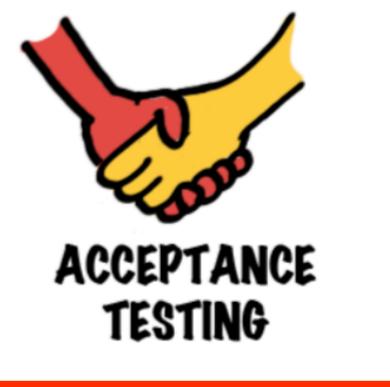
THINKING ABOUT TESTING



TECHNICAL
EXCELLENCE



ARCHITECTURE
& DESIGN



ACCEPTANCE
TESTING

CODE
CLEAN CODE



DEVELOPMENT
TEST-DRIVEN DEVELOPMENT



UNIT TESTING

<https://less.works/less/technical-excellence/index.html>





SPECIFICATION BY EXAMPLE



TEST AUTOMATION



CONTINUOUS
INTEGRATION



TECHNICAL
EXCELLENCE



TEST-DRIVEN DEVELOPMENT



CONTINUOUS DELIVERY



ACCEPTANCE
TESTING



ARCHITECTURE
& DESIGN



CLEAN CODE



UNIT TESTING

<https://less.works/less/technical-excellence/index.html>





TDD

**ALL CODE IS GUILTY
UNTIL PROVEN INNOCENT**

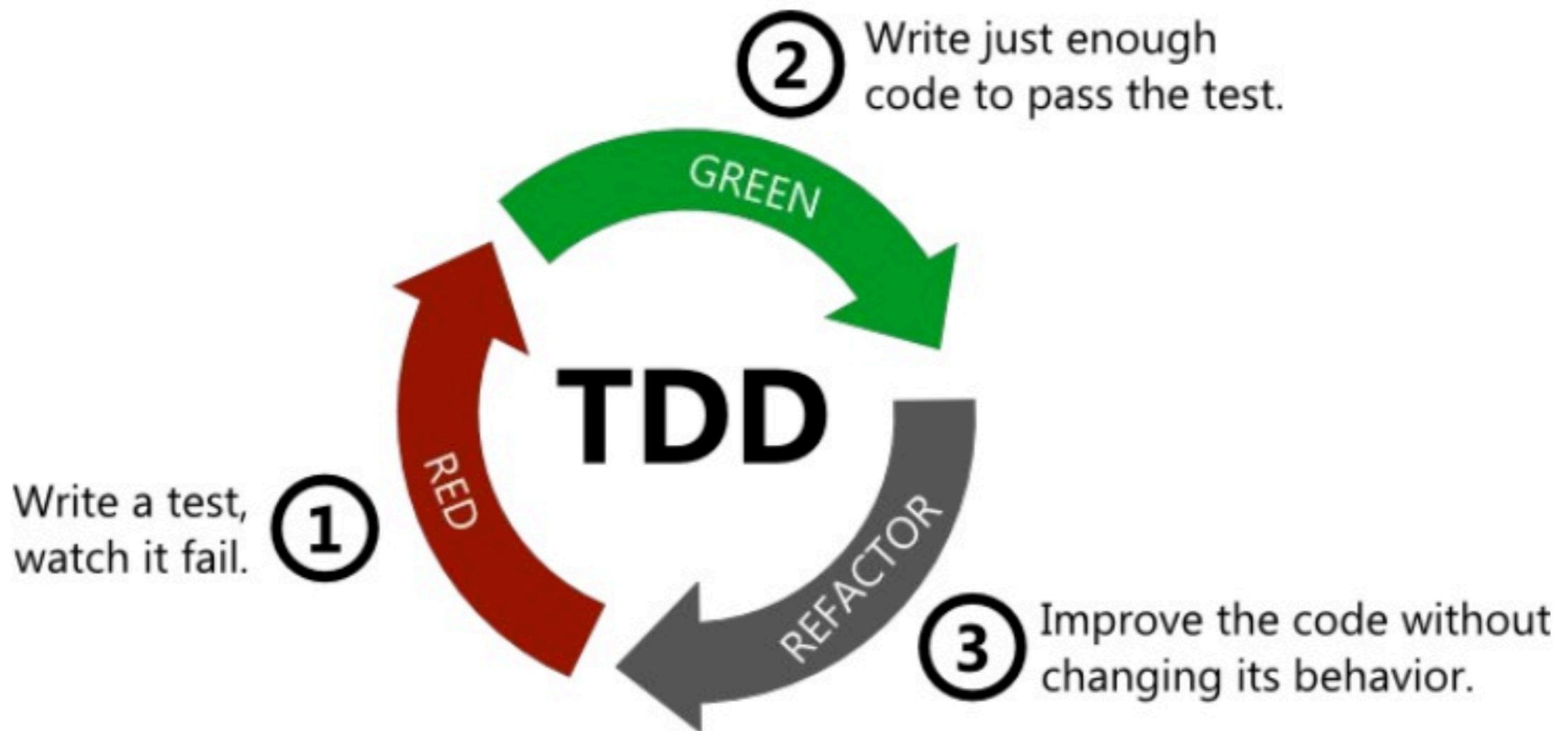


TDD

Test-Driven-Development Test-Driven Design



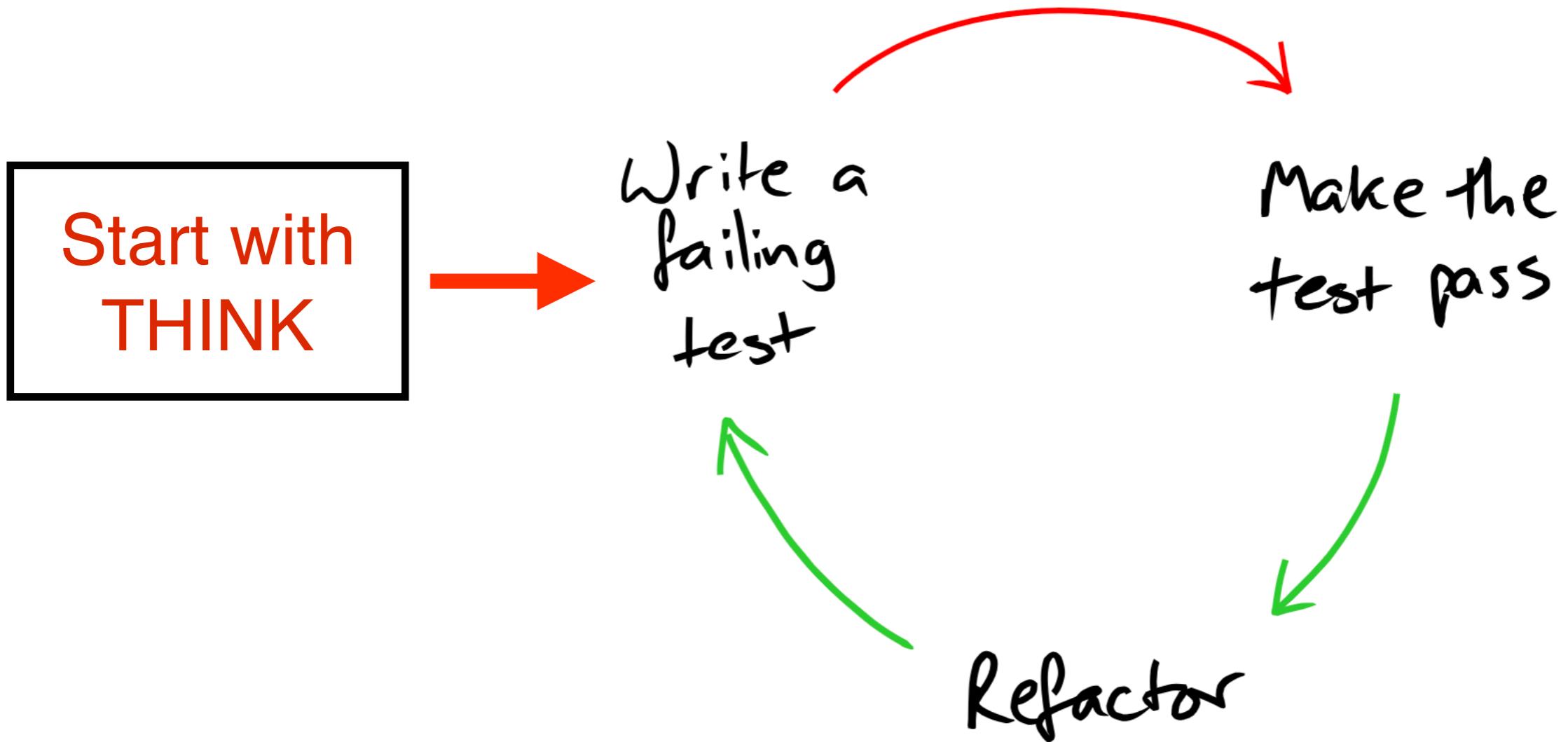
TDD Cycle



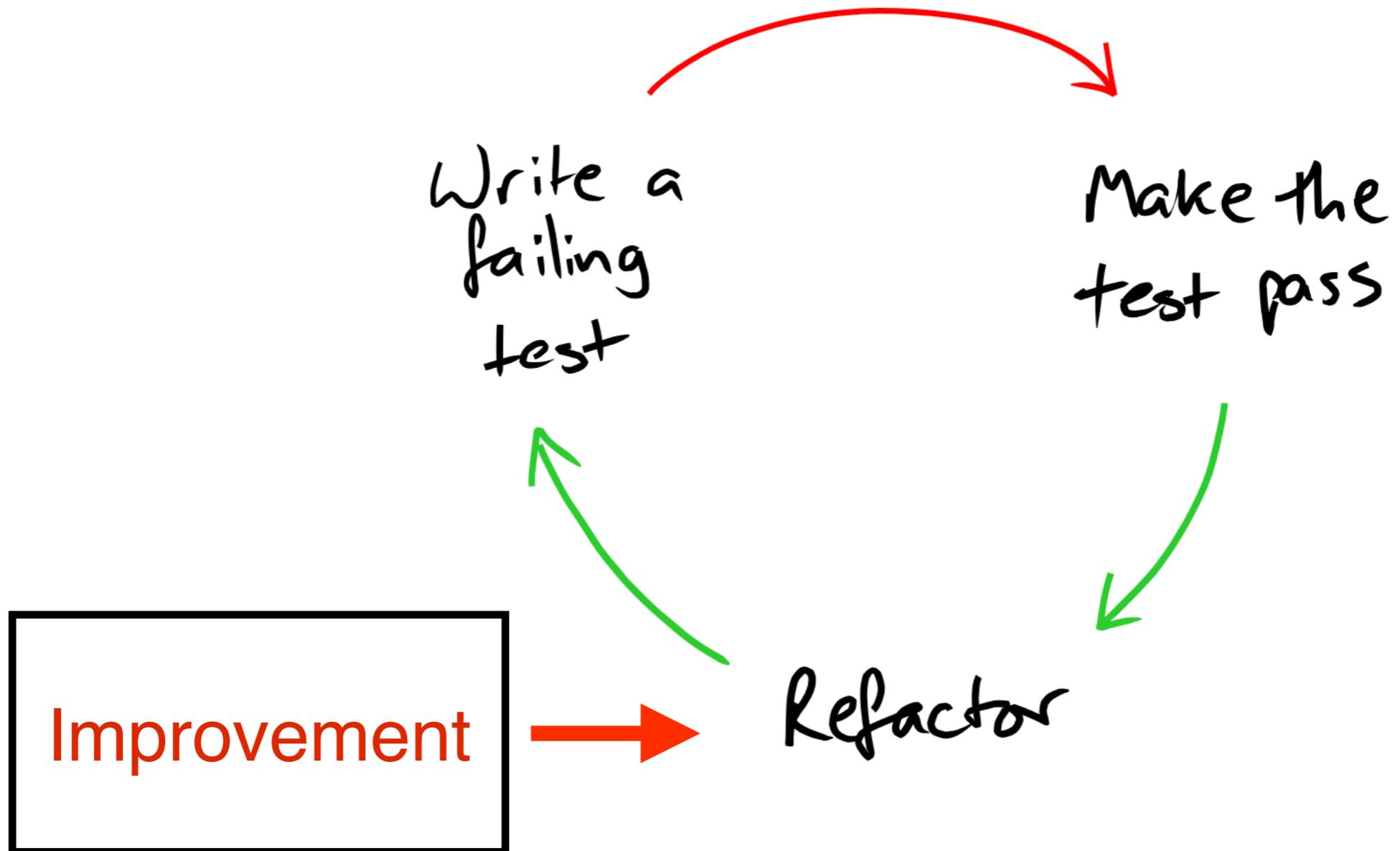
Red Green Refactor



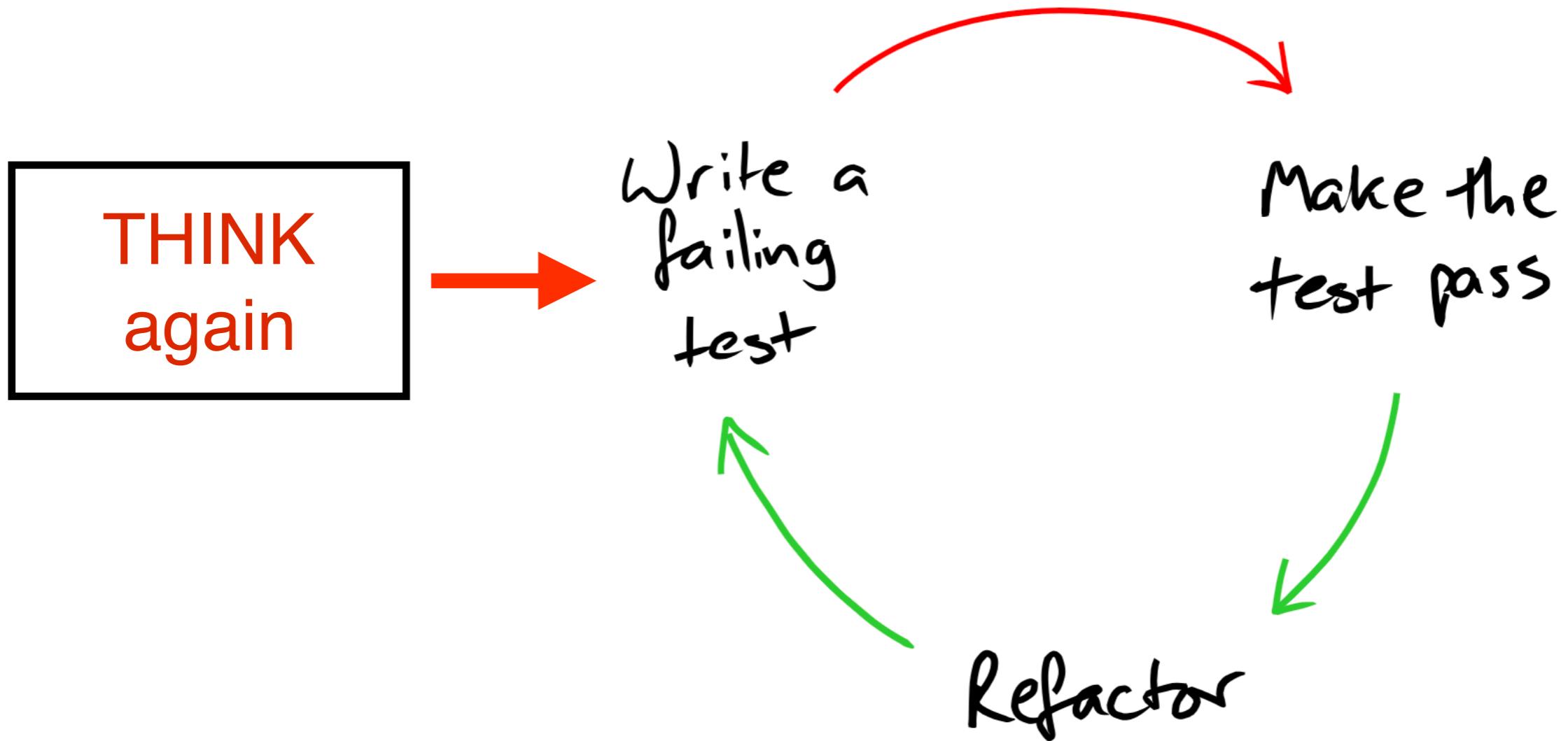
Improve TDD Cycle



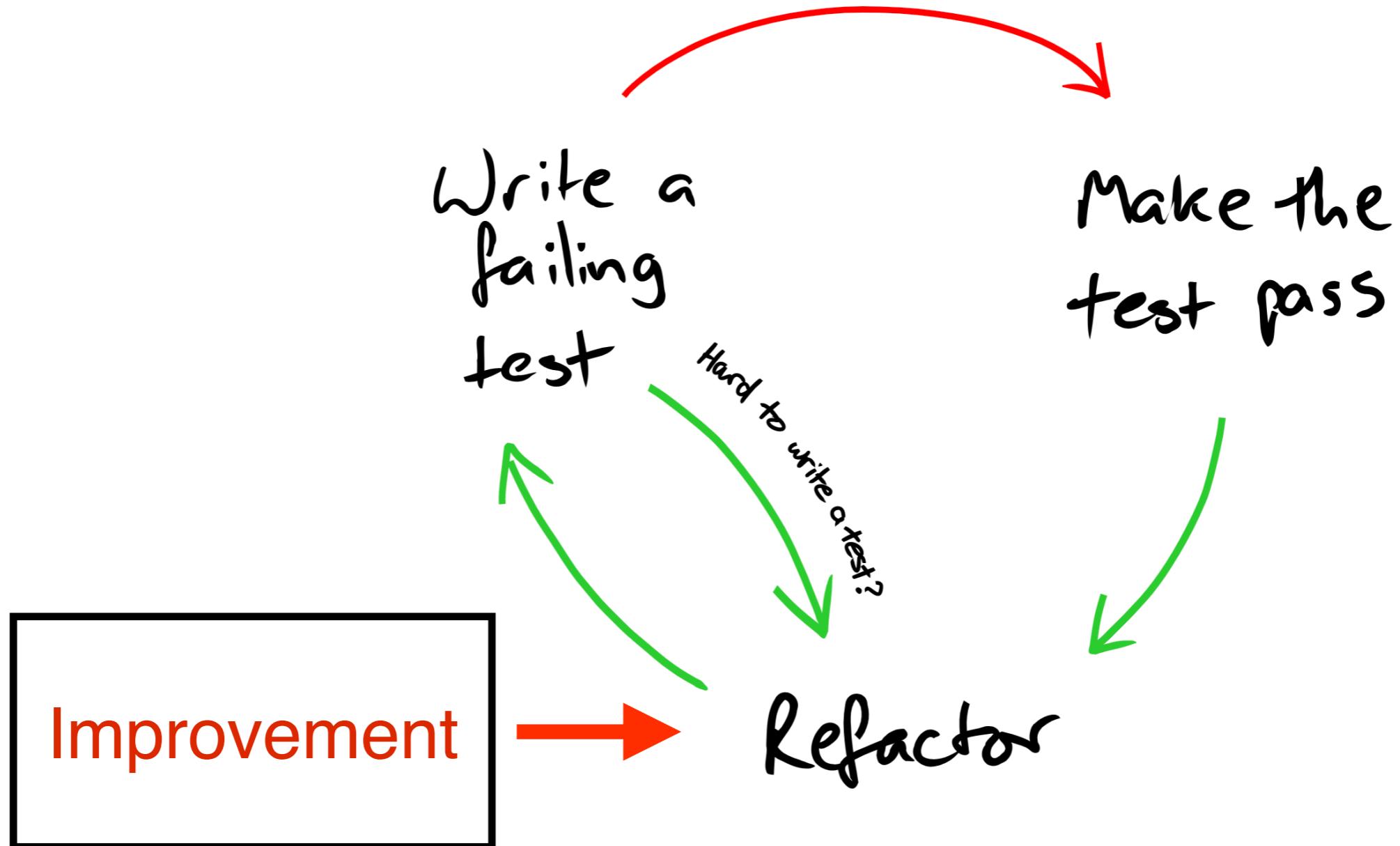
Improve TDD Cycle



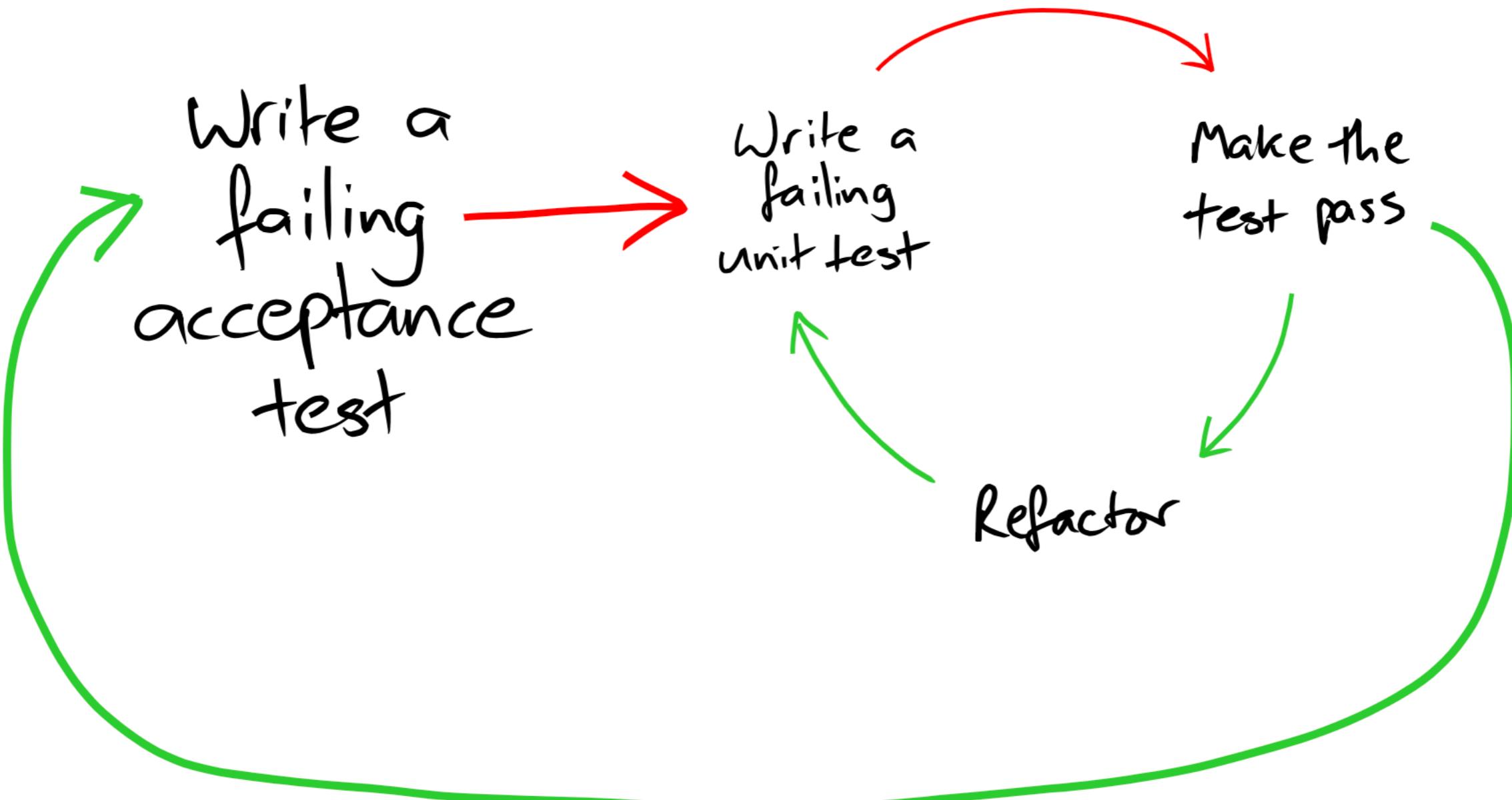
Write test again



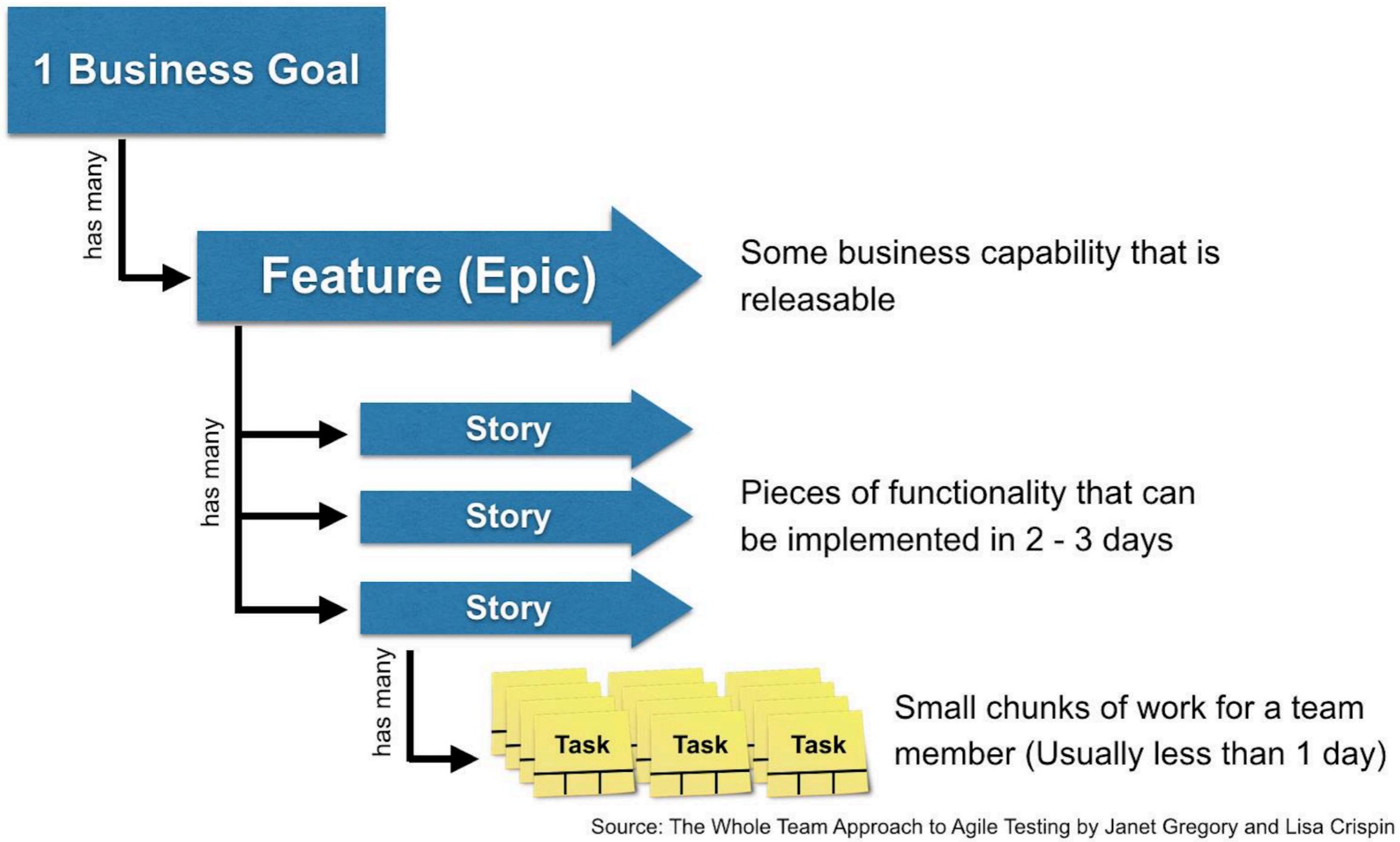
When hard to write test ?



Acceptance tests



Start with Business Goal to Tasks



The Golden rule of TDD

“Never write a line of code
without a failing test”

- Kent Beck -



Discipline #1

You are not allowed to write production code until you have first written a failing unit test.



Discipline #2

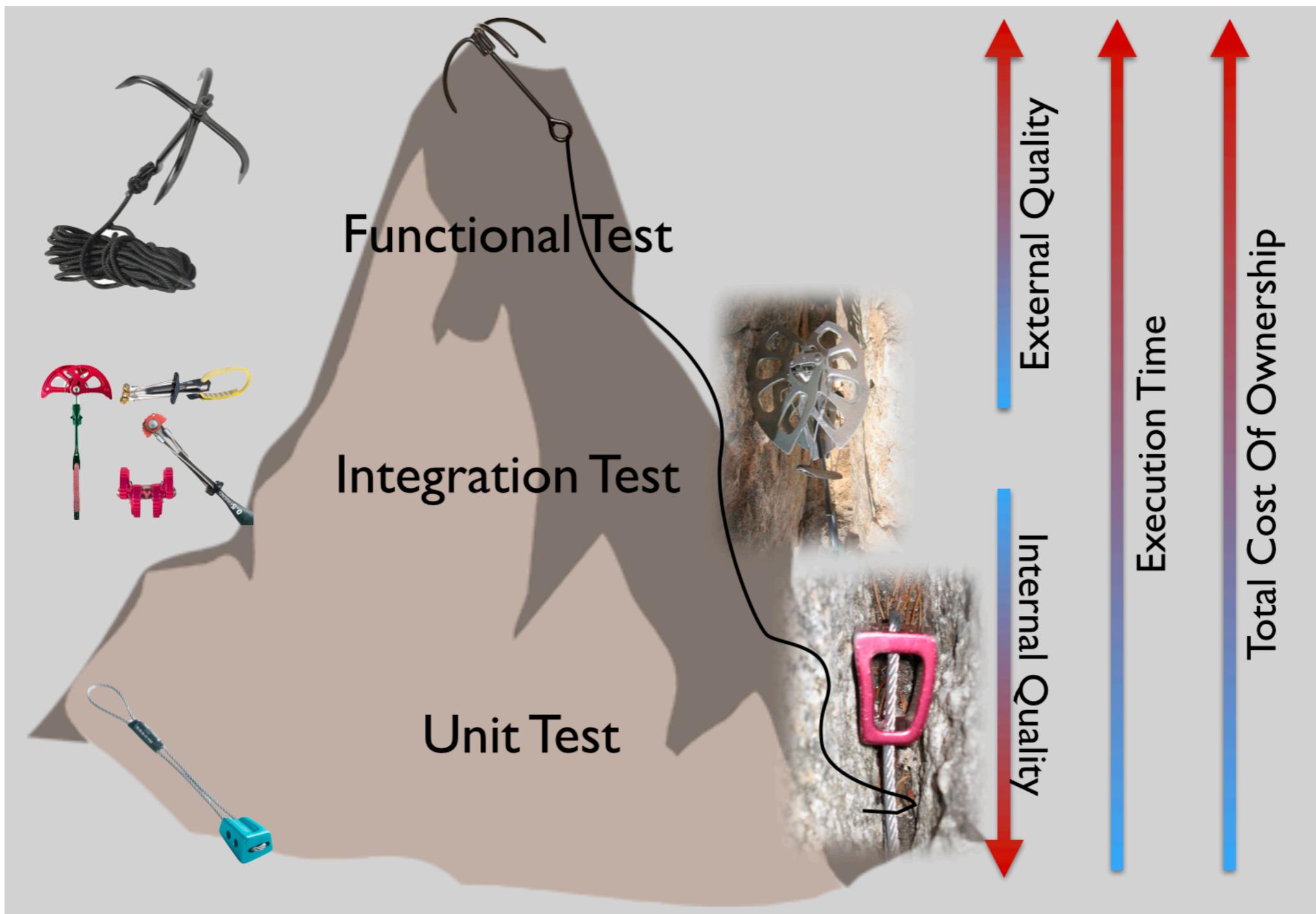
You are not allowed to write more of a unit test than is sufficient to fail, and not compiling is failing.



Discipline #3

You are not allowed to write more production code than is sufficient to pass the currently failing test.



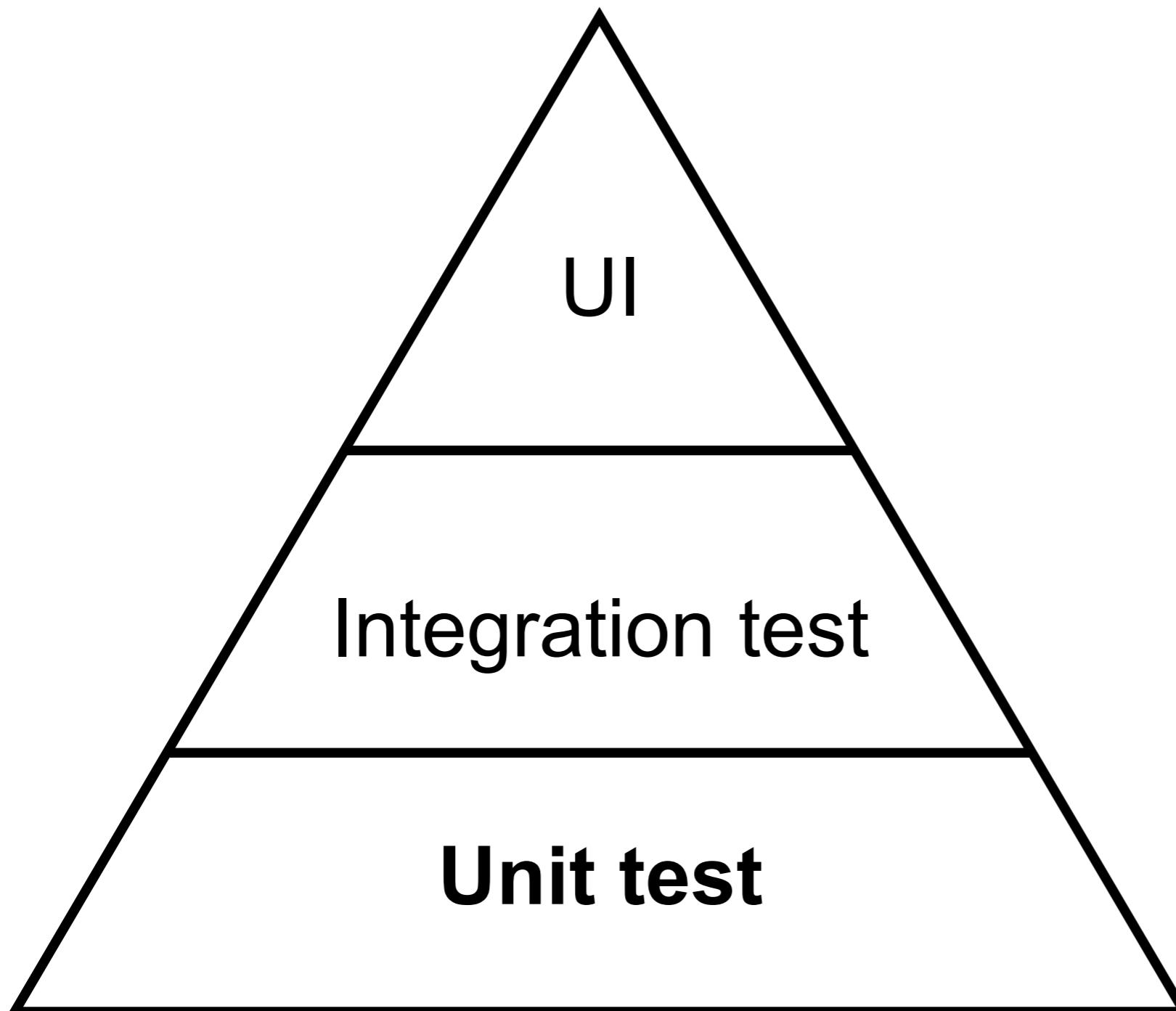


<https://less.works/jp/less/technical-excellence/unit-testing.html>



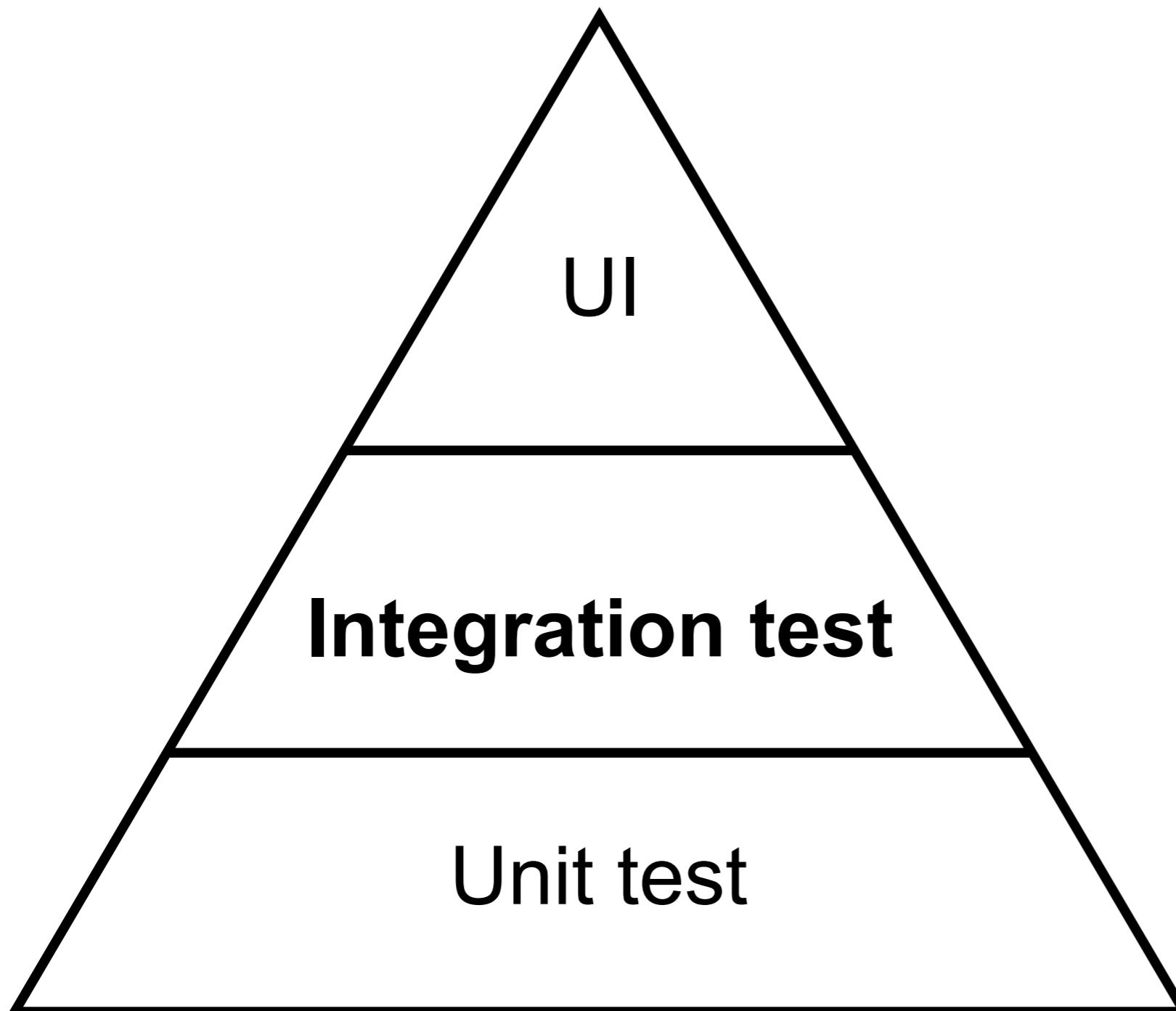
Testing in iOS app ?



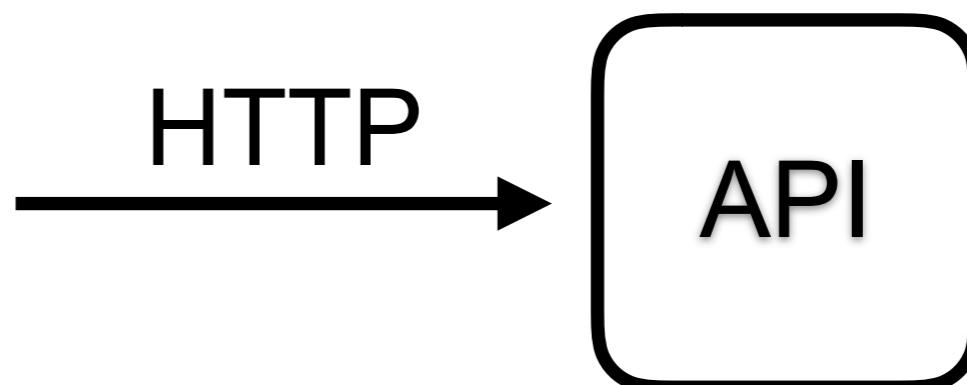
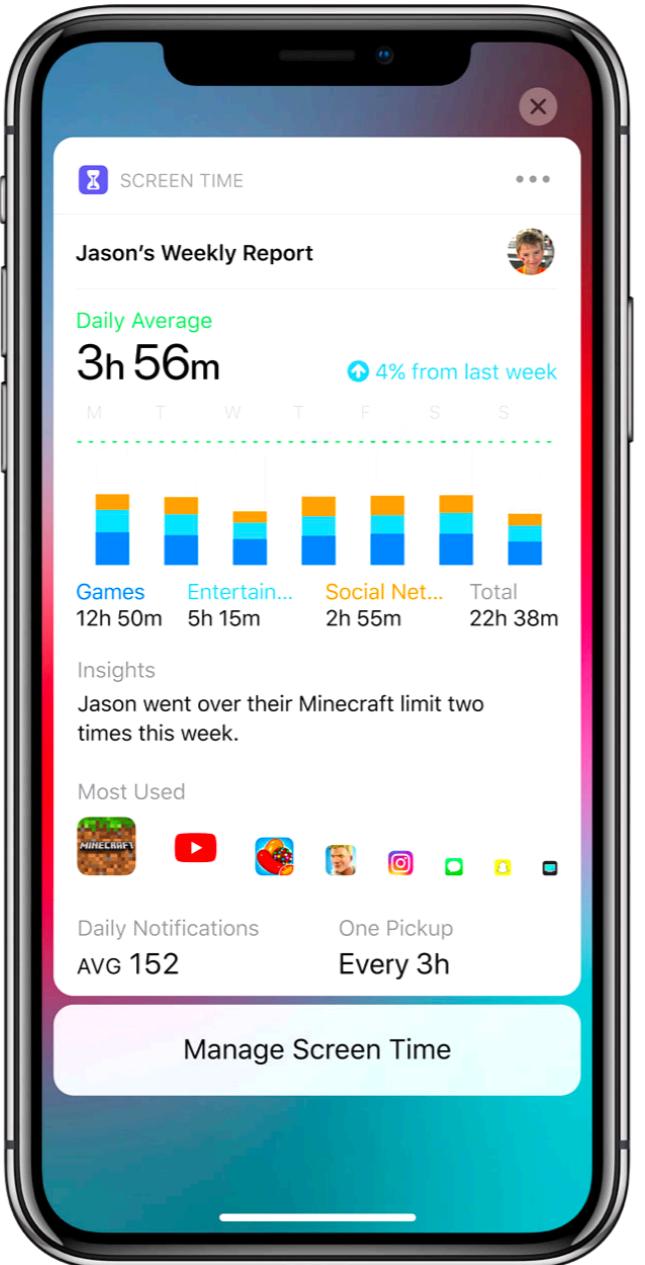


Quick
Nimble
Unit XCTest





Integration test ?



Integration test ?

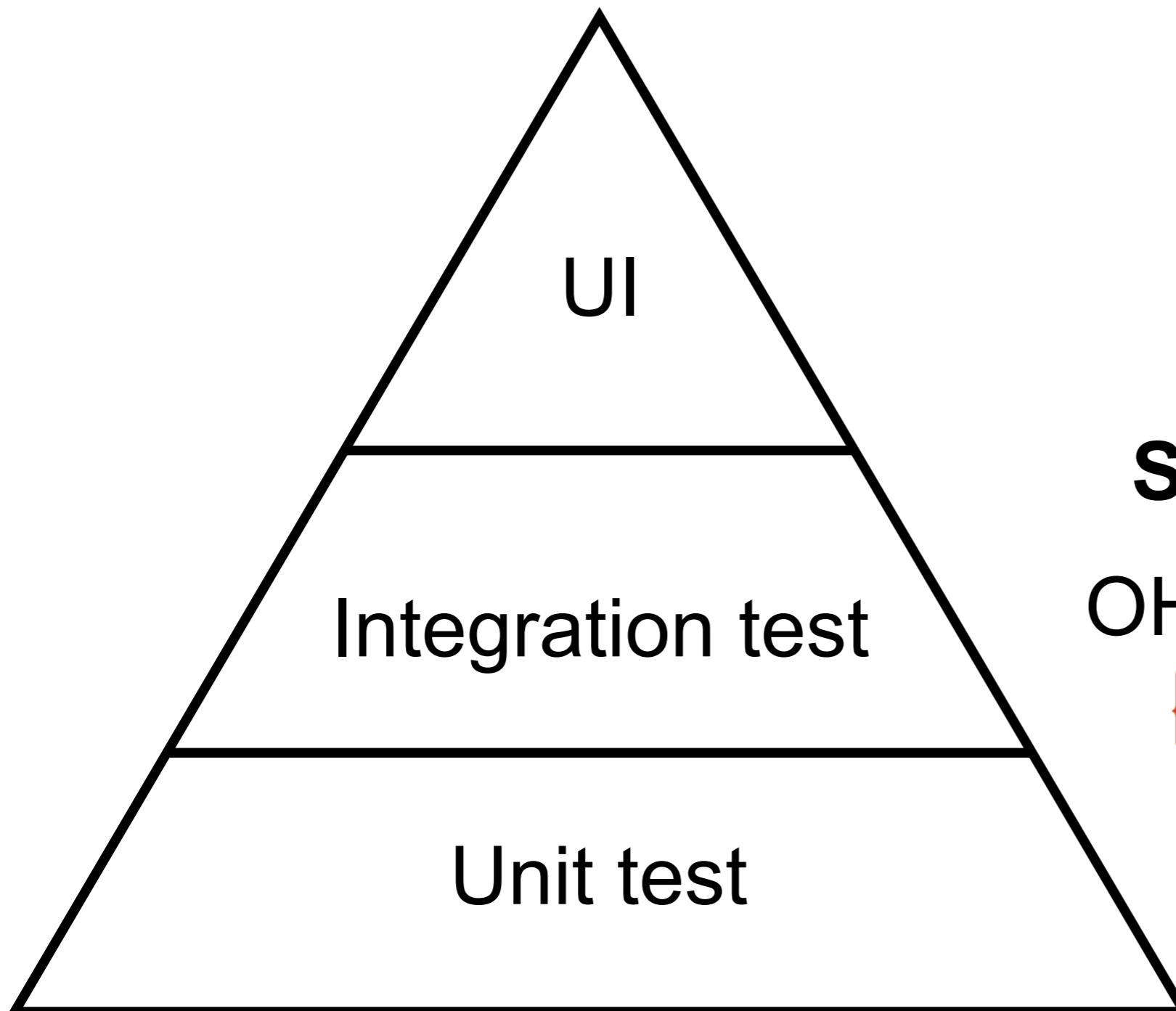
Network request
UserDefaults
Core Data
Singleton objects



Singleton object ?

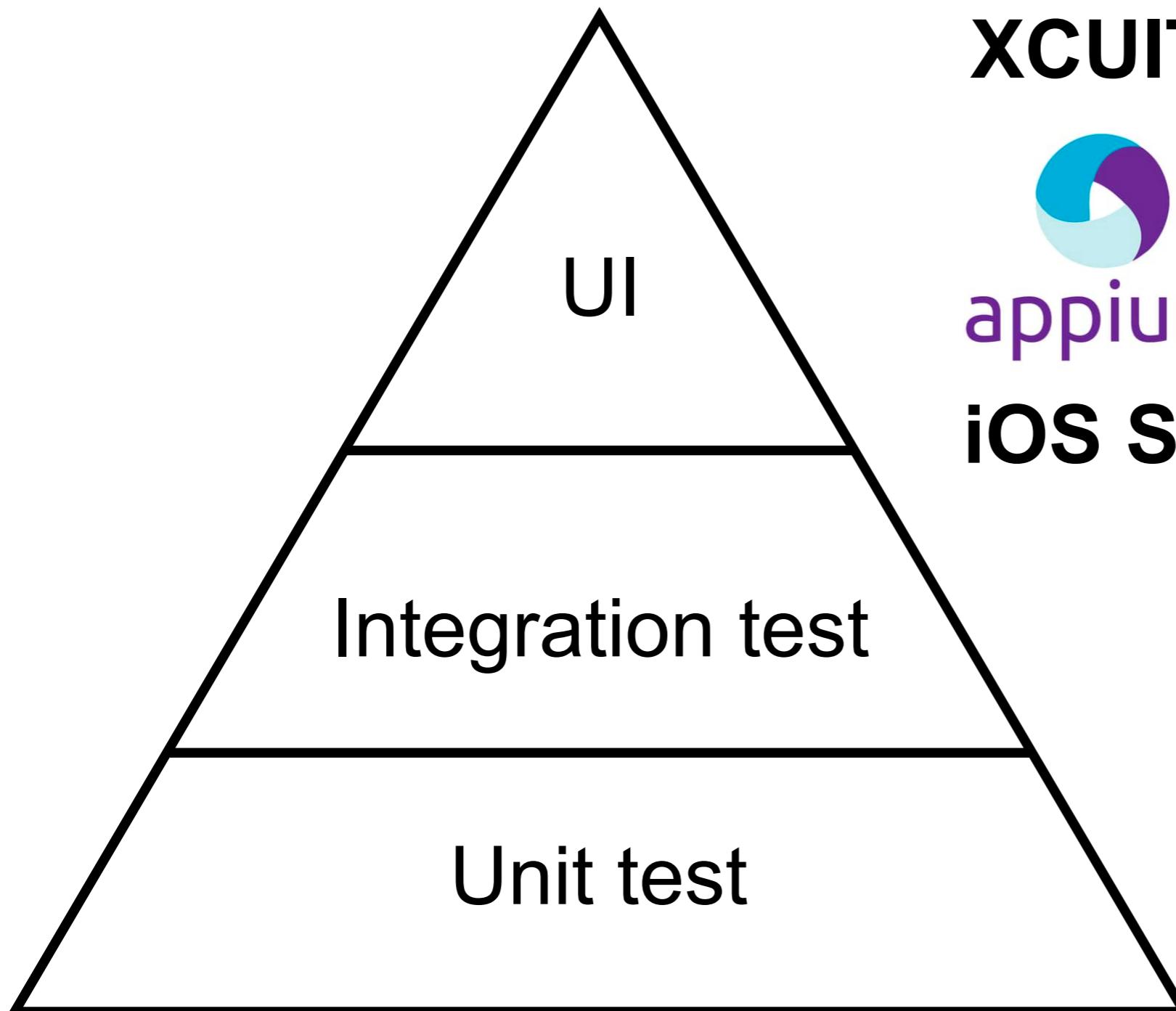
NSFileManager
NSApplication
UIApplication
etc ...





Swiftlocalhost
OHHTTPStubs with
ALAMofire





XCUITest



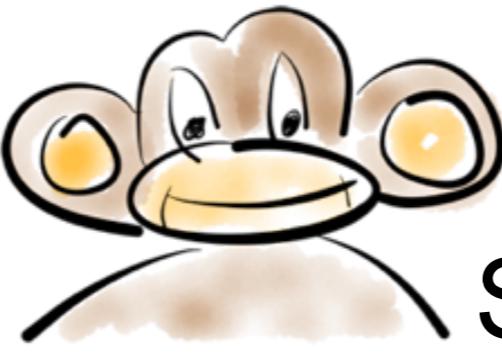
appium

Calabash.sh

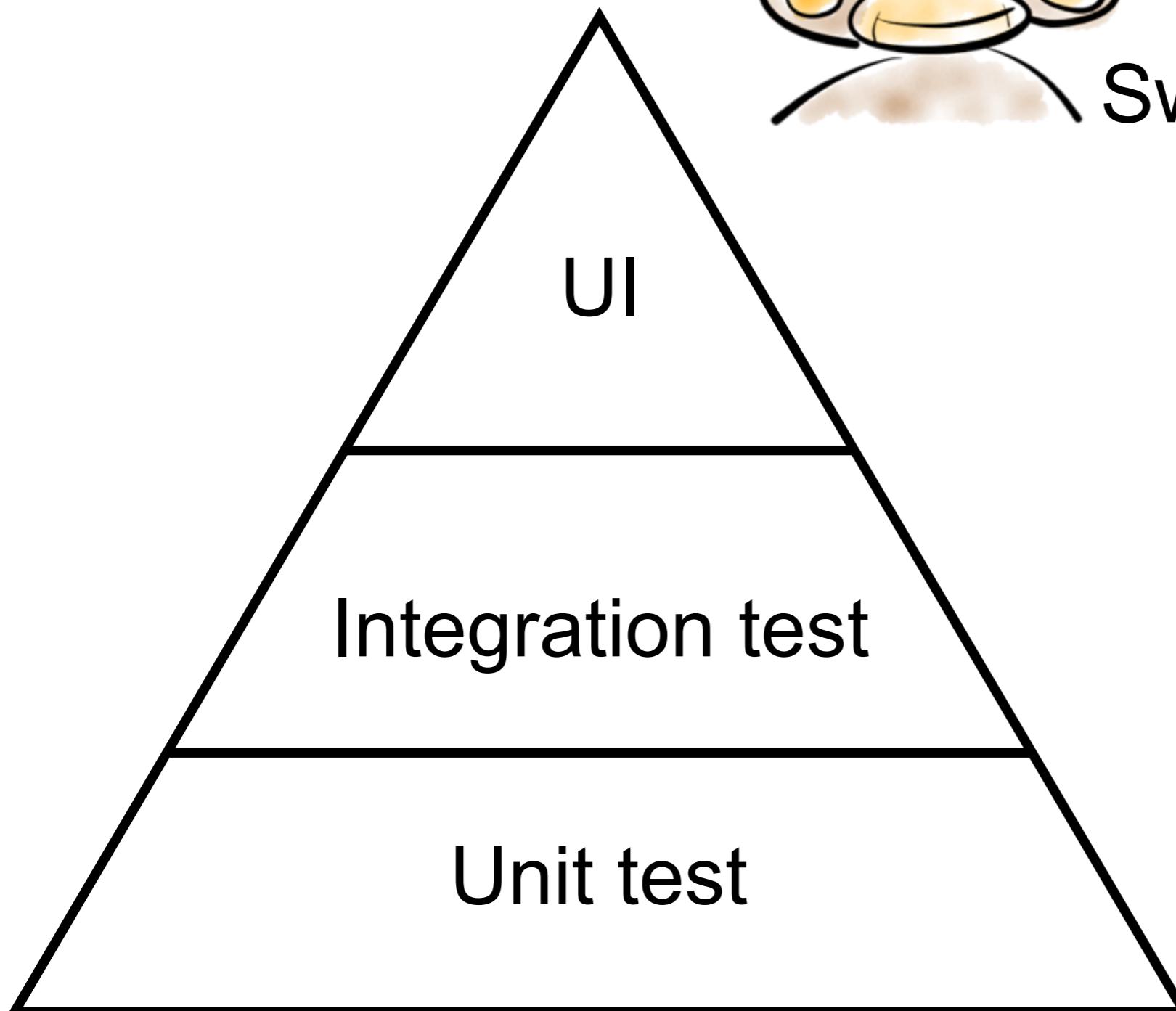
iOS Snapshot test

KIF





Swift monkey test



All tests need device/ simulator !!



Start with Unit testing



Make the test pass !!

Fake or hard code
Triangulation
Professional code



Good Unit Tests (F.I.R.S.T)

Fast
Independent/Isolate
Repeat
Self-validate
Thorough/Timely



Not Unit test if ...

Talk to database

Communicate across the network

Touch a file system

Can't run the same time as any of other tests

Do special things to your environment to run it



Create test in Xcode

Choose options for your new project:

Product Name: DemoTDD

Team: Somkiat Puisungnoen (Personal Team) 

Organization Name: Somkiat Puisungnoen

Organization Identifier: test

Bundle Identifier: test.DemoTDD

Language: Swift 

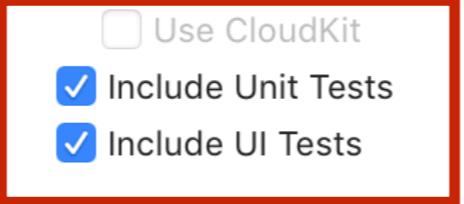
Use SwiftUI

Use Core Data

Use CloudKit

Include Unit Tests

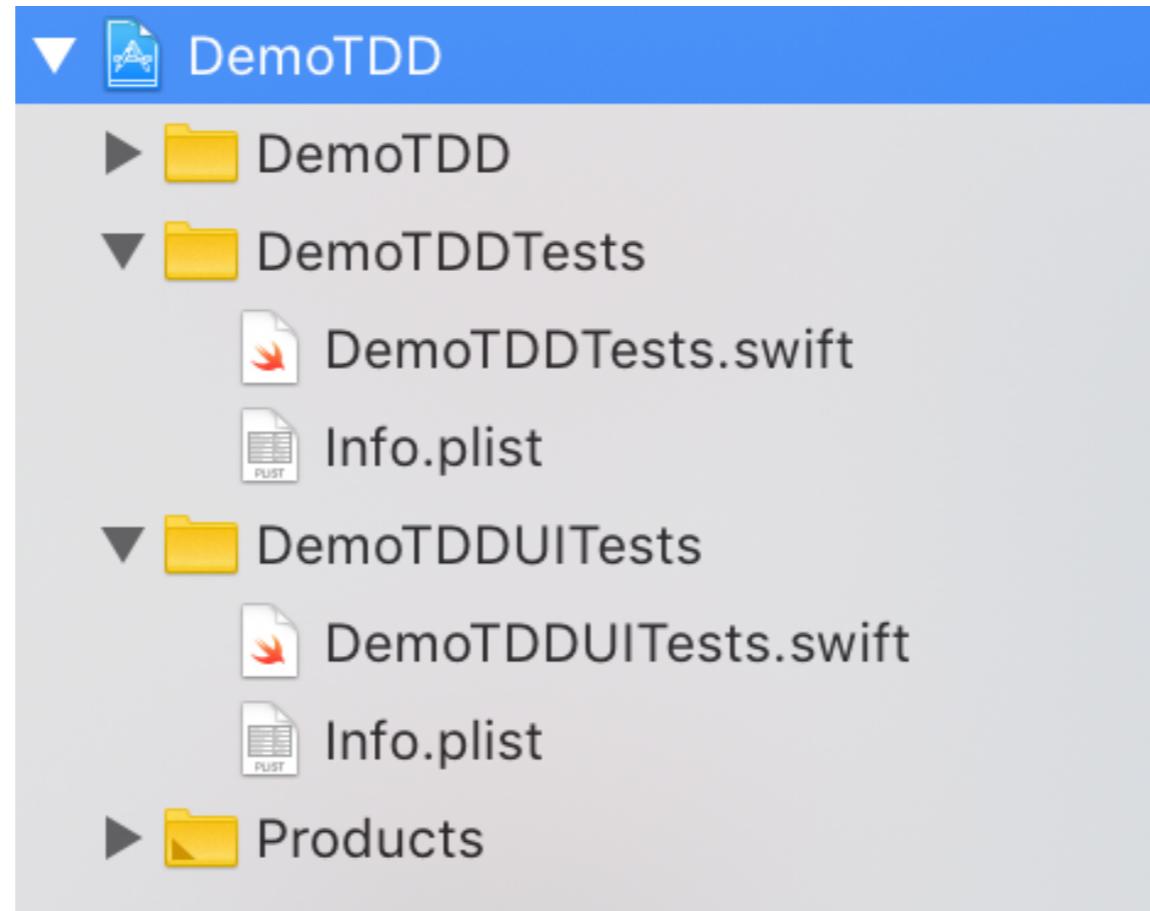
Include UI Tests





Provide Unit and UI tests



XCTest

Testing framework provided by Xcode

Allows test to be run directly from source code

Support both Swift and Objective C



<https://developer.apple.com/documentation/xctest>



XCTest provides ...

Create test case subclasses (XCTestCase)

Create test methods (start with test)

Assertions (XCTAssert)



Unit testing with XCTest

```
import XCTest
@testable import DemoTDD

class DemoTDDTests: XCTestCase {

    override func setUp() {
        // Put setup code here. This method is called before the invocation of
        // each test method in the class.
    }

    override func tearDown() {
        // Put teardown code here. This method is called after the invocation
        // of each test method in the class.
    }

    func testExample() {
        // This is an example of a functional test case.
        // Use XCTAssert and related functions to verify your tests produce
        // the correct results.
    }

    func testPerformanceExample() {
        // This is an example of a performance test case.
        self.measure {
            // Put the code you want to measure the time of here.
        }
    }

}
```

1 Import XCTest



Unit testing with XCTest

```
import XCTest
@testable import DemoTDD

class DemoTDDTests: XCTestCase {

    override func setUp() {
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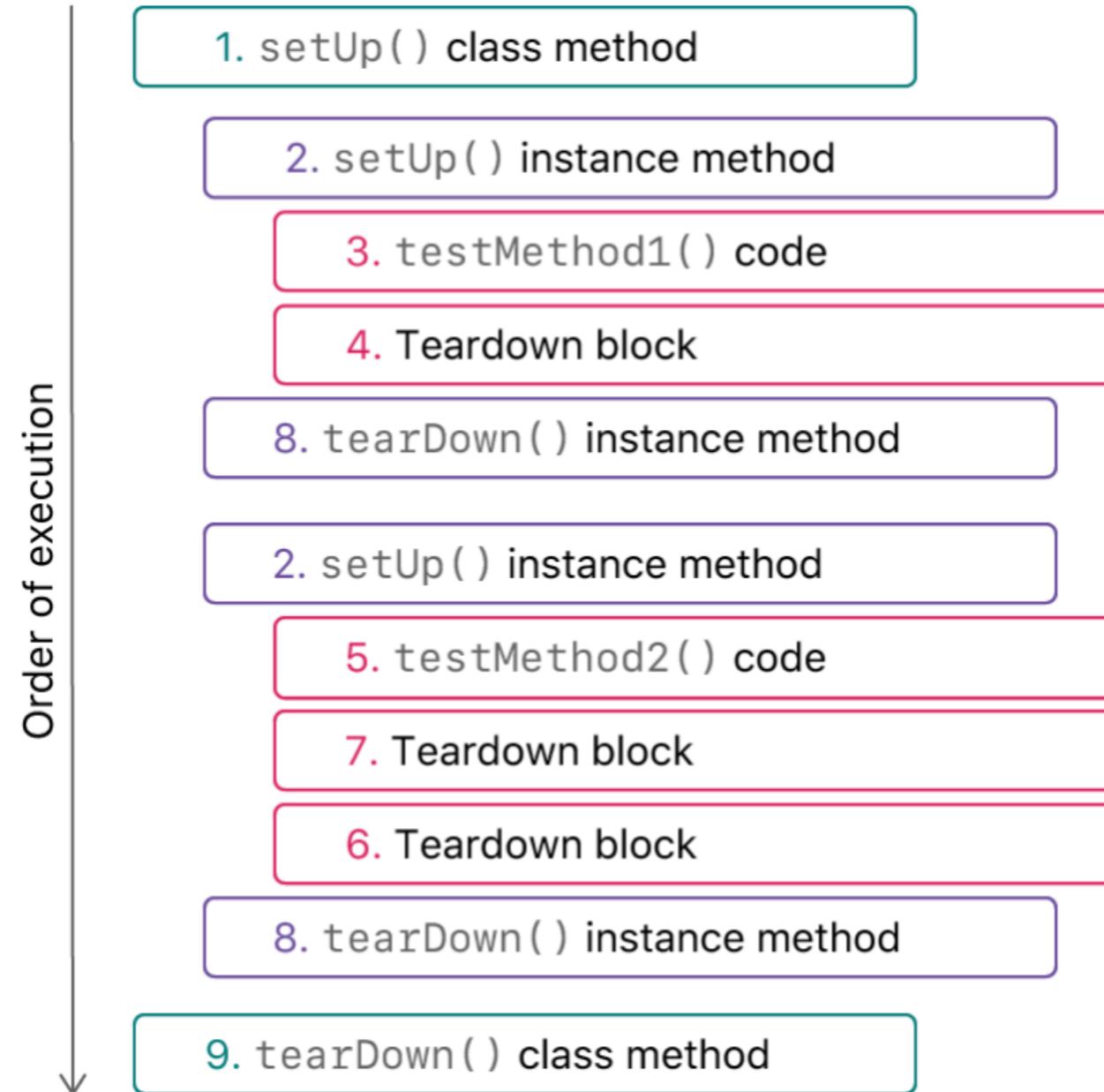
    func testPerformanceExample() {
        // This is an example of a performance test case.
        self.measure {
            // Put the code you want to measure the time of here.
        }
    }

}
```

2 Tests life cycles



Test Life Cycle



https://developer.apple.com/documentation/xctest/xctestcase/understanding_setup_and_teardown_for_test_methods



Unit testing with XCTest

```
import XCTest
@testable import DemoTDD

class DemoTDDTests: XCTestCase {

    override func setUp() {
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        // Put teardown code here. This method is called after the invocation
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    }

    func testExample() {
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    }

    func testPerformanceExample() {
        // This is an example of a performance test case.
        self.measure {
            // Put the code you want to measure the time of here.
        }
    }
}
```

3 First test case



Unit testing with XCTest

```
import XCTest
@testable import DemoTDD

class DemoTDDTests: XCTestCase {

    override func setUp() {
        // Put setup code here. This method is called before the invocation of
        // each test method in the class.
    }

    override func tearDown() {
        // Put teardown code here. This method is called after the invocation
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    }

    func testExample() {
        // This is an example of a functional test case.
        // Use XCTAssert and related functions to verify your tests produce
        // the correct results.
    }

    func testPerformanceExample() {
        // This is an example of a performance test case.
        self.measure {
            // Put the code you want to measure the time of here.
        }
    }
}
```

4. Performance test



Good test structure

1. Setup the test data
2. Call your method under test
3. Assert that the expected results are returns



Good test structure

AAA (Arrange Act Assert)

Given When Then from BDD style

<https://www.martinfowler.com/bliki/GivenWhenThen.html>

<https://xp123.com/articles/3a-arrange-act-assert/>



Good test structure

```
func testSayHiWithUp1_should_return_Hello_up1() {  
    // Arrange  
    let greeting = Greeting()  
  
    // Act  
    let actualResult = greeting.sayHi(name: "up1")  
  
    // Assert  
    XCTAssertEqual("Hello up1", actualResult)  
}
```



Name of test case

```
func testSayHiWithUp1_should_return_Hello_up1() {  
    // Arrange  
    let greeting = Greeting()  
  
    // Act  
    let actualResult = greeting.sayHi(name: "up1")  
  
    // Assert  
    XCTAssertEqual("Hello up1", actualResult)  
}
```



Name of test case

MethodName_StateUnderTest_Expected

MethodName_Expected_StateUnderTest

Feature to be tested

Should_Expected_When_StateUnderTest

When_StateUnderTest_Should_Expected

Given_Precondition_When_StateUnderTest_Then_Expected



Design your code

```
func testSayHiWithUp1_should_return_Hello_up1() {  
    // Arrange  
    let greeting = Greeting()  
  
    // Act  
    let actualResult = greeting.sayHi(name: "up1")  
  
    // Assert  
    XCTAssertEqual("Hello up1", actualResult)  
}
```



Verification with expected result

```
func testSayHiWithUp1_should_return_Hello_up1() {  
    // Arrange  
    let greeting = Greeting()  
  
    // Act  
    let actualResult = greeting.sayHi(name: "up1")  
  
    // Assert  
    XCTAssertEqual("Hello up1", actualResult)  
}
```



Assertion in XCTest

Method	Description
XCTAssertEqual	Testing for equality
XCTAssertNotEqual	Testing for inequality
XCTAssertTrue	Testing if a condition is True
XCTAssertFalse	Testing if a condition is False
XCTAssertThrowsError	Testing for Errors
XCTAssertNoThrow	Testing for Errors

<https://developer.apple.com/documentation/xctest>



Make your test pass !!



Run your test and see result

Tests	Duration	Time
▼ DemoTDDTests > DemoTDDTests 2 passed (100%) in 0.3s		
✓ t testPerformanceExample()	0.299s	0.0000...
✓ t testSayHiWithUp1_should_return_Hel...	0.0009...	
▼ DemoTDDUITests > DemoTDDUITests 1 passed (100%) in 3s		
▶ ✓ t testExample()	3s	



Write a second test case



Workshop

Input	Expected result
[1, 5]	1,2,3,4,5
[1, 5)	1,2,3,4
(1, 5]	2,3,4,5
(1, 5)	2,3,4

<http://codingdojo.org/kata/Range/>



Listen from your tests



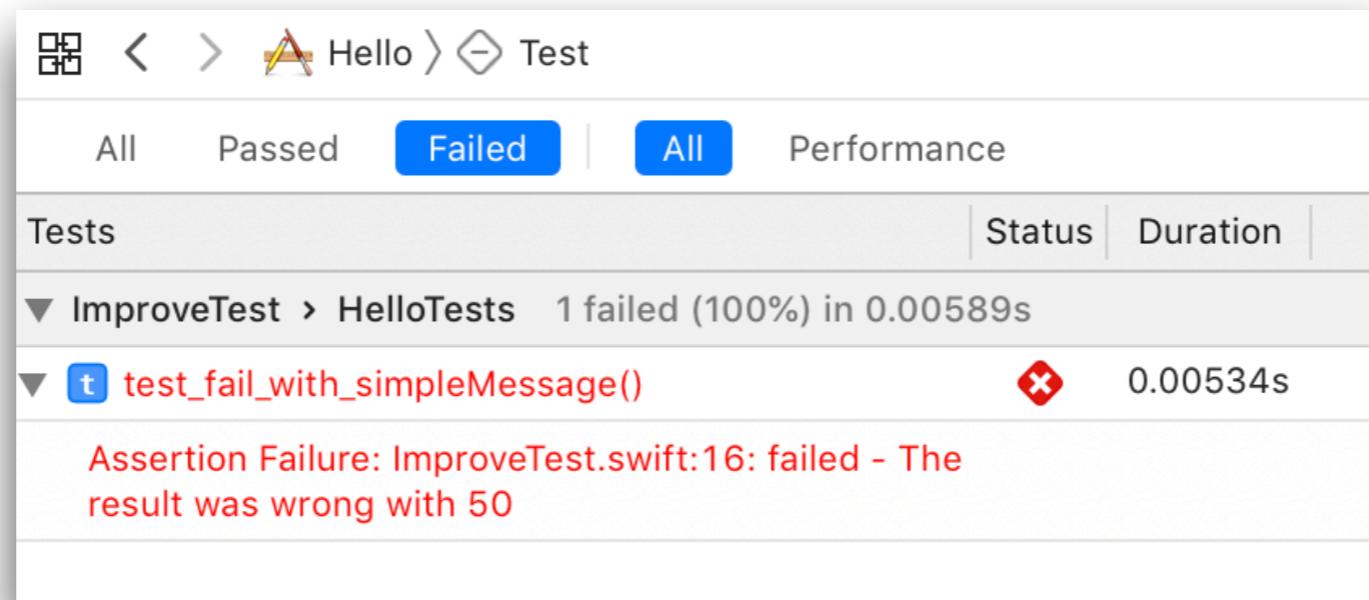
Add a descriptive message

```
class ImproveTest: XCTestCase {

func test_fail_with_simpleMessage() {
    let result = 50

        XCTFail("The result was wrong with \(result)") ✘ failed - The result was wrong with 50
}

}
```



Avoid conditional in tests

Eliminate branches from test code
Make it easy to understand



Avoid conditional in tests

Bad

```
func test_avoid_conditionalCode() {  
    let success = false  
    if !success {  
        XCTFail()  
    }  
}
```

Good

```
func test_assertTrue() {  
    let success = false  
    XCTAssertTrue(success)  
}
```



Describing objects upon failure

Description message tell us only **What** happen
But can't tell us **Why** !!



Custom description of Struct

```
struct customStruct: CustomStringConvertible {  
    let x: Int  
    let y: Int  
  
    var description: String {  
        return "\(x), \(y)"  
    }  
}  
  
func test_assertNil_withSelfDescription() {  
    let data = customStruct(x: 1, y: 2)  
    XCTAssertNil(data)  
}
```



Testing for equality

In `XCTAssertEqual`,
the argument order doesn't matter

```
func test_equalTo() {  
    let actual = "actual"  
    XCTAssertEqual(actual, "expect")  
}
```

 XCTestEqual failed: ("actual") is not equal to ("expect") 

Need to improve failure message



Format (actual, expected)

Easy to understand
Communicate to your team

```
func test_improve_assertEqual() {  
    XCTAssertEqual("expect", "actual")  
}
```



Testing with double and float !!

```
func test_floatingPoint() {  
    let result = 0.1 + 0.2  
    XCTAssertEqual(0.3, result)
```

✖ XCTestEqual failed: ("0.3") is not equal to ("0.3000000000000004")

Using accuracy

```
func test_floatingPoint_withAccuracy() {  
    let result = 0.1 + 0.2  
    XCTAssertEqual(0.3, result, accuracy: 0.0001)  
}
```



Choose the right assertion

Each assertion have goals and purposes

Fail when something other than expected

Document how the SUT is suppose to behave



What happen when test failed ?

It's enough to report
What the actual result ?
How differ from expected result ?
Choose assertion that closest to what yo want



XCTAssert (15)

Method	Description
XCTAssertEqual	Assert 2 values are equal
XCTAssertNotEqual	Assert 2 values are not equal
XCTAssertTrue	Asserts that an expression is true
XCTAssertFalse	Asserts that an expression is false
XCTAssertThrowsError	Testing for Errors
XCTAssertNoThrow	Testing for Errors
XCTAssertNil	Asserts that an optional value is nil
XCTFail	Fails the current test

<https://developer.apple.com/documentation/xctest>



Duplication in test code

```
class MyClassTest: XCTestCase {  
  
    func test methodOne() {  
        let sut = MyClass()  
        sut.methodOne()  
    }  
  
    func test methodTwo() {  
        let sut = MyClass()  
        sut.methodTwo()  
    }  
}
```



Remove duplication in wrong way !!

Problem with global state !!

```
class MyClassTest: XCTestCase {  
    private let sut = MyClass()  
  
    func test_methodOne() {  
        sut.methodOne()  
    }  
  
    func test_methodTwo() {  
        sut.methodTwo()  
    }  
}
```



Remove duplication in wrong way !!

Instance of MyClass not destroy

```
Called init
Called init
Test Suite 'Selected tests' started at 2019-06-23 14:39:10.479
Test Suite 'HelloTests.xctest' started at 2019-06-23 14:39:10.479
Test Suite 'MyClassTest' started at 2019-06-23 14:39:10.479
Test Case '-[HelloTests.MyClassTest test_methodOne]' started.
Called 1
Test Case '-[HelloTests.MyClassTest test_methodOne]' passed (0.001 seconds).
Test Case '-[HelloTests.MyClassTest test_methodTwo]' started.
Called 2
Test Case '-[HelloTests.MyClassTest test_methodTwo]' passed (0.000 seconds).
```



Remove duplication

Using test life cycle

```
class MyClassTest: XCTestCase {  
  
    private var sut: MyClass!  
  
    override func setUp() {  
        super.setUp()  
        sut = MyClass()  
    }  
  
    override func tearDown() {  
        sut = nil  
        super.tearDown()  
    }  
}
```



Remove duplication

Using test life cycle

```
Test Case '-[HelloTests.MyClassTest test_methodOne]' started.
```

```
Called init
```

```
Called 1
```

```
Called deinit
```

```
Test Case '-[HelloTests.MyClassTest test_methodOne]' passed (0.001 seconds).
```

```
Test Case '-[HelloTests.MyClassTest test_methodTwo]' started.
```

```
Called init
```

```
Called 2
```

```
Called deinit
```

```
Test Case '-[HelloTests.MyClassTest test_methodTwo]' passed (0.000 seconds).
```





Working with Error

```
class MyRange {  
    var input: String  
    init(input: String) throws {  
        self.input = input  
        if !startWithInclude() {  
            throw MyRange.InputError.emptyStartText  
        }  
    }  
}  
  
extension MyRange {  
    enum InputError: Error{  
        case emptyStartText  
    }  
}
```

<https://docs.swift.org/swift-book/LanguageGuide/ErrorHandling.html>



Testing with Error

```
func testErrorWithOutStart() {  
    var thrownError: Error?  
  
    XCTAssertThrowsError(try MyRange(input: "1,5])) {  
        thrownError = $0  
    }  
  
    XCTAssertTrue(  
        thrownError is MyRange.InputError,  
        "Unexpected error type: \(type(of: thrownError))"  
    )  
  
    XCTAssertEqual(thrownError as? MyRange.InputError, .emptyStartText)  
}
```



Code coverage



"Code coverage can show the high risk areas in a program, but never the risk-free."

Paul Reilly, 2018, Kotlin TDD with Code Coverage



Code coverage

A tool to measure how much of your code is covered by tests that break down into classes, methods and lines.



Code coverage

Class coverage

Method coverage

Line coverage

Branch coverage



Code coverage

```
1. public class MyRange {  
2.     public boolean startWithInclude(String input) {  
3.         return input.startsWith("[");  
4.     }  
5.  
6.     public boolean endWithInclude(String input) {  
7.         if(input == null) {  
8.             return false;  
9.         }  
10.        return input.endsWith("]");  
11.    }  
12.  
13.    public boolean startWithInclude2(String input) {  
14.        return input.startsWith("[");  
15.    }  
16. }
```



Code coverage

But 100% of code coverage **does not mean** that
your code is 100% correct



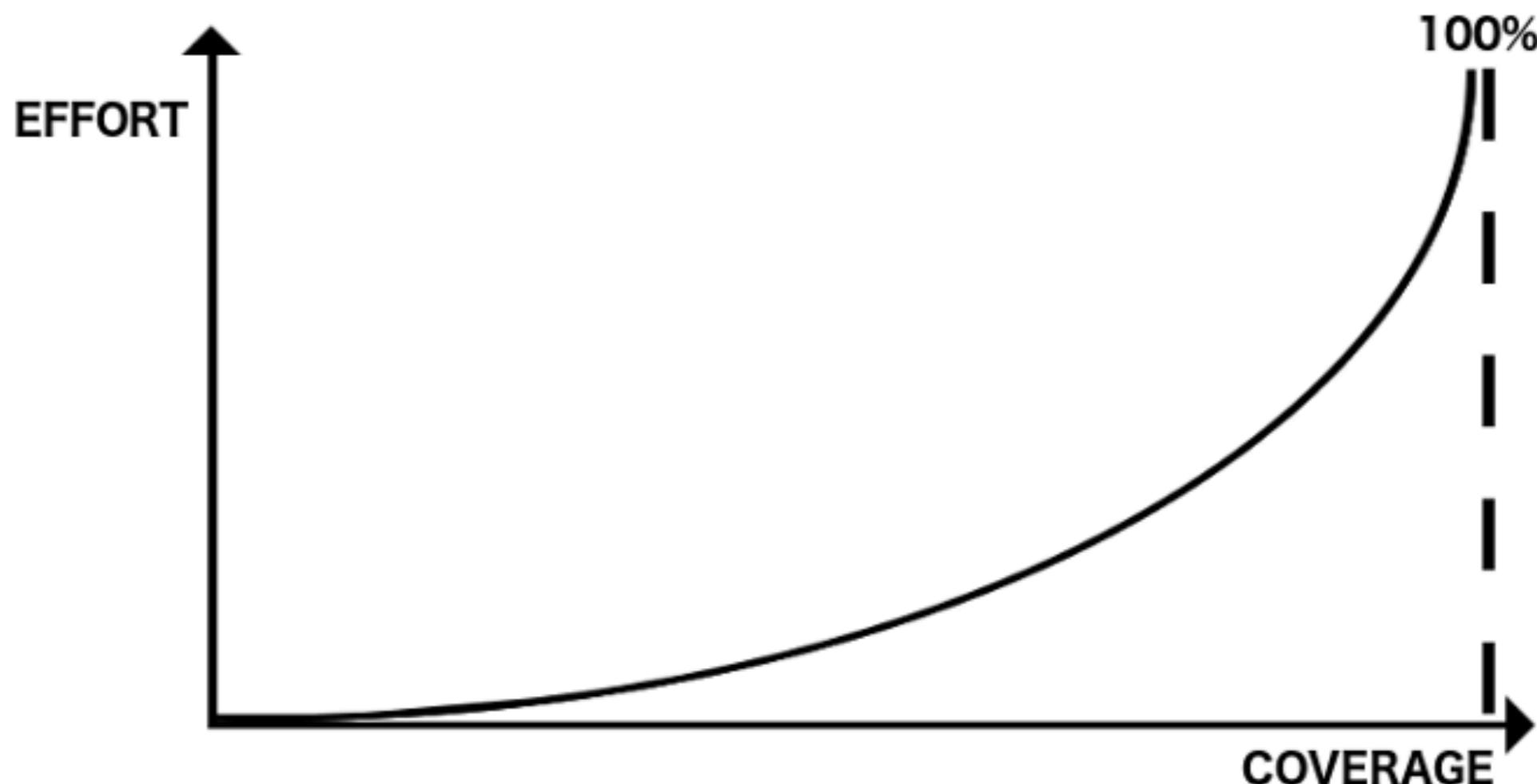
Code coverage

Powerful tool to improve the quality of your code

Code coverage != quality of tests



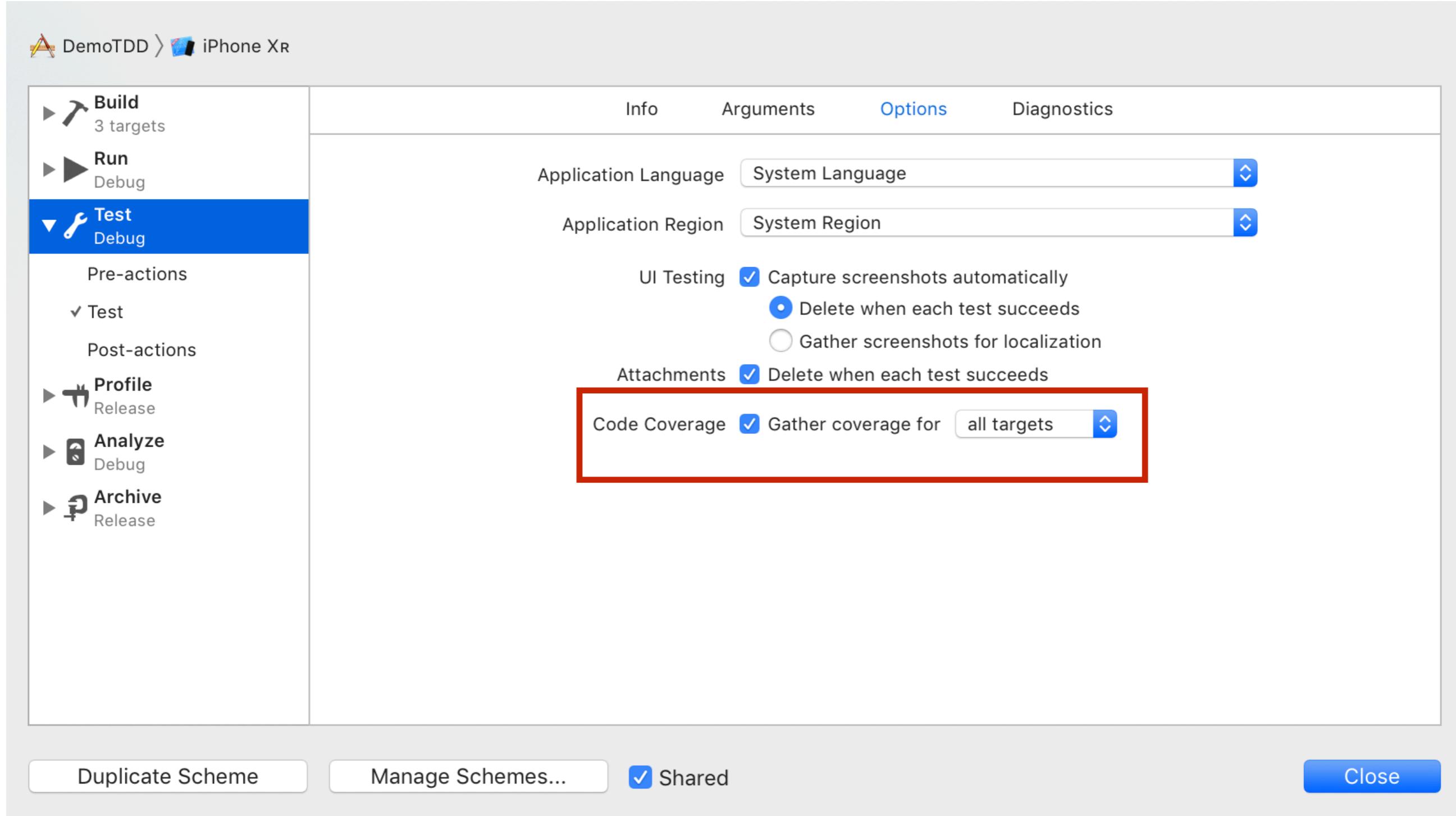
Code coverage 100% ?



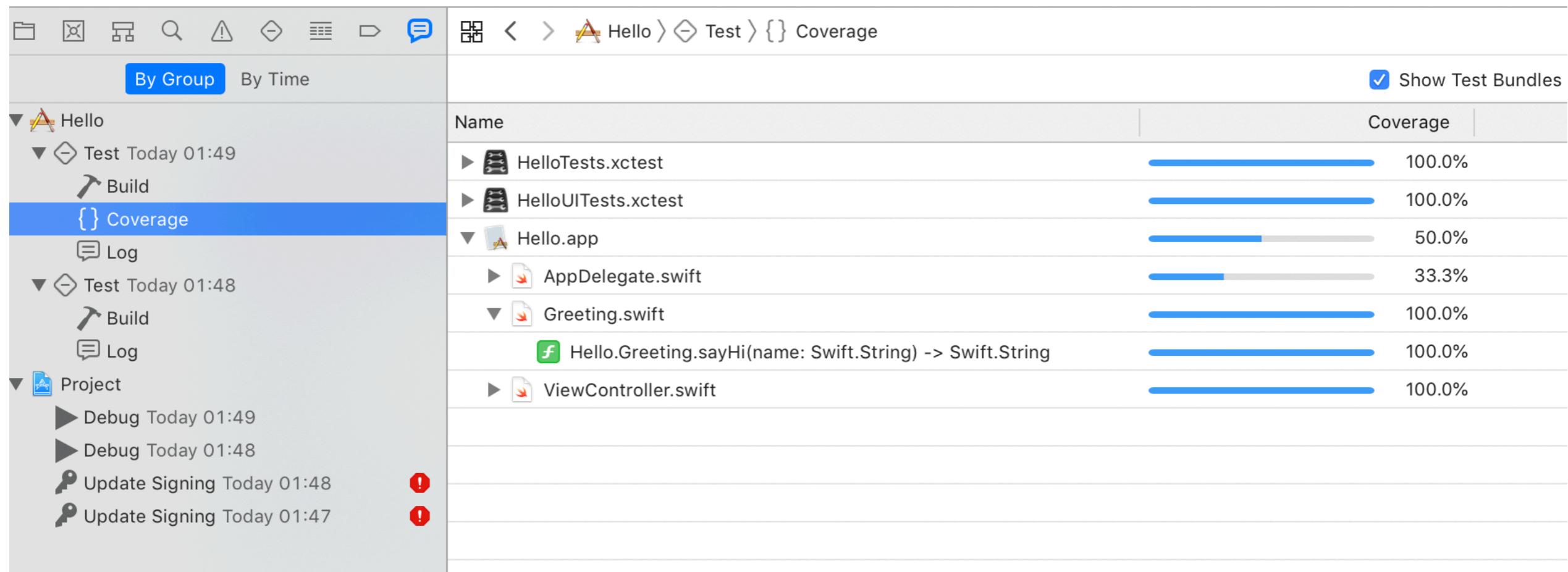
Code coverage in Xcode



Enable code coverage in Scheme



Code coverage report



Code coverage in Editor

```
class MyClass {  
  
    init() {  
        print("Called init")  
    }  
  
    deinit {  
        print("Called deinit")  
    }  
  
    func methodOne() {  
        print("Called 1")  
    }  
  
    func methodTwo() {  
        print("Called 2")  
    }  
}
```

2

0

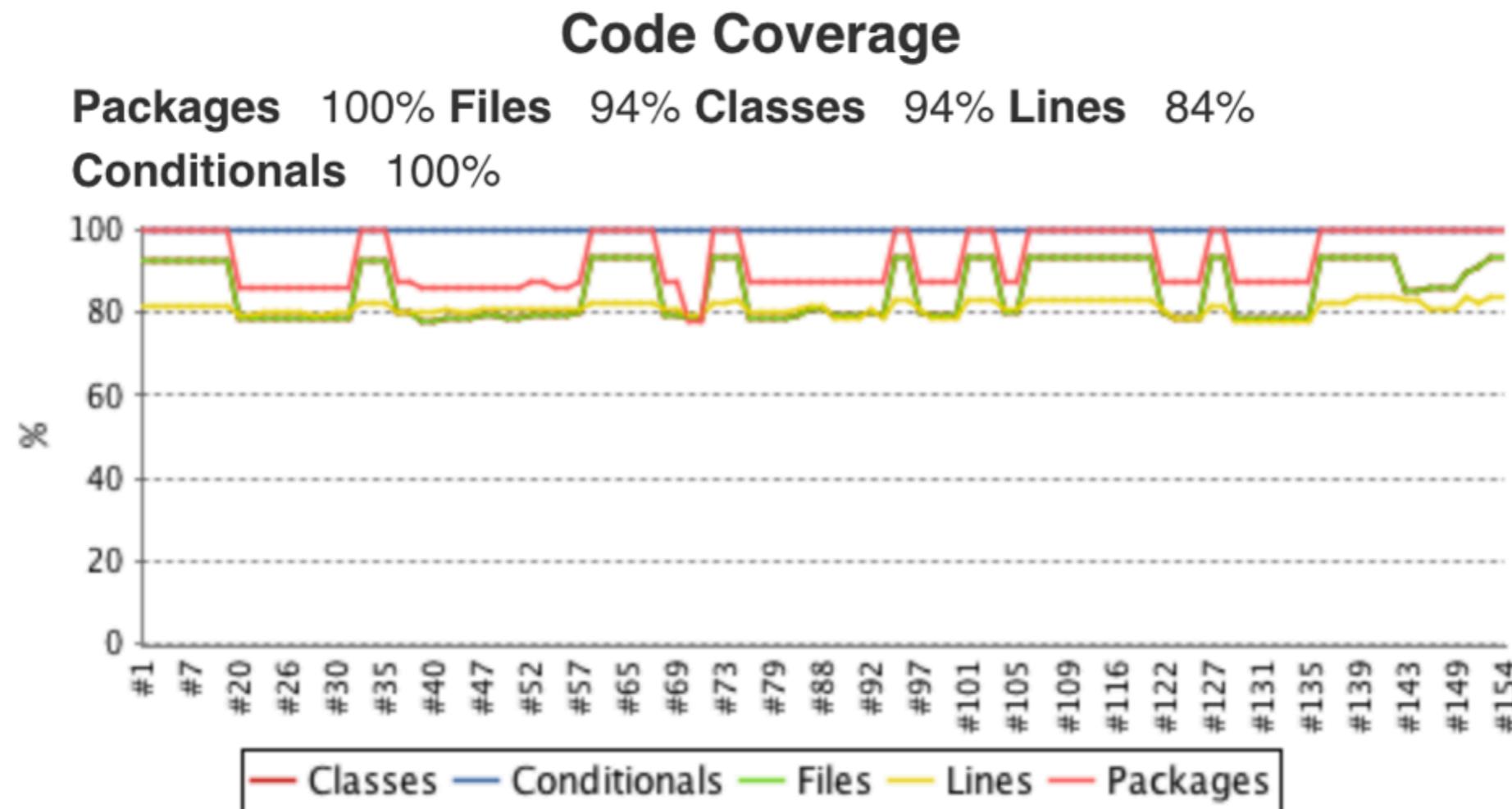
1

1



Code coverage report

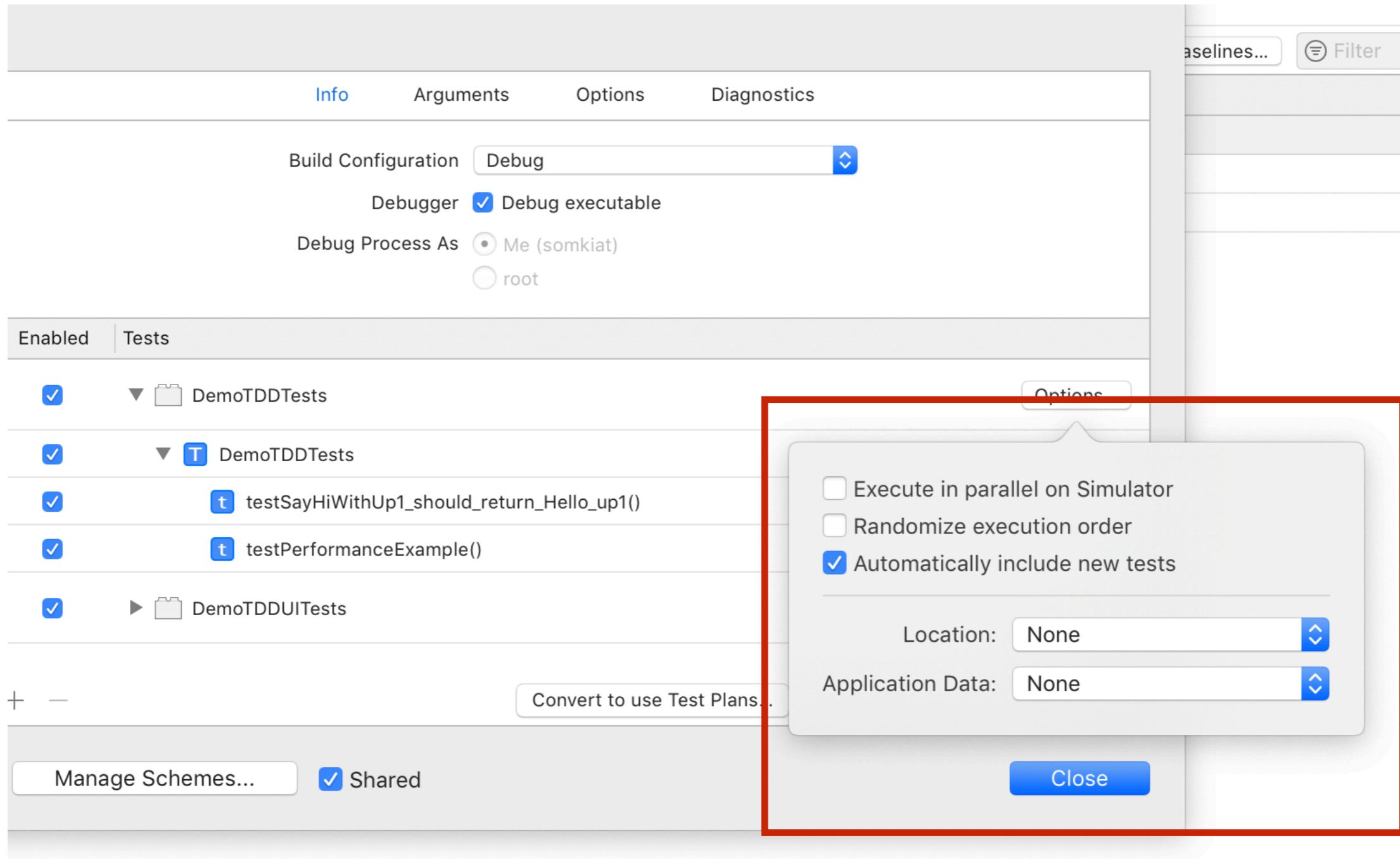
Generate report from command line by
xcodebuild and **xcrun**



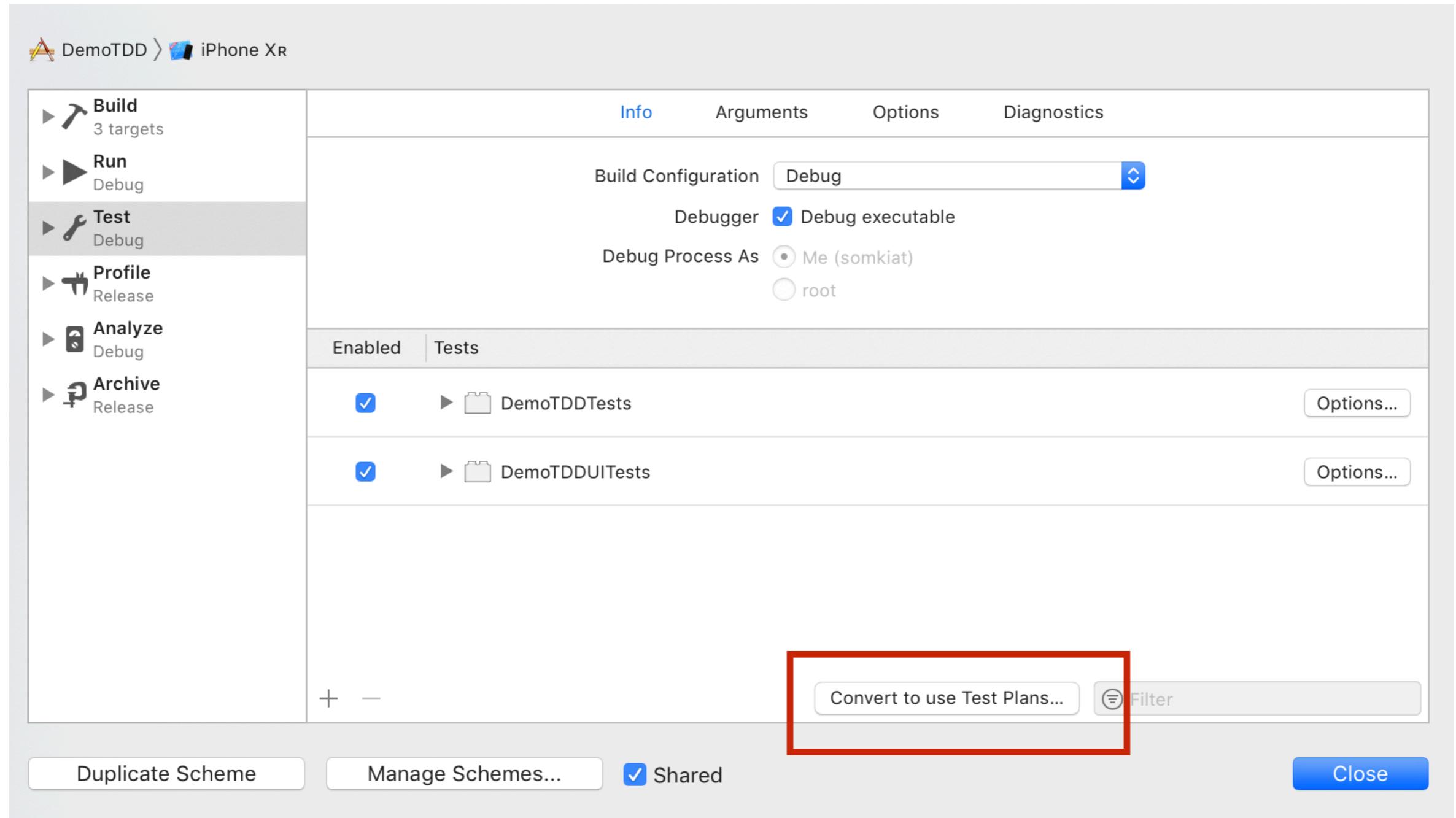
More test features in Xcode



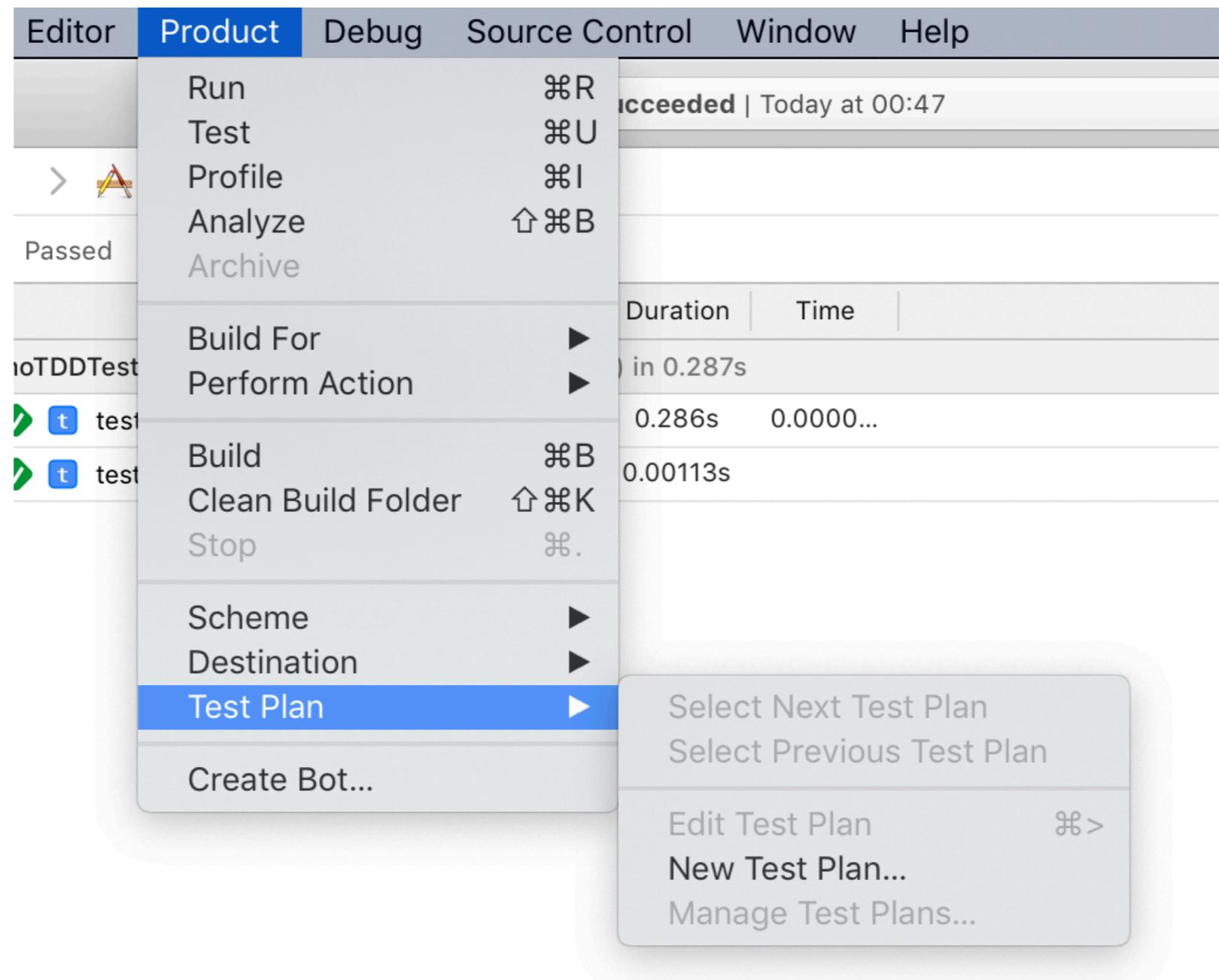
Run random and parallel



Test plan in Xcode 11



Test plan in Xcode 11



TDD in Iteration development



TDD in Iteration development

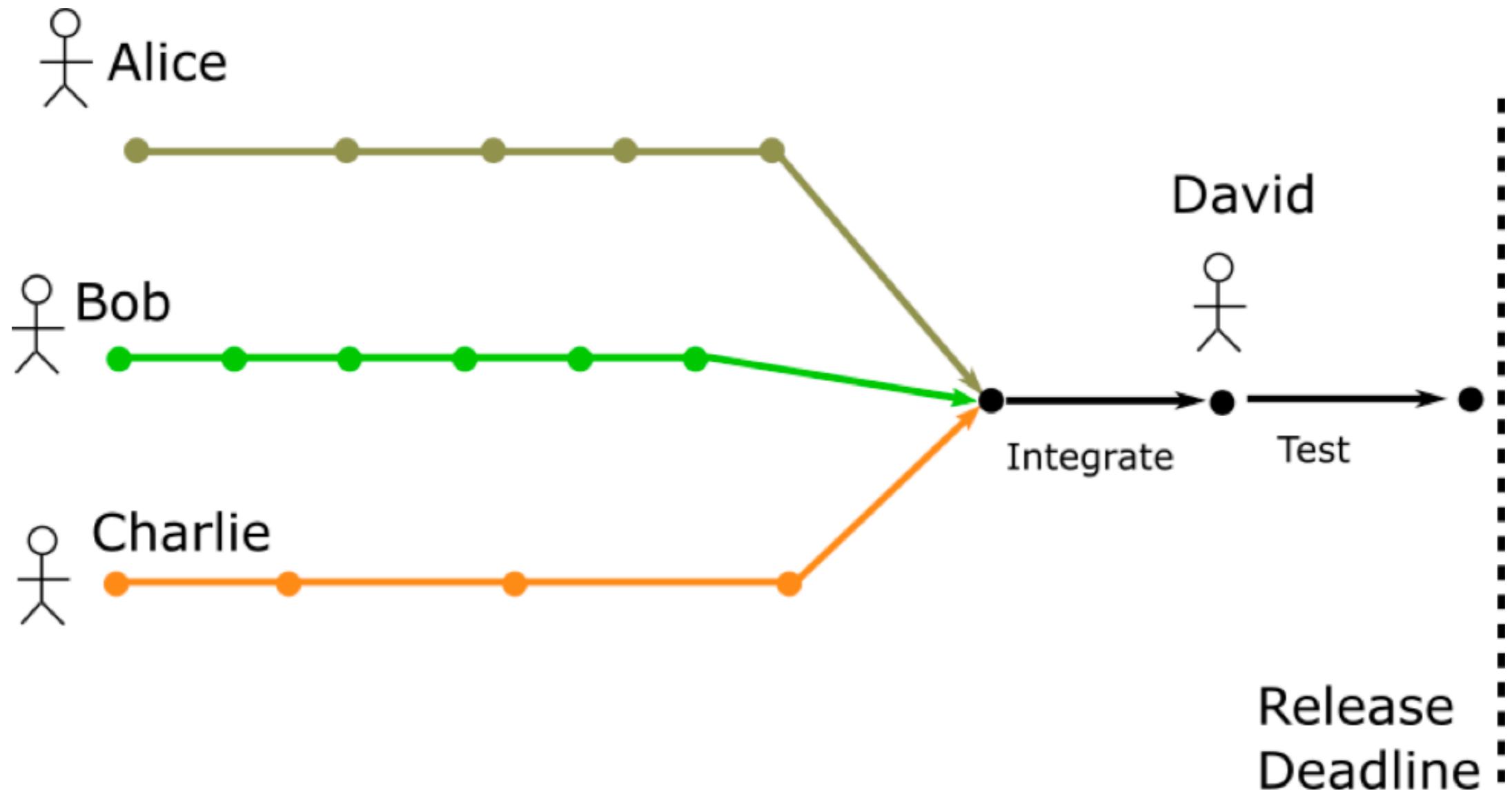
Iteration cycle 2-4 weeks

Continuous integration cycle
(multiple times a day)

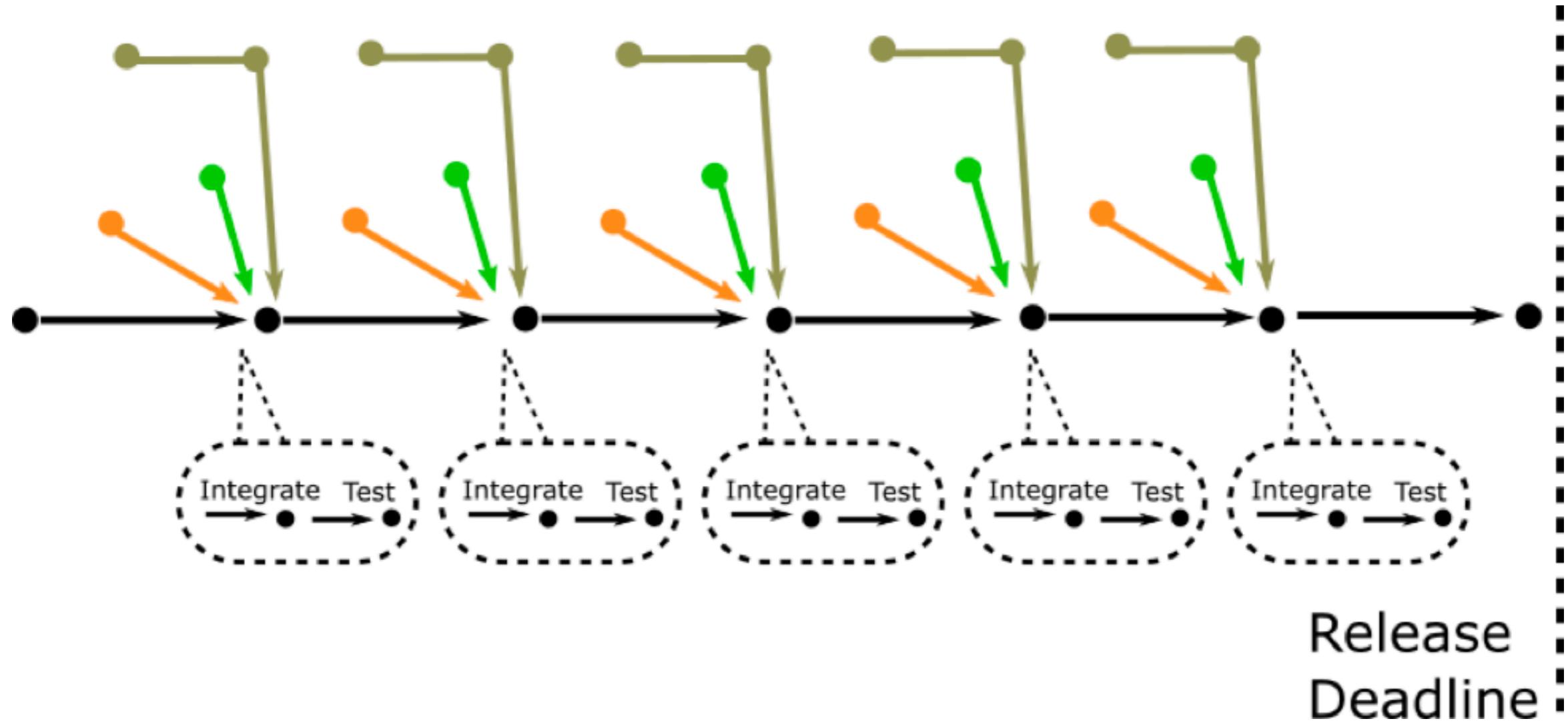
TDD cycle in a few minutes (3-10 minutes)



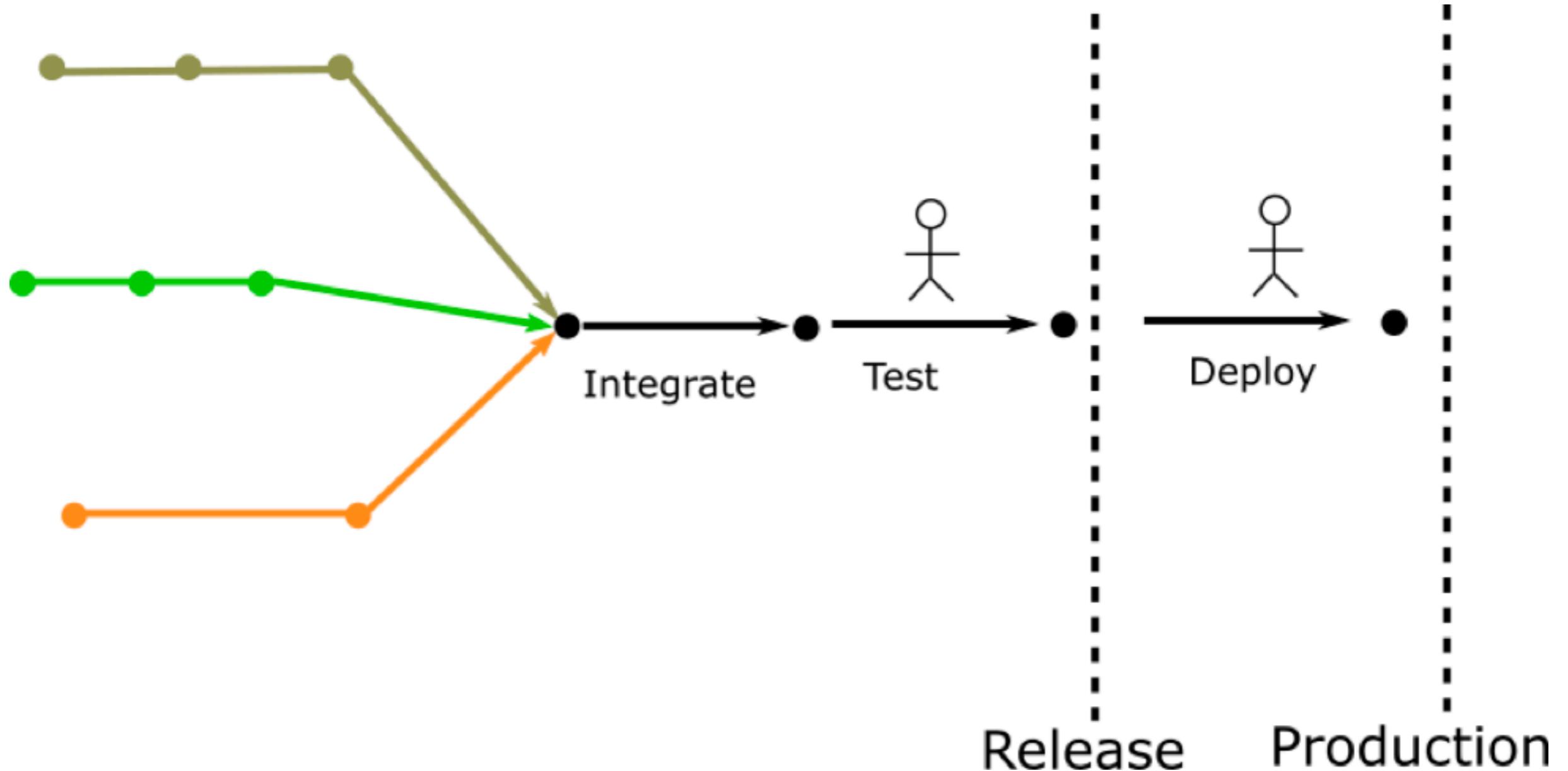
TDD in Iteration development



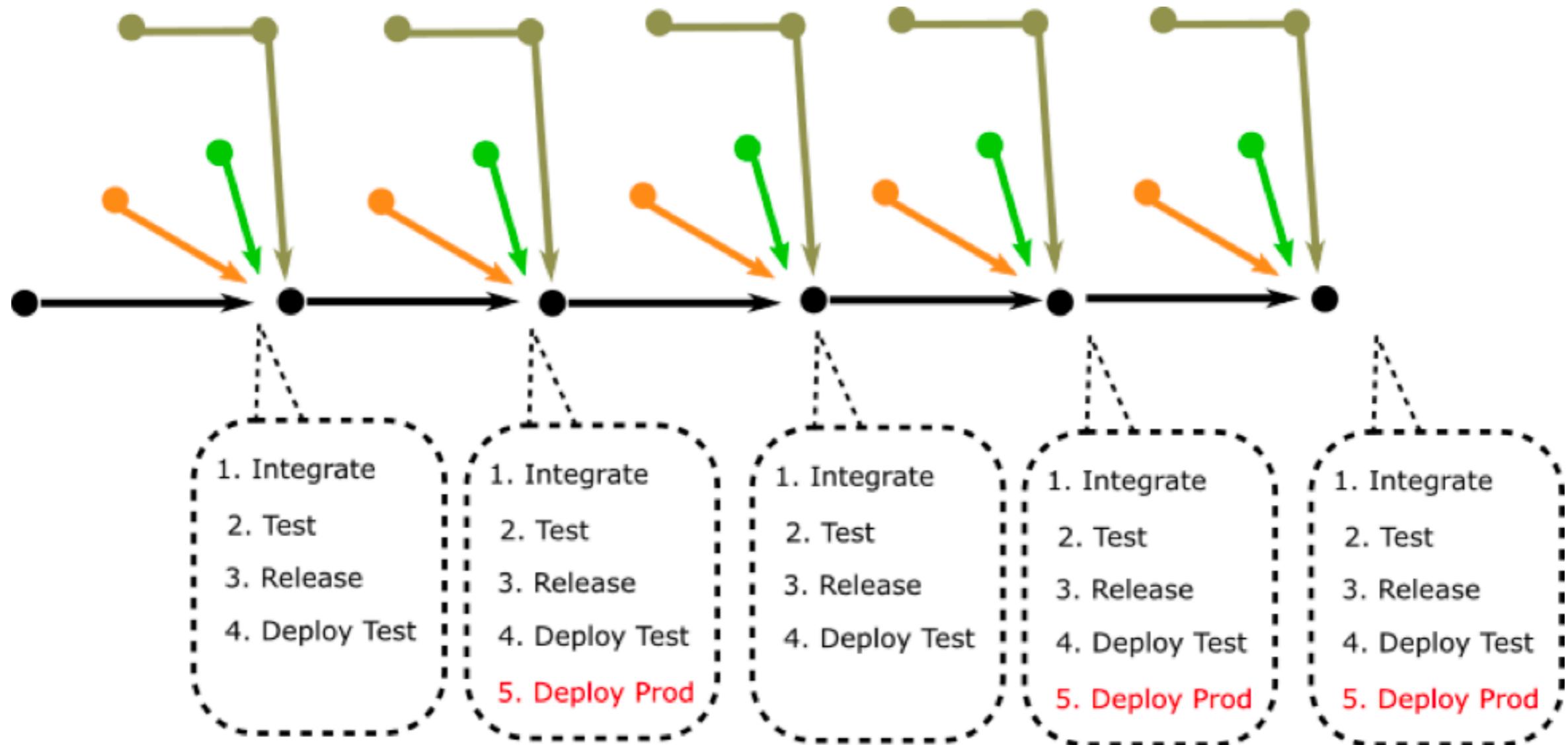
TDD in Iteration development



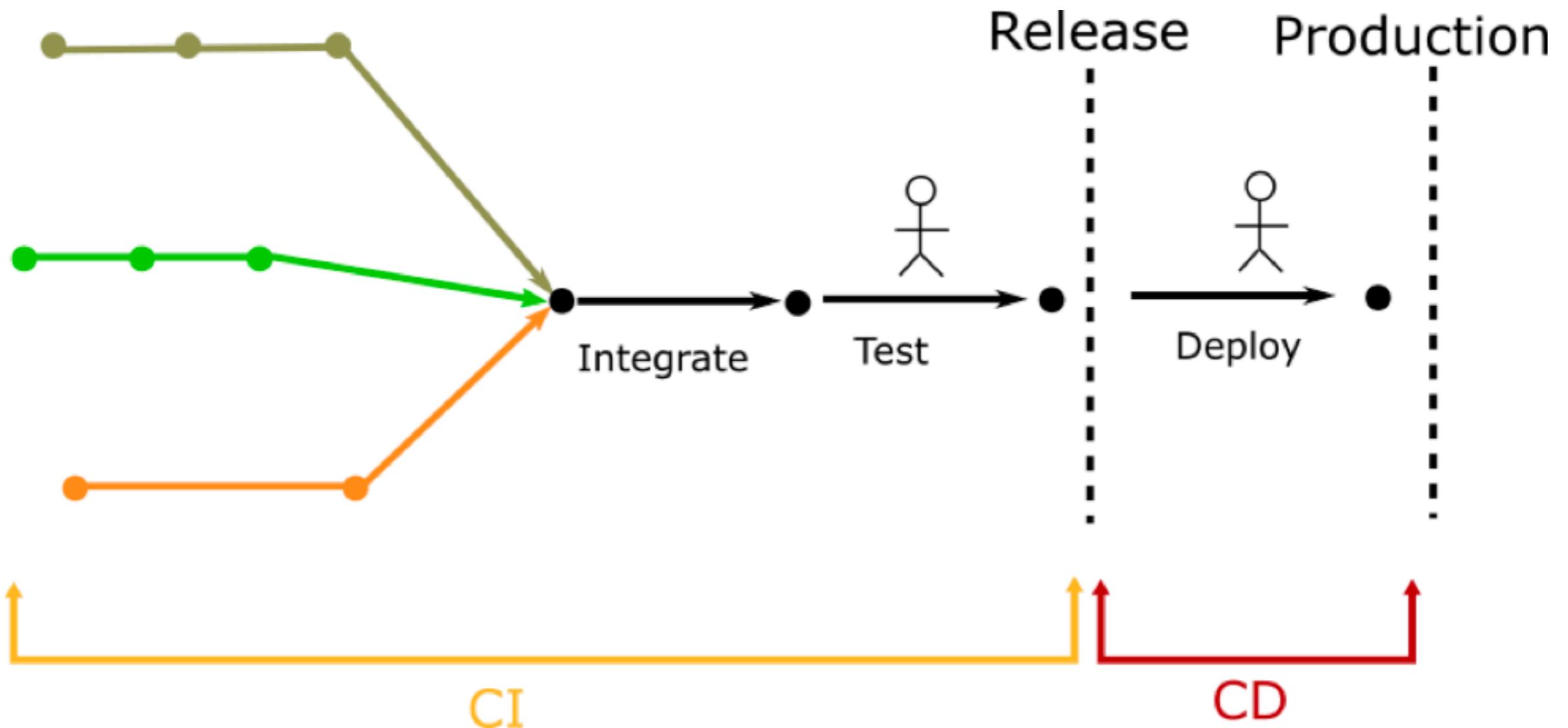
TDD in Iteration development



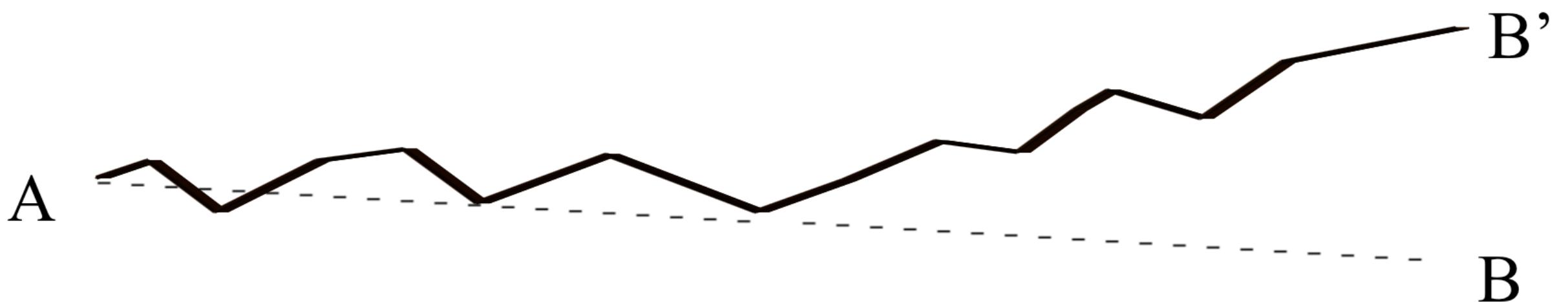
TDD in Iteration development



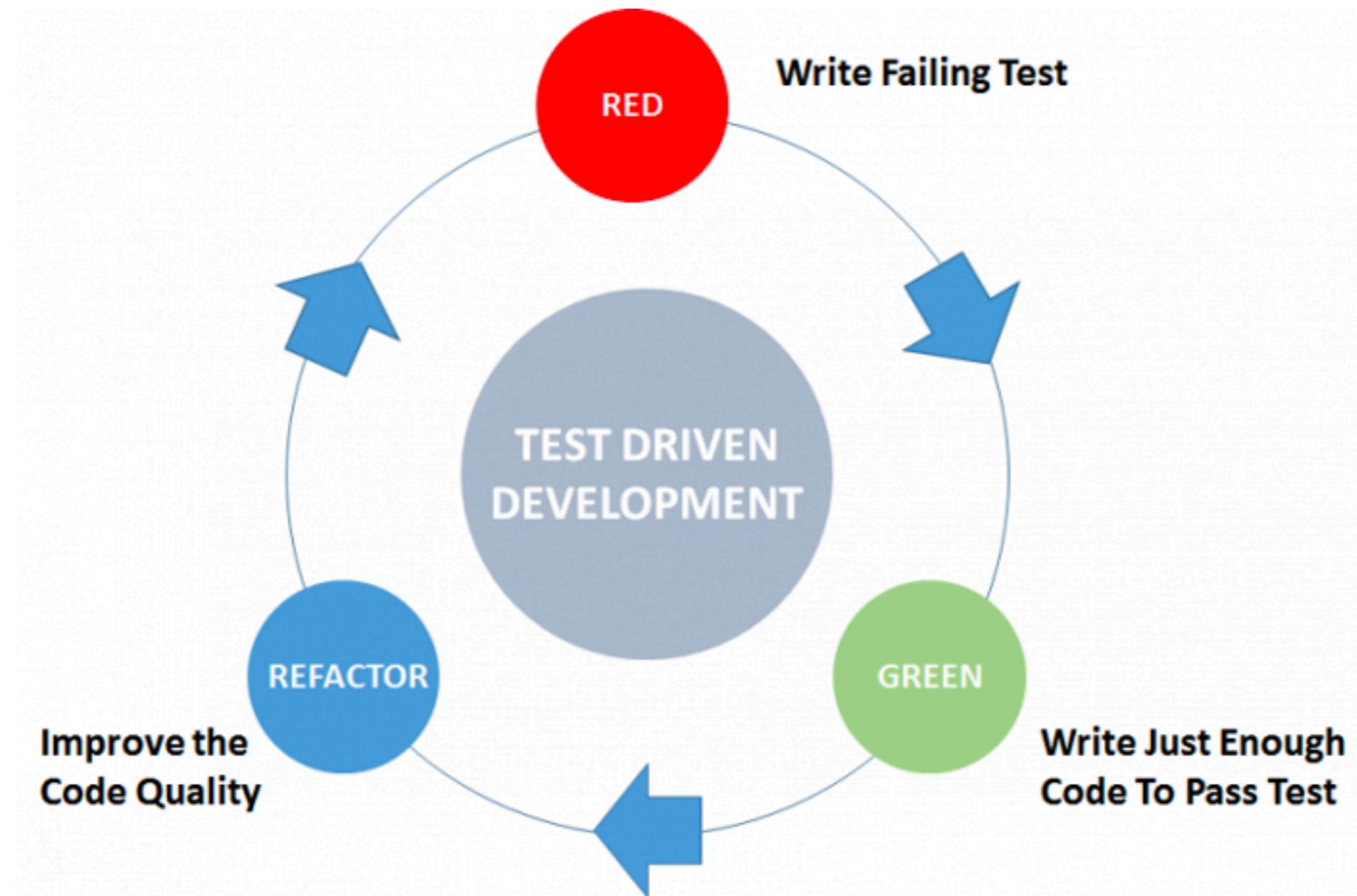
TDD in Iteration development



Small steps



TDD = ทำดีๆ



Practical testing

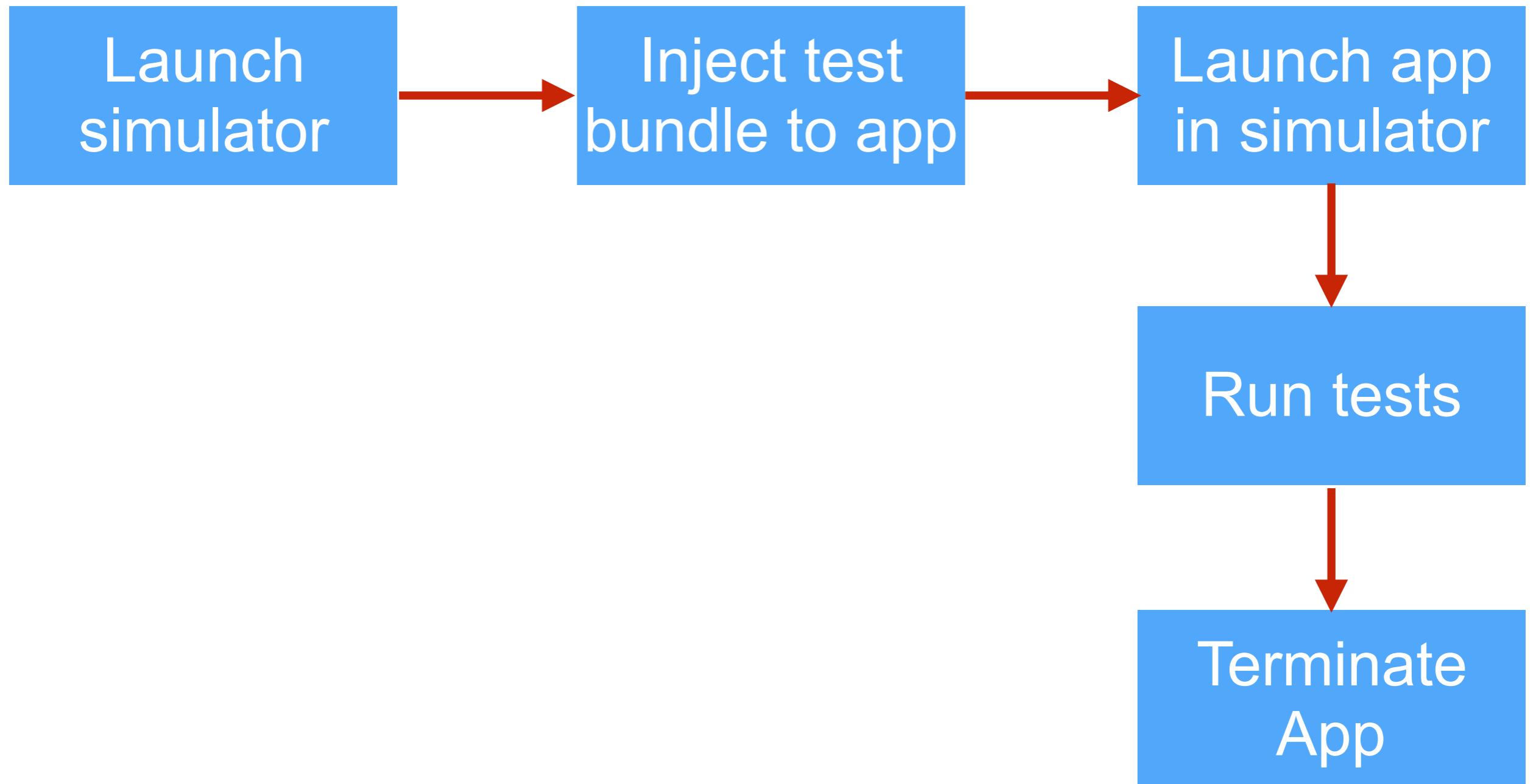


Basic of iOS app testing

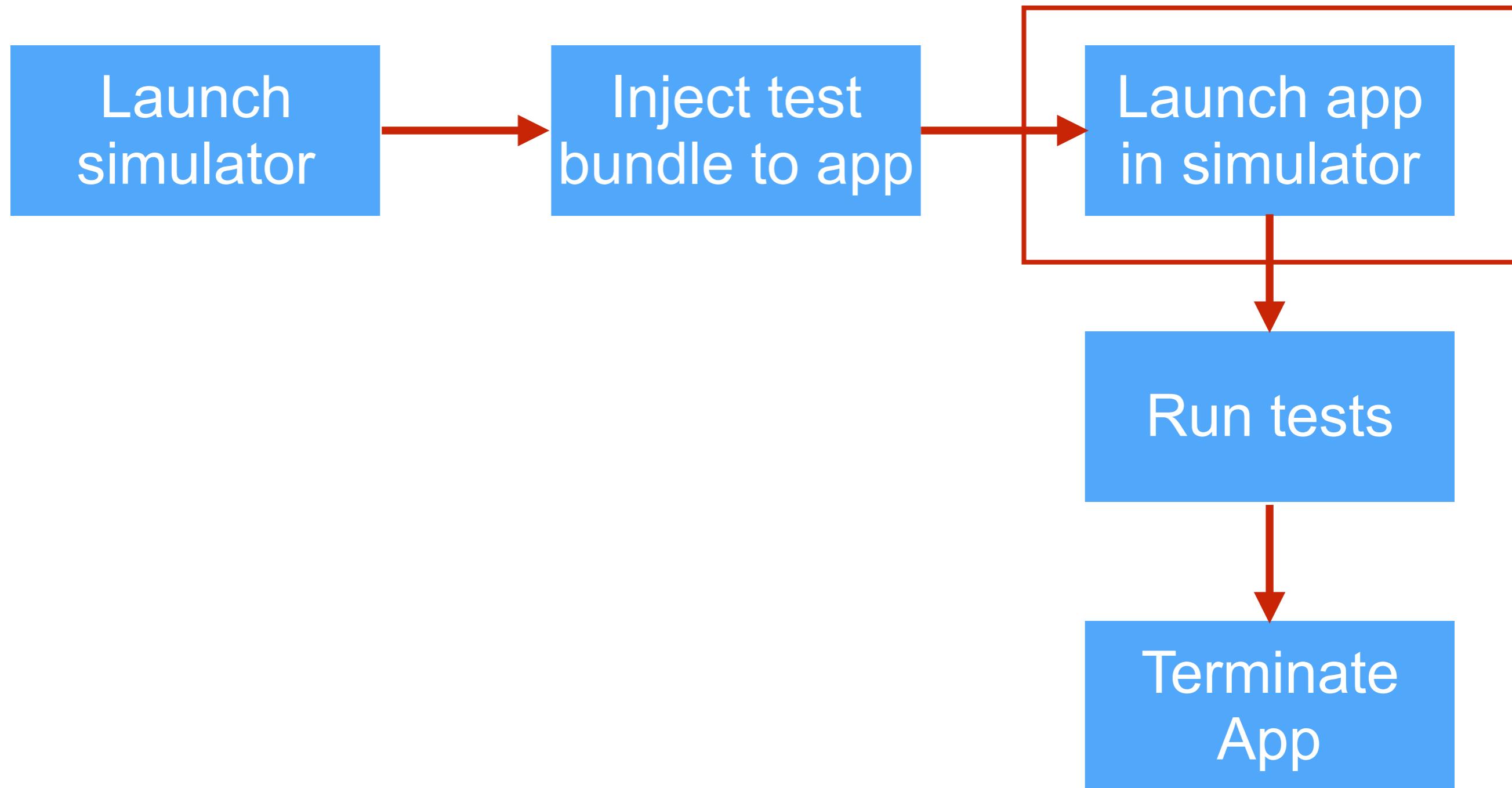
Control application launch
Load ViewController
Manage dependencies



Control application launch



How to control in test ?



Working with UIKit ...

Setup Core Data

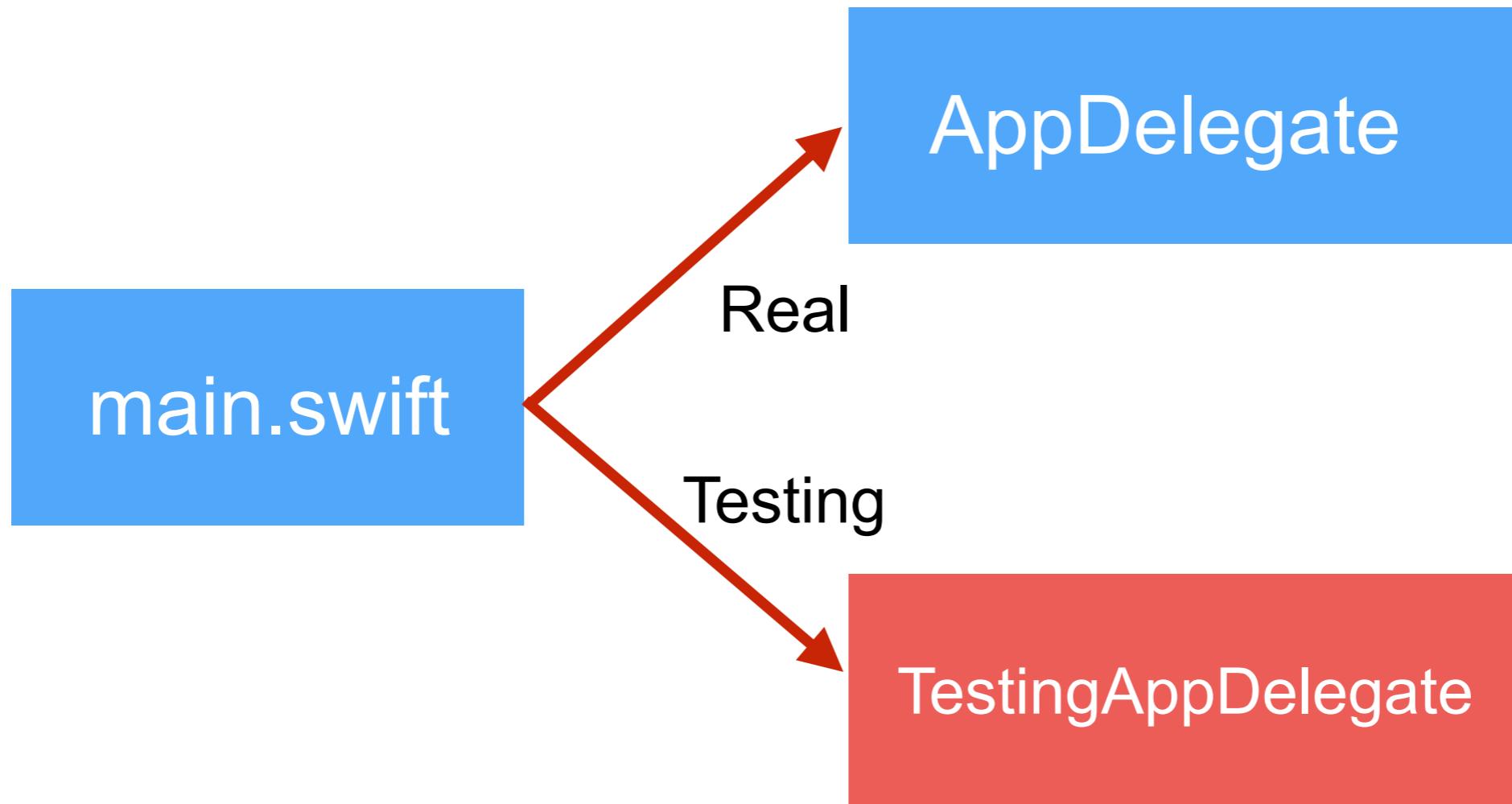
Send specific-key to analytic service

Send request to fetch data

Need to control the App Delegate



By pass the AppDelegate



Step 1

Remove @UIApplicationMain from AppDelegate.swift

```
//@UIApplicationMain
class AppDelegate: UIResponder, UIApplicationDelegate {

    var window: UIWindow?

    func application(_ application: UIApplication, didFinishLaunchi
        launchOptions: [UIApplication.LaunchOptionsKey: Any]?) -> B

        print(">> Launched with real app delete")

        return true
}
```



Step 2

Create file TestingAppDelegate.swift in Test folder
Should have only 1 function (application)

```
import UIKit

@objc(TestingAppDelegate)
class TestingAppDelegate: UIResponder, UIApplicationDelegate {
    var window: UIWindow?

    func application(
        _ application: UIApplication,
        didFinishLaunchingWithOptions launchOptions: [UIApplication
            Any]?) -> Bool {
        print("<< Launched with testing app delegate")
        return true
    }
}
```



Step 3

Create file **main.swift** in Main module
To launch AppDelete in each context

```
import UIKit
let appDelegateClass: AnyClass =
    NSClassFromString("TestingAppDelegate") ?? AppDelegate.self

UIApplicationMain(
    CommandLine.argc,
    CommandLine.unsafeArgv, nil,
    NSStringFromClass(appDelegateClass))
```



Try to tun test and app



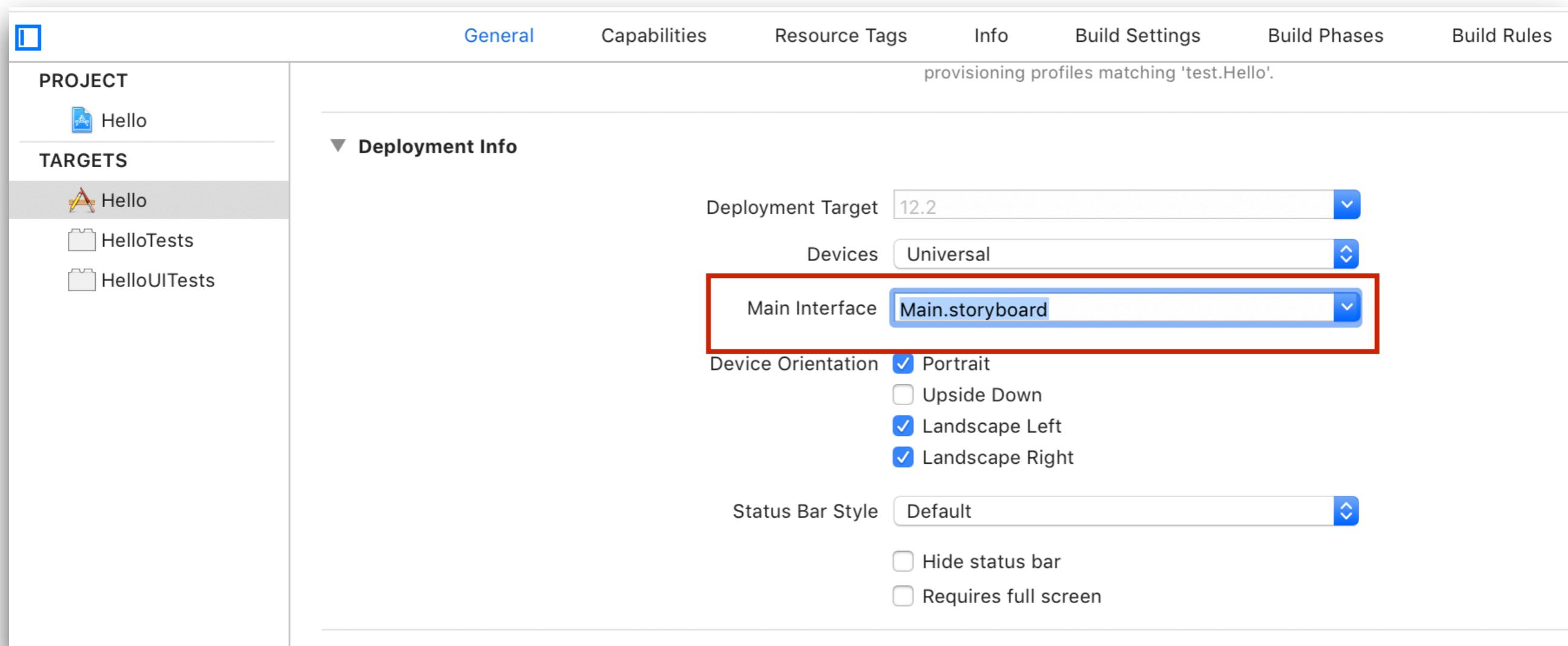
Control app launch sequence during test

You can setup the environment for testing
Avoid doing any actual work



Try to custom main storyboard in code

Delete main interface in deployment info



Try to custom main storyboard in code

Modify in file AppDelegate.swift

```
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: Any]?) -> Bool {  
    print(">> Launched with real app delete")  
  
    // Launch main storyboard  
    window = UIWindow()  
    let storyboard = UIStoryboard(name: "Main", bundle: nil)  
    window?.rootViewController = storyboard.instantiateInitialViewController()  
    window?.makeKeyAndVisible()  
  
    return true  
}
```



Load View Controller



Manage Dependencies



F.I.R.S.T unit test principles

Fast
Isolate
Repeatable

Check your test ...

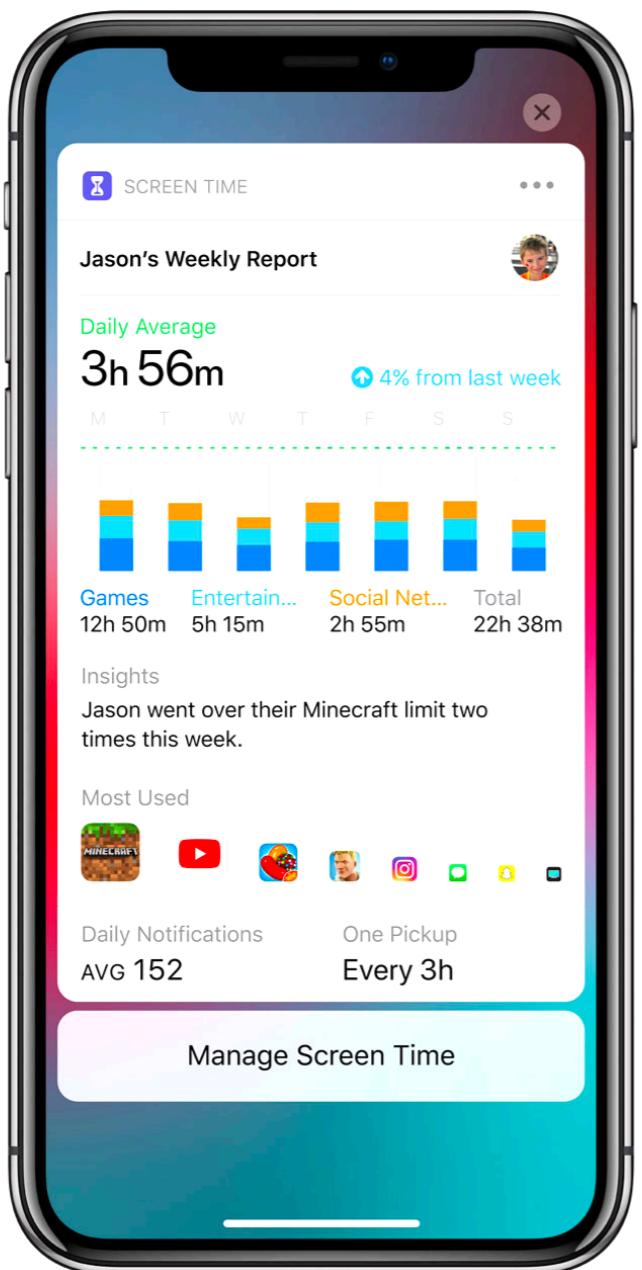


Workshop



Login application

Login Page



Result

Success

Failure



Write test case ?

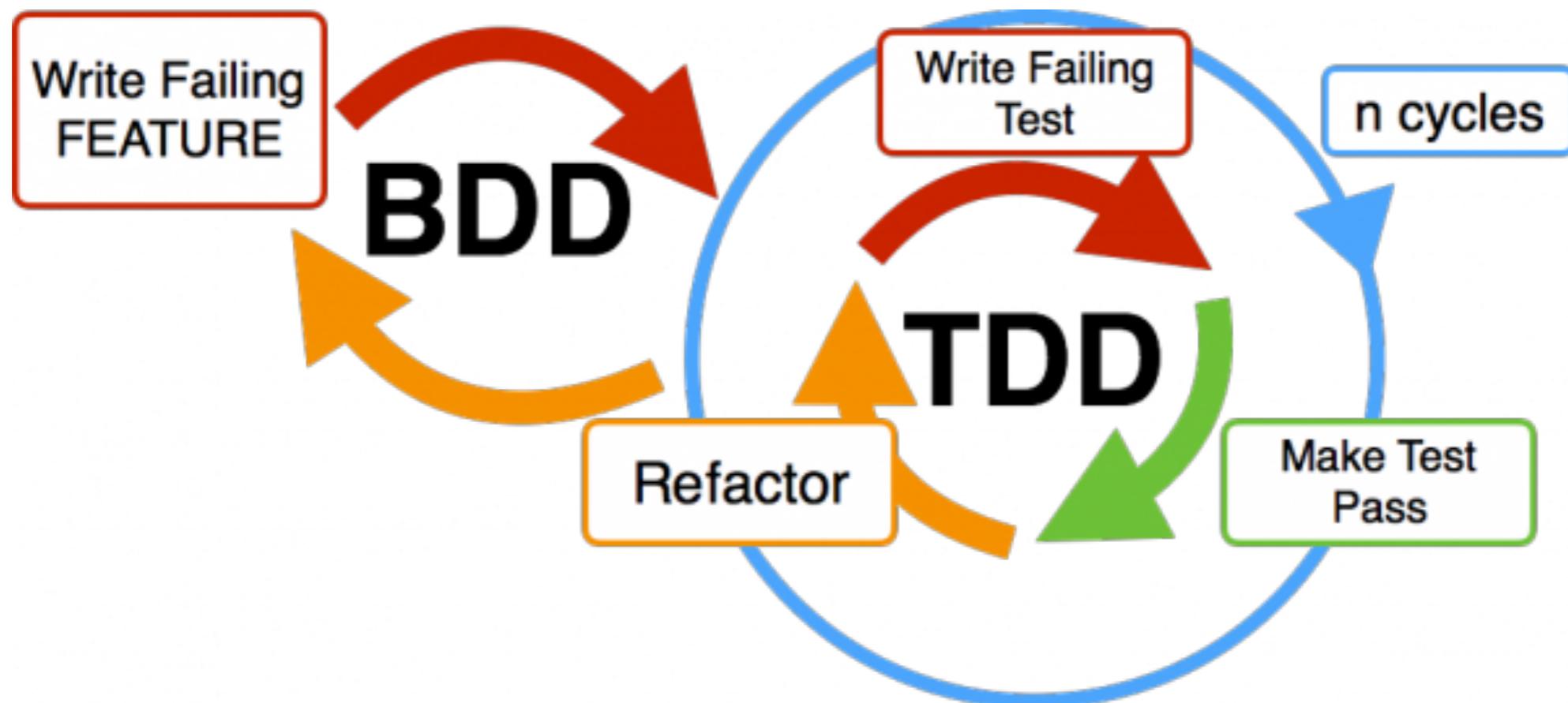


Test cases

Test Case Name	Email	Password	Expected Result
Login success	somkiat@xxx.com		Show success message
Login fail			Show fail message



Start to write UI testing



Let's start to write UI tests with UIXCTest



XCUI Test

For UI testing
Xcode 9+ only

Combination XCTest and accessibility framework
Xcode Test recorder support



Accessibility framework

Provides the API to perform UI actions
Tap, Swipe, Key press and etc.



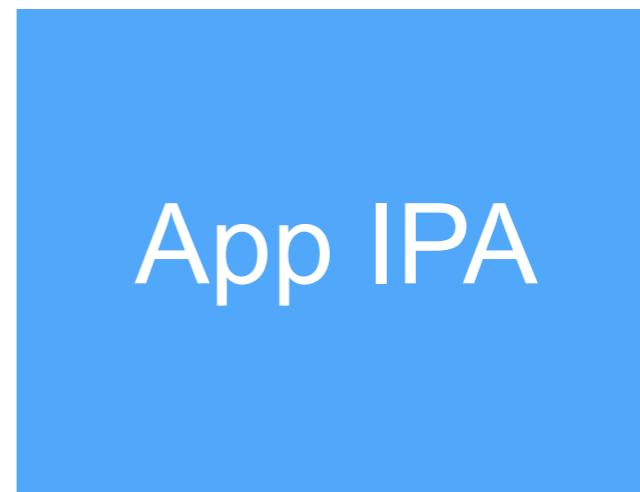
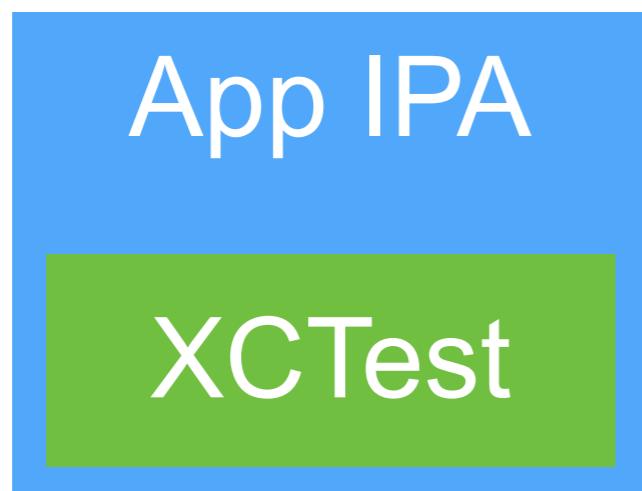
XCUITest allows UI testing

- Find elements on UI interface
- Perform UI actions on elements
- Validate UI properties



XCTest vs XCUITest

XCTest bundle in App IPA file
XCUITest bundle in UI Test Runner



Let's start to write tests



Create XCUI Test

```
class HelloUITests: XCTestCase {  
  
    override func setUp() {  
        // In UI tests it is usually best to stop immediately when  
        // a failure occurs.  
        continueAfterFailure = false  
  
        // UI tests must launch the application that they test.  
        // Doing this in setup will make sure it happens for each  
        // test method.  
        XCUIApplication().launch()  
    }  
  
    override func tearDown() {  
        // Put teardown code here. This method is called after the  
        // invocation of each test method in the class.  
    }  
  
    func testExample() {  
        // Use recording to get started writing UI tests.  
        // Use XCTAssert and related functions to verify your tests  
        // produce the correct results.  
    }  
}
```

1 Initial state and start UI test



Create XCUI Test

```
class HelloUITests: XCTestCase {  
  
    override func setUp() {  
        // In UI tests it is usually best to stop immediately when  
        // a failure occurs.  
        continueAfterFailure = false  
  
        // UI tests must launch the application that they test.  
        // Doing this in setup will make sure it happens for each  
        // test method.  
        XCUIApplication().launch()  
    }  
  
    override func tearDown() {  
        // Put teardown code here. This method is called after the  
        // invocation of each test method in the class.  
    }  
  
    func testExample() {  
        // Use recording to get started writing UI tests.  
        // Use XCTAssert and related functions to verify your tests  
        // produce the correct results.  
    }  
}
```

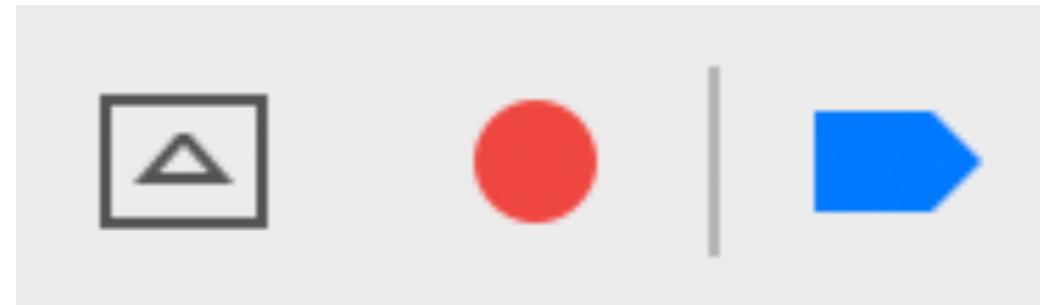
2

Write your test



Create XCUI Test

Write by yourself or use UI Test Recorder



Record UI Test

Create test function with **test** prefix

Tab record button and exercise UI

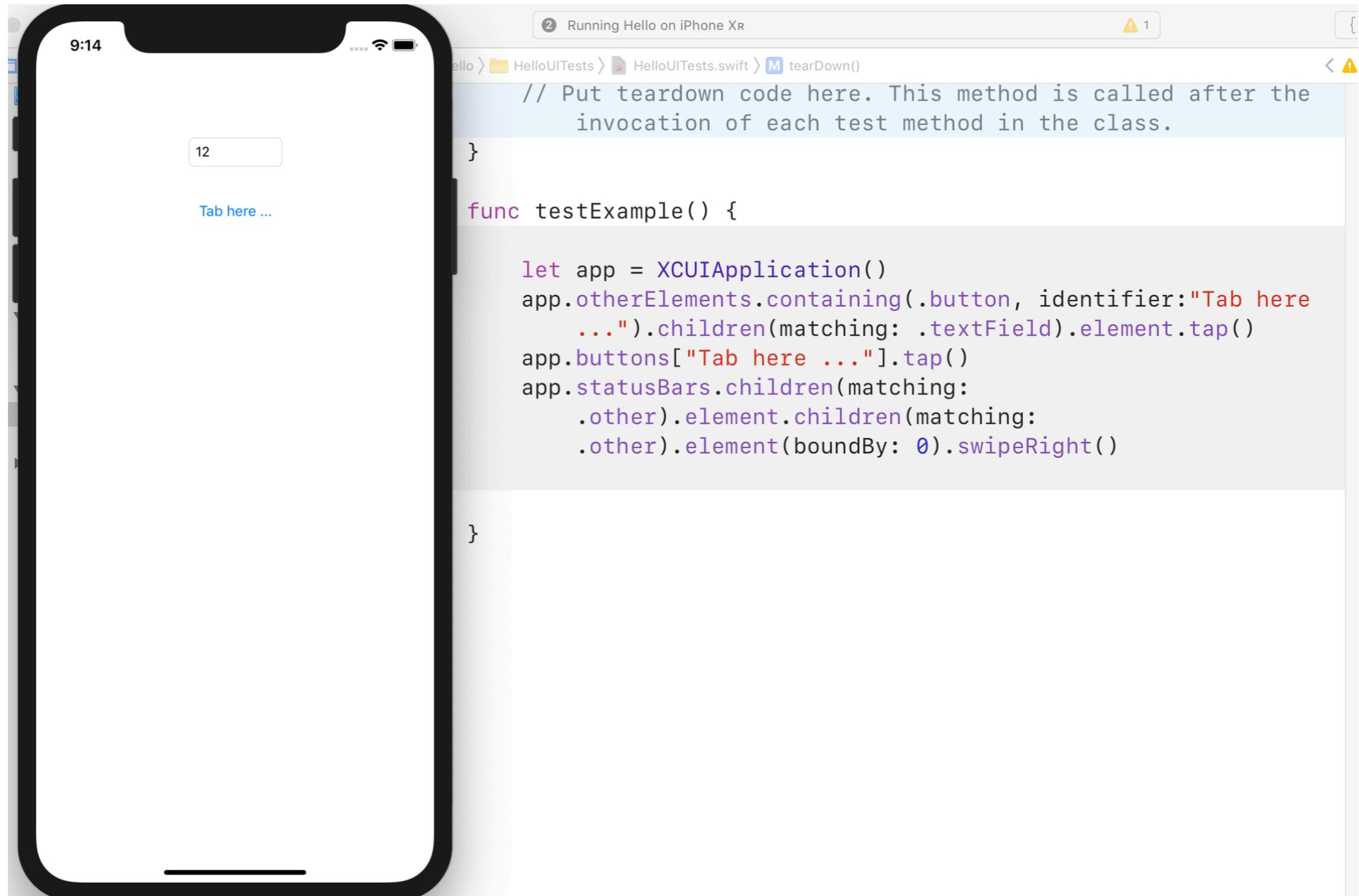
Tap again to stop

Can record additional actions later

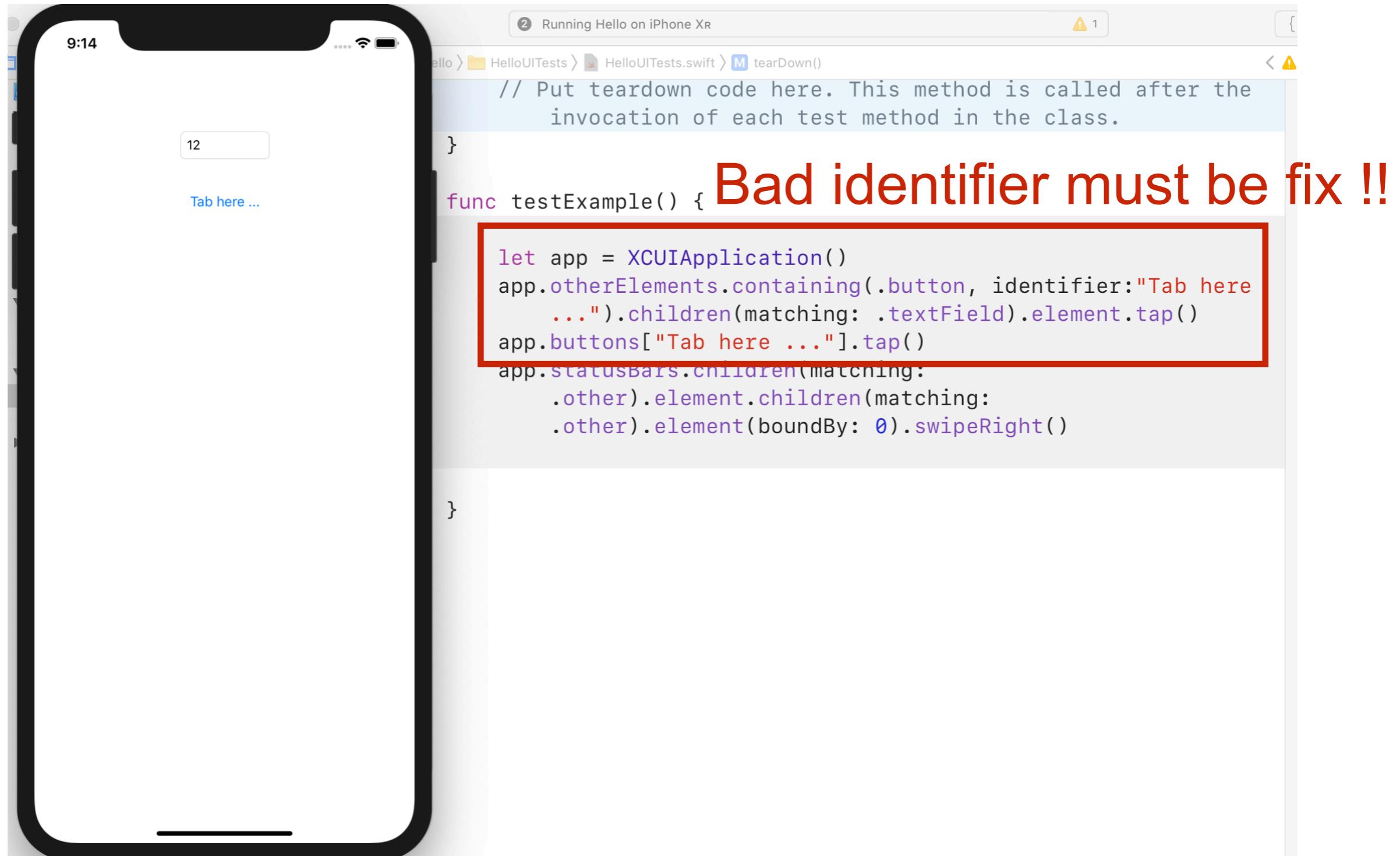
Run your test



Record UI Test



Record UI Test



Accessing UI elements

XCUIApplication to launch tests

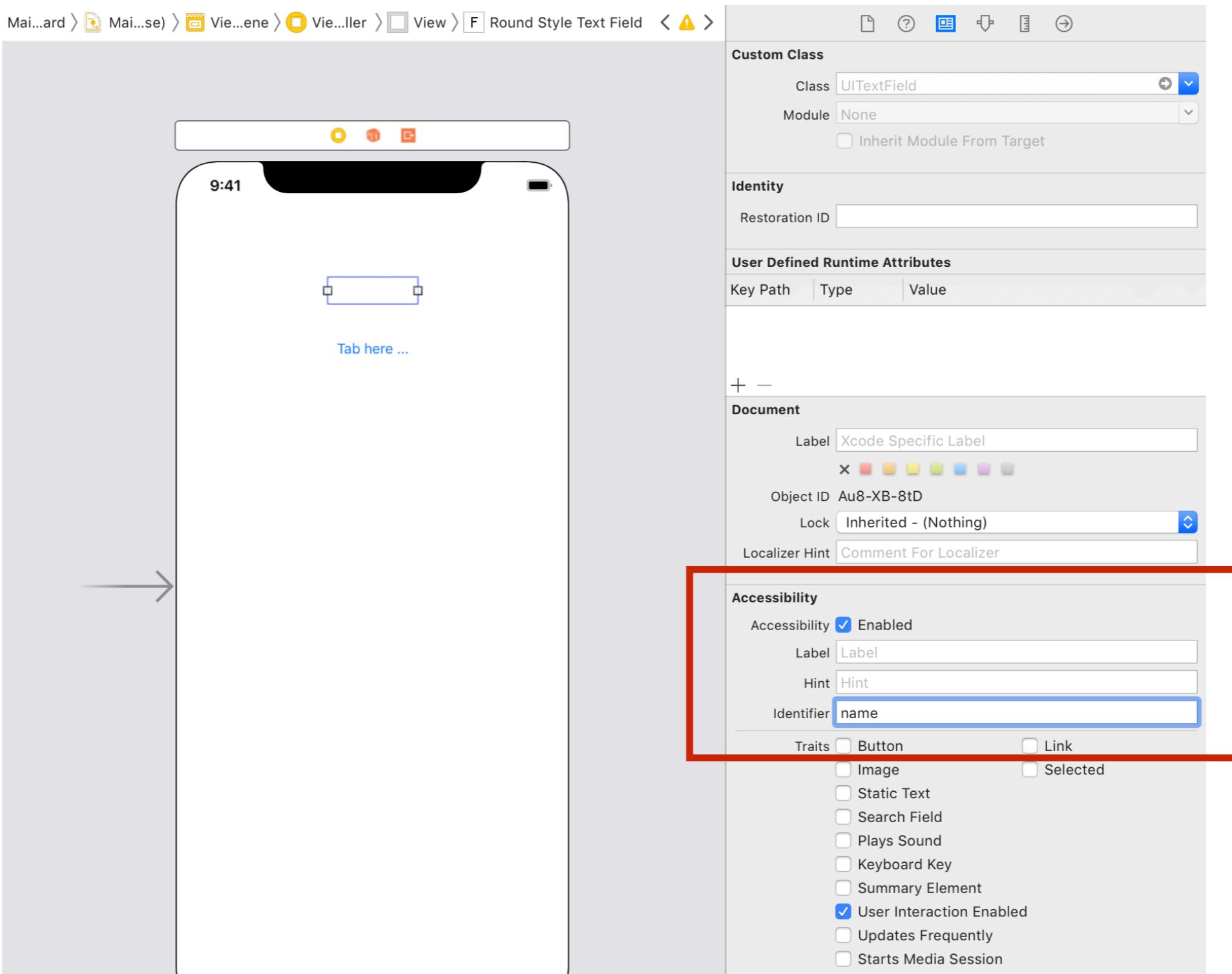
XCUIApplication use to access all elements

Access with text and indices that can be change !!

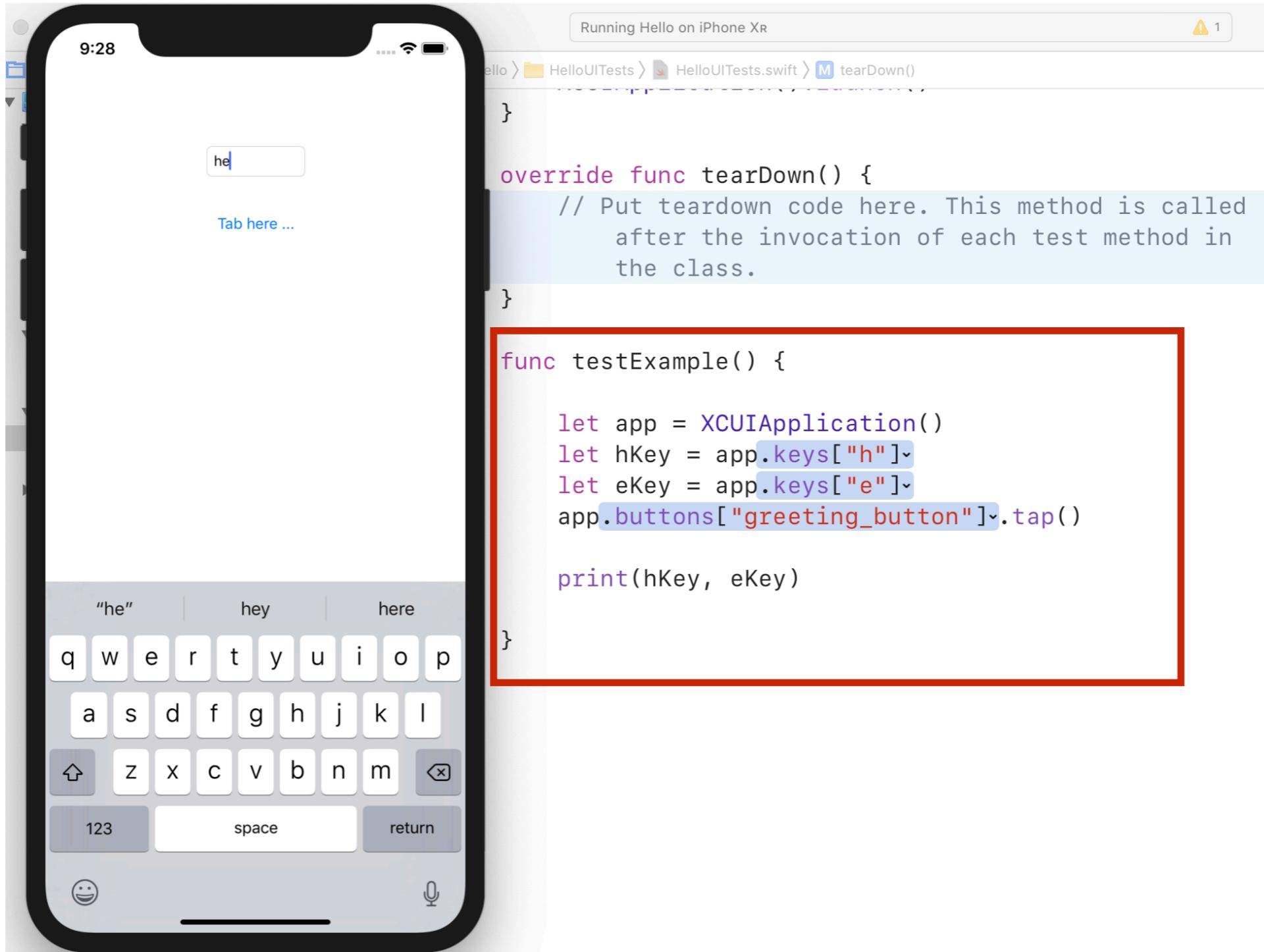
Test fail !!



Improve identifier of elements



Record again !!



Don't forget to verify !!

Using XCTAssertion
Working with **Asynchronous process**

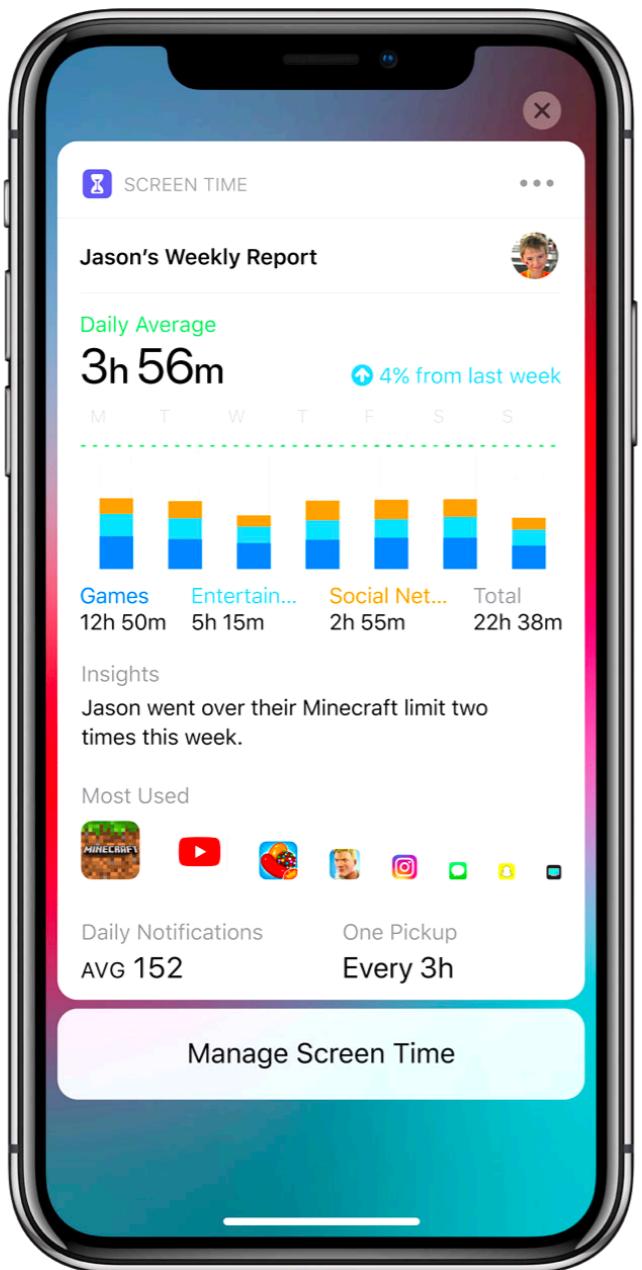


Workshop



Flow 1 :: Login Success

Login Page



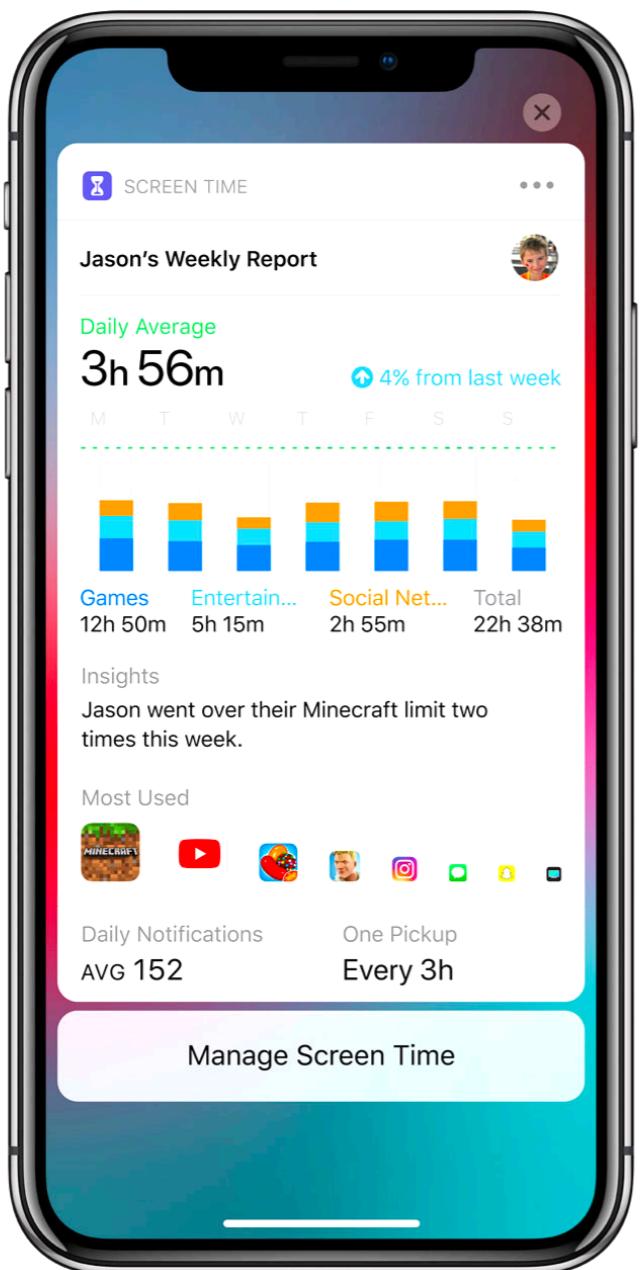
Result Page

Success



Define ID in each element

Login Page



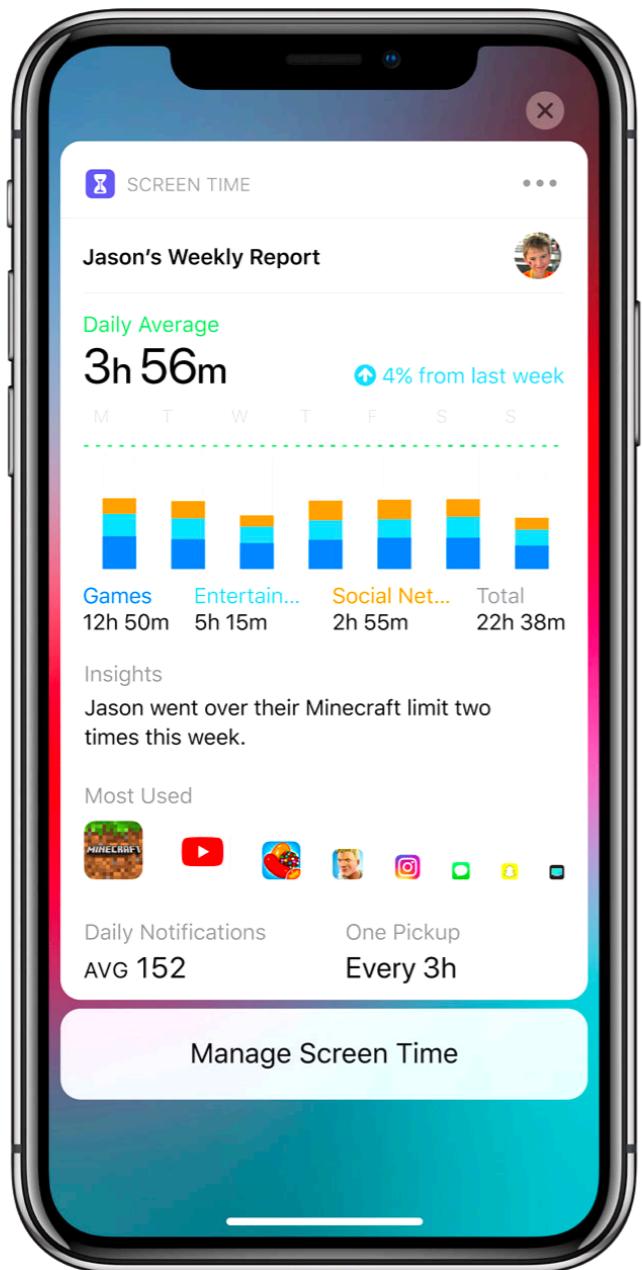
Result Page

Success



Flow 2 :: Login Fail

Login Page



Result Page



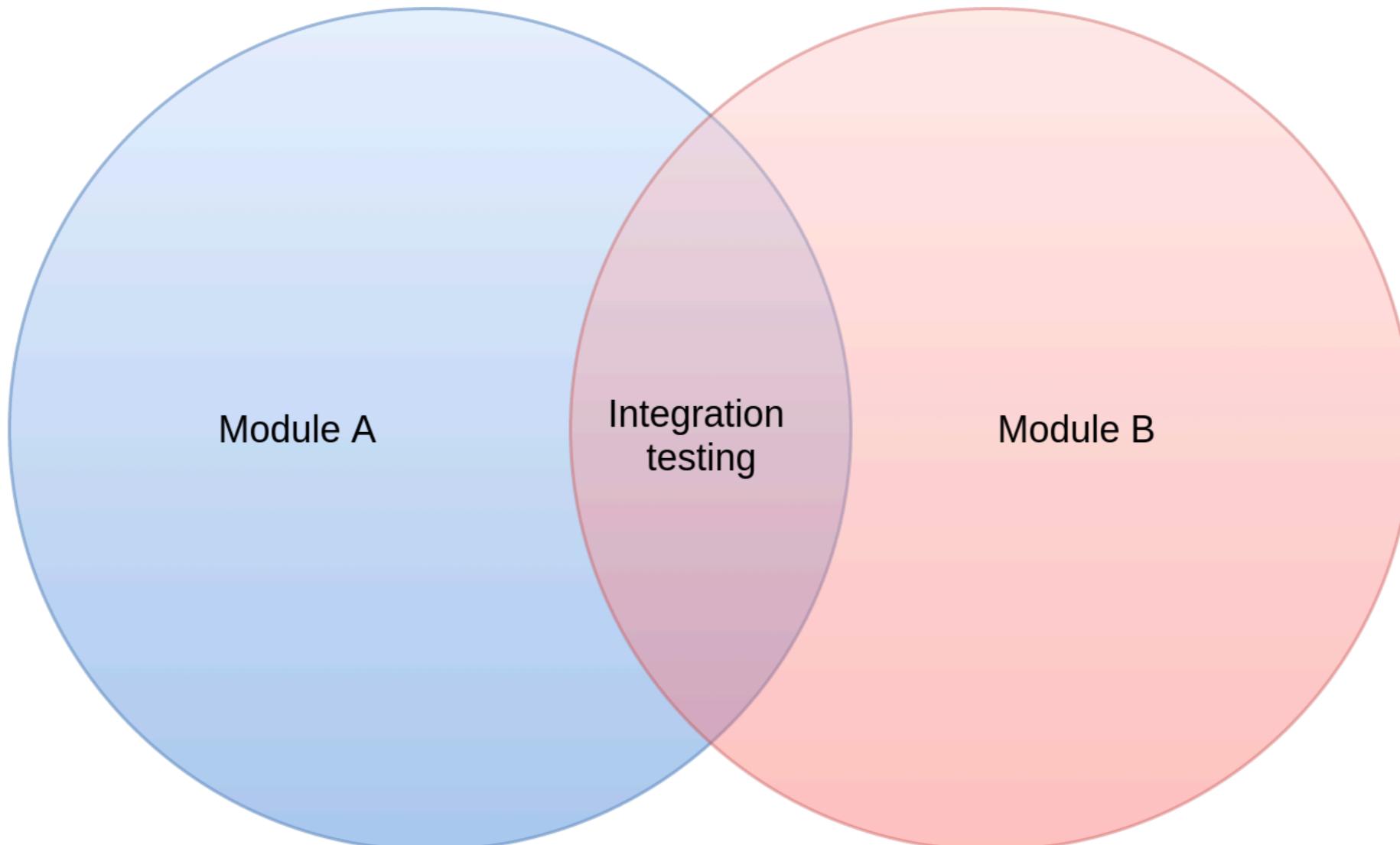
Failure



Integration testing !!

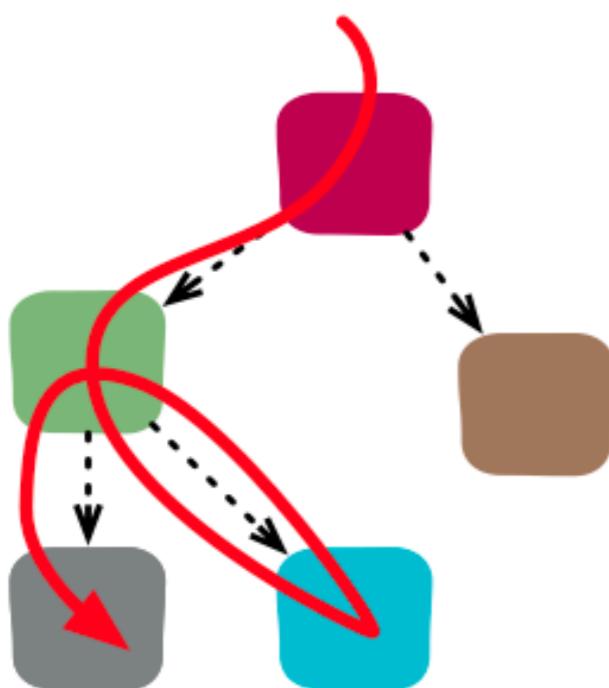


Integration testing

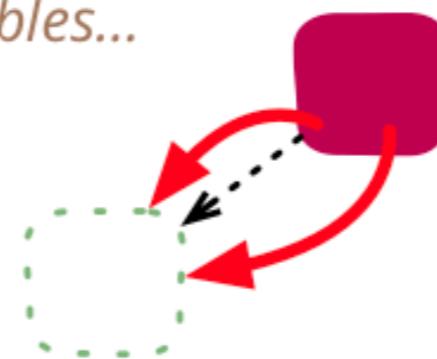


Integration testing !!

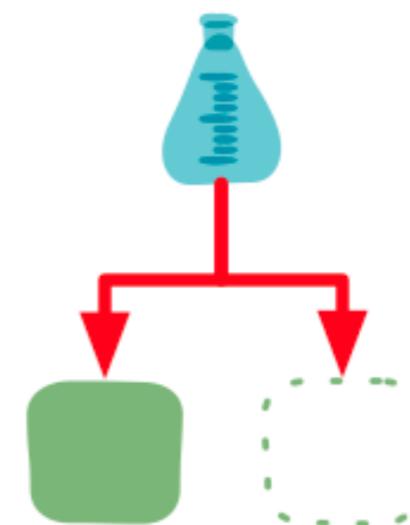
Integration Testing commonly refers to broad tests done with many modules active...



...but it can be done with narrow tests of interactions with individual Test Doubles...



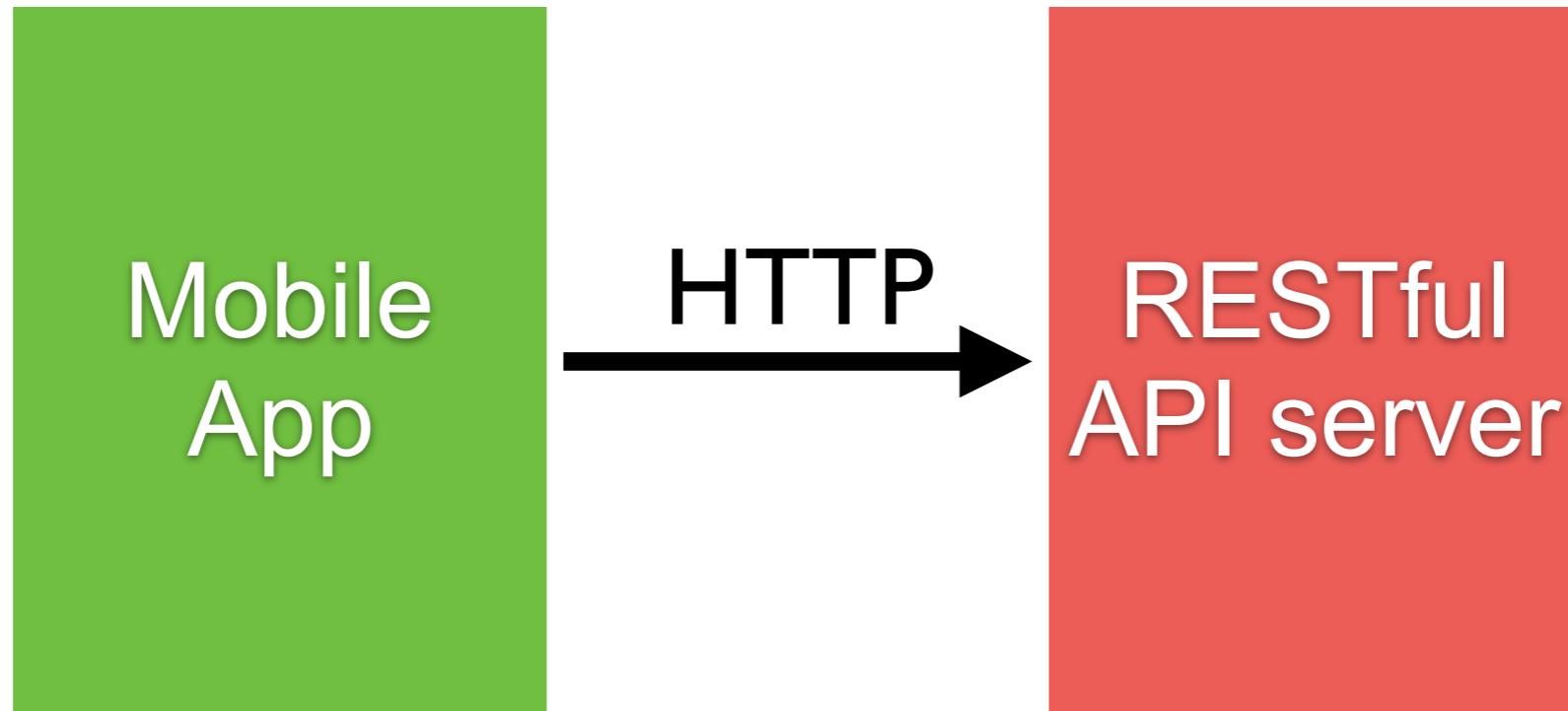
...supported by Contract Tests to ensure the faithfulness of the double



<https://martinfowler.com/bliki/IntegrationTest.html>



How to testing ?



How to testing with network ?

Mock API Server (Internal or External)

Configurable endpoint of API

Using Test double

No need to change code

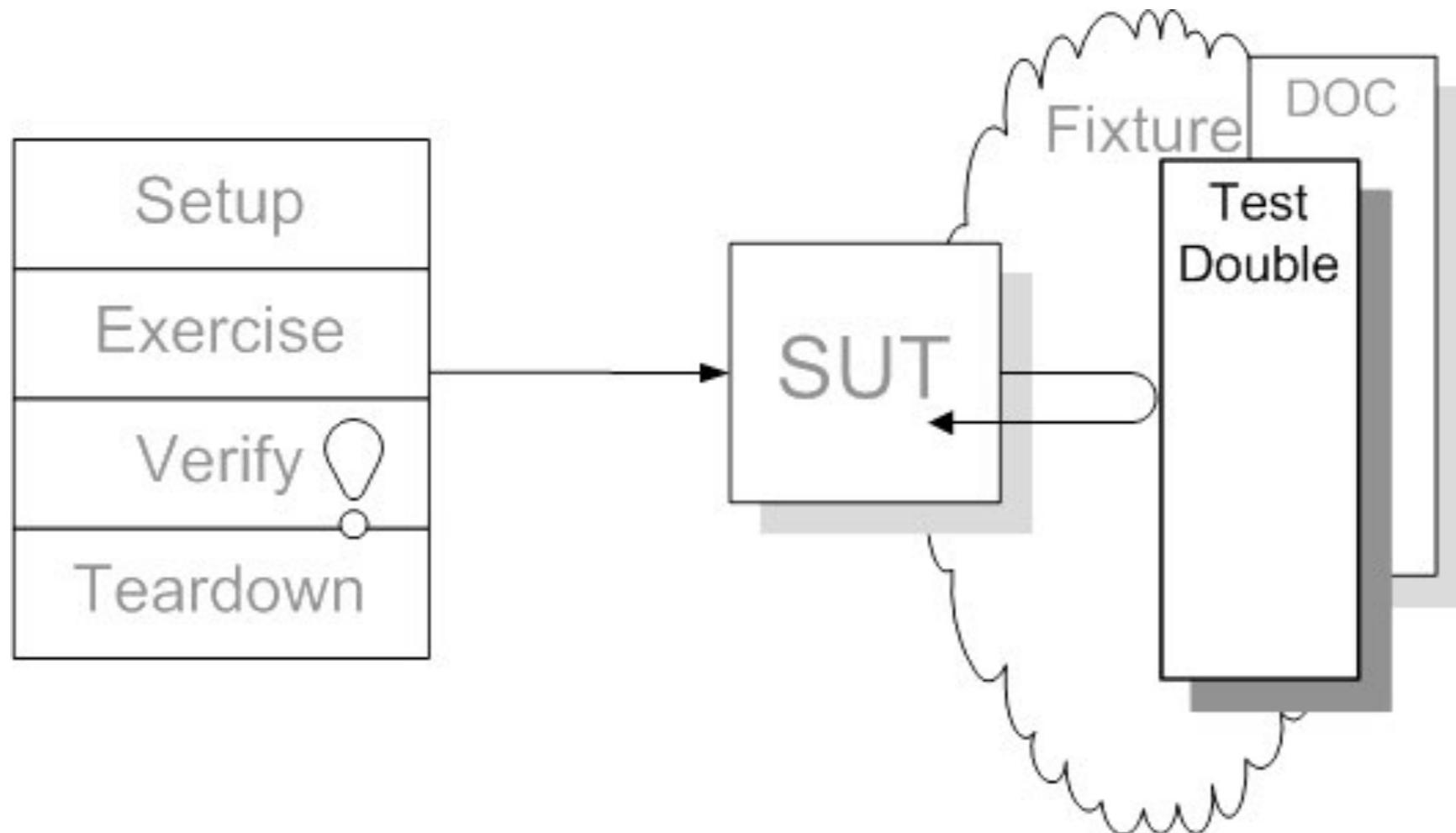
Unit test

VS.

UI test



Test double

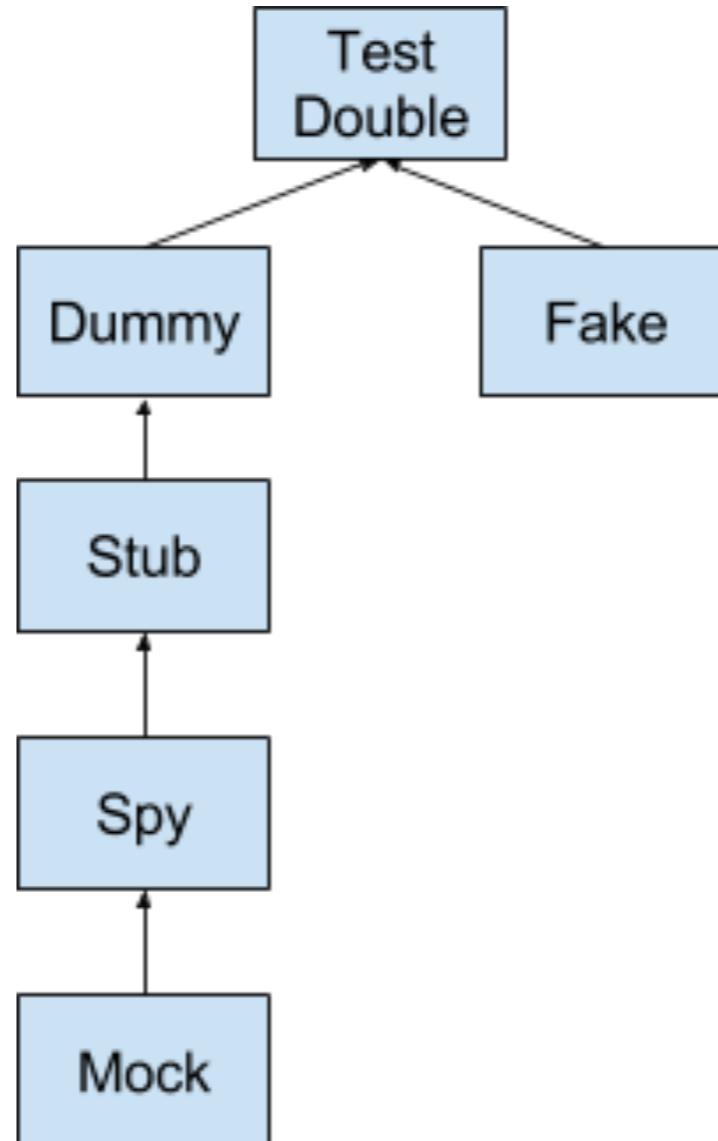


<http://xunitpatterns.com/Test%20Double.html>

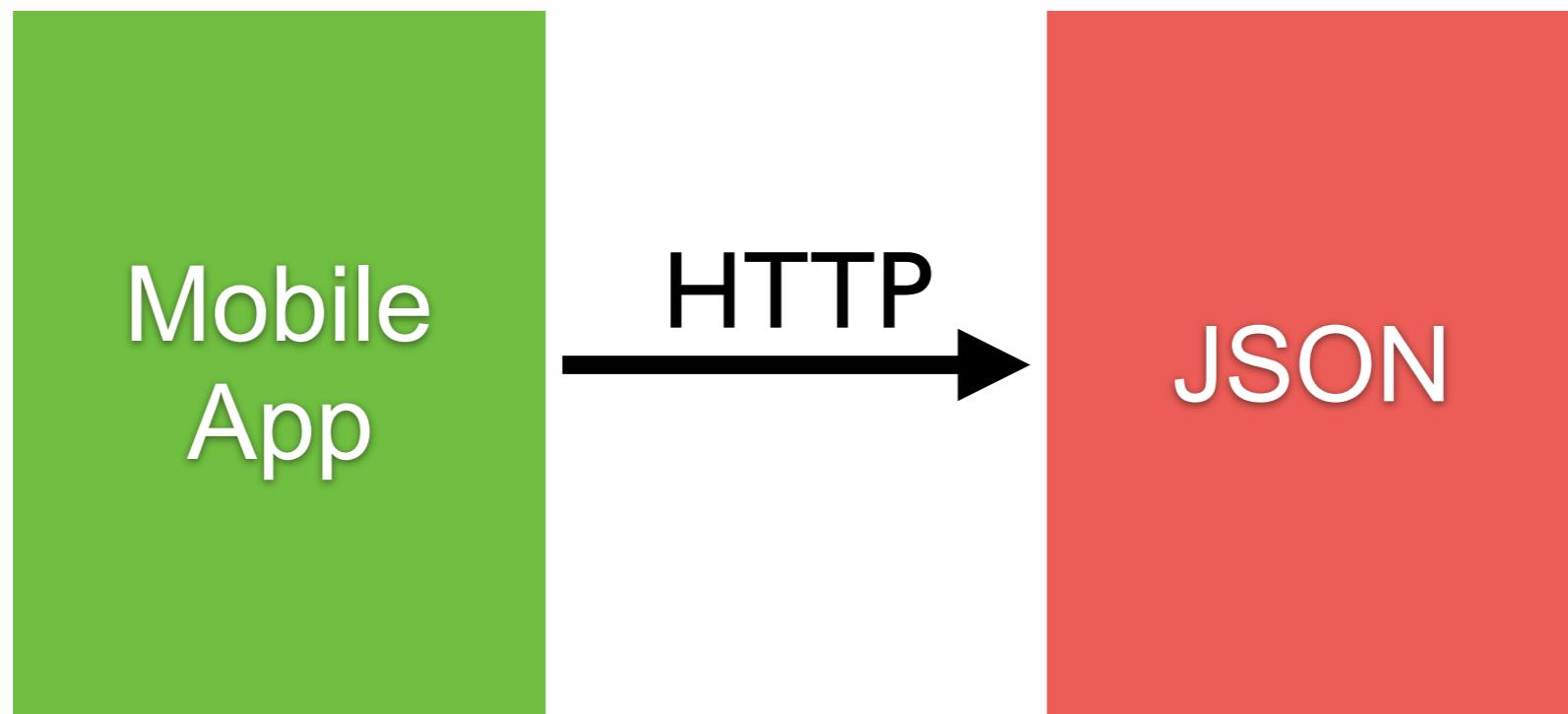


Test double

Dummy
Stub
Spy
Mock
Fake



Example

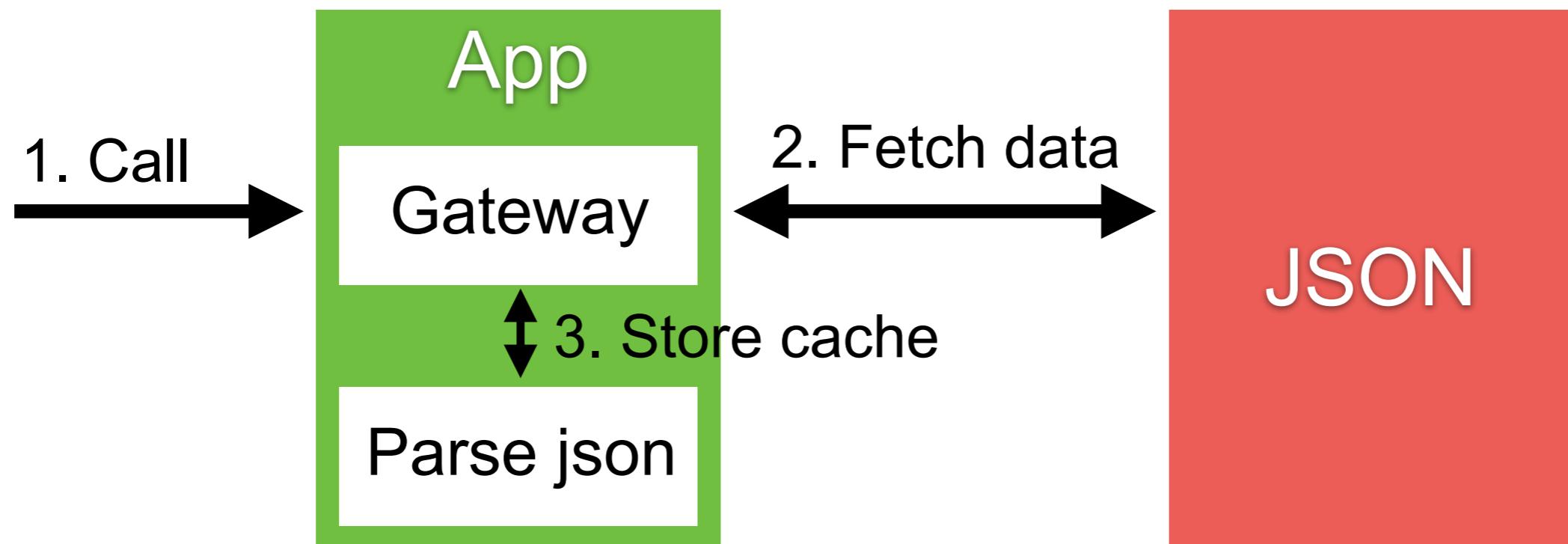


Process to fetch data

1. Refresh calls fetch
2. Fetches and call parse
3. Parse stores cache
4. Refresh stores date



Example

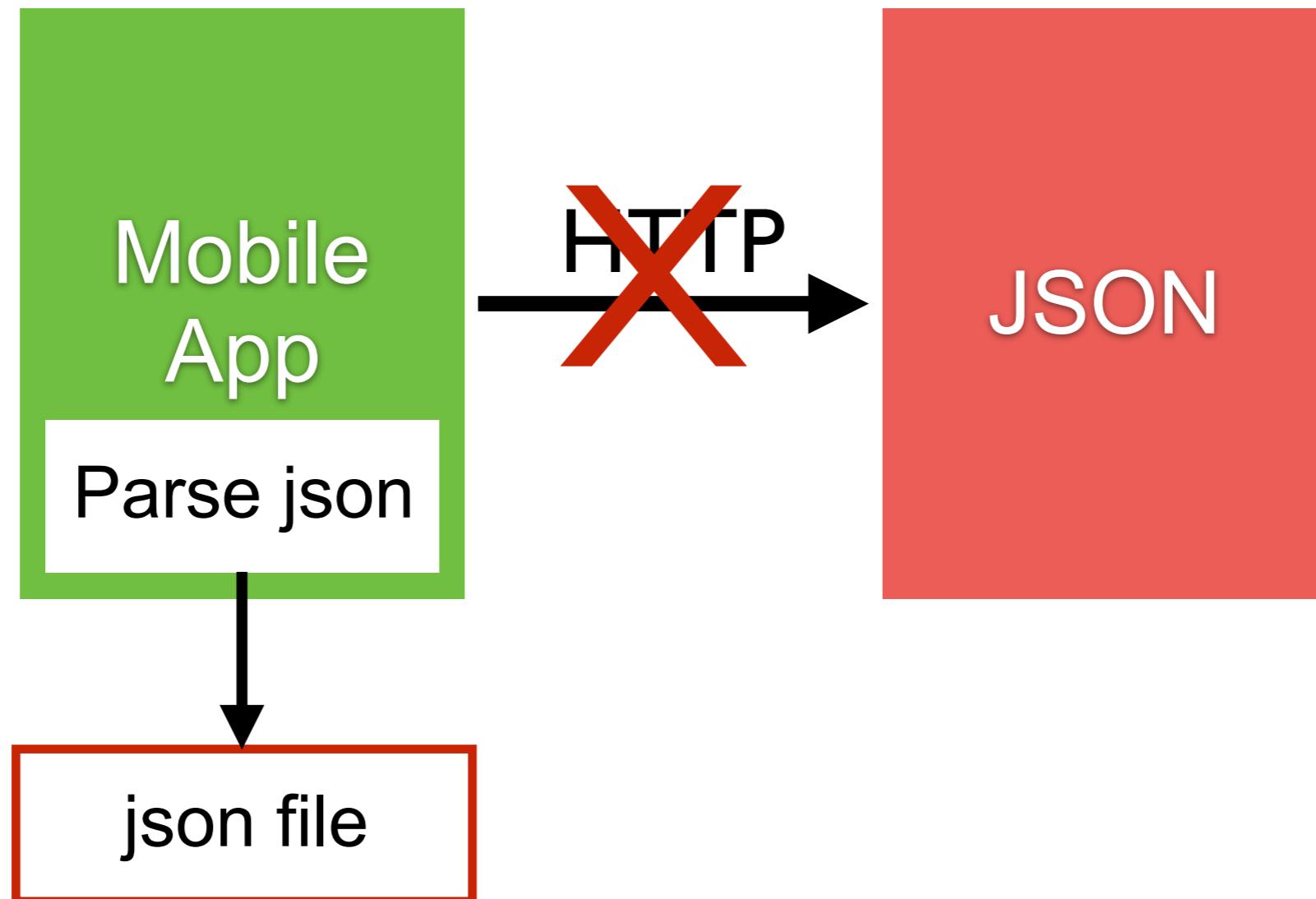


How to testing ?

- Test JSON data (success and failure)
- Test process to call API with mock class
- Test process to call API with real class



1. Mock JSON data



Mock JSON data

Try to parse JSON data only

```
func testParseJSON() {  
    let music = Music()  
    let bundle = Bundle(for: type(of: self))  
    if let path = bundle.path(forResource: "JSON", ofType: "txt") {  
        if let data = try? Data.init(contentsOf: URL.init(fileURLWithPath: path)) {  
            let result = music.parseJSON(data: data)  
            XCTAssertNotNil(result!, "should not be nil")  
            XCTAssertGreaterThan(result!.count, 0, "should have values")  
        }  
        else {  
            XCTFail()  
        }  
    }  
    else {  
        XCTFail()  
    }  
}
```



2. Mock class

Design to mock what should be mocked
Use another functions
Avoid unwanted functionality
Benefit from base class implementation



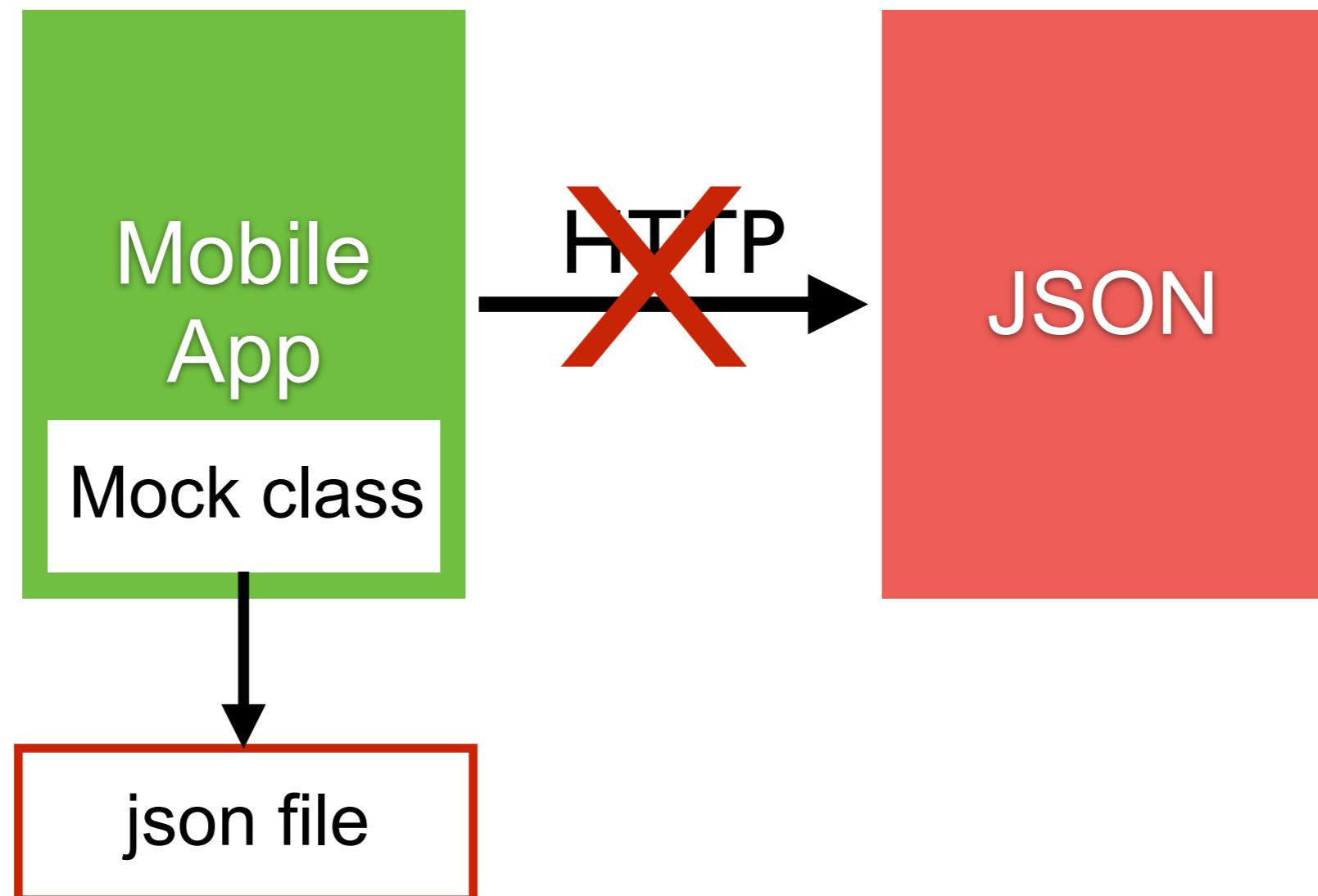
Process to fetch data

1. Refresh calls fetch
2. **Fetches** and call parse
3. Parse stores cache
4. Refresh stores date

Avoid to fetch data from server/api !!



Mock class



Create Mock class

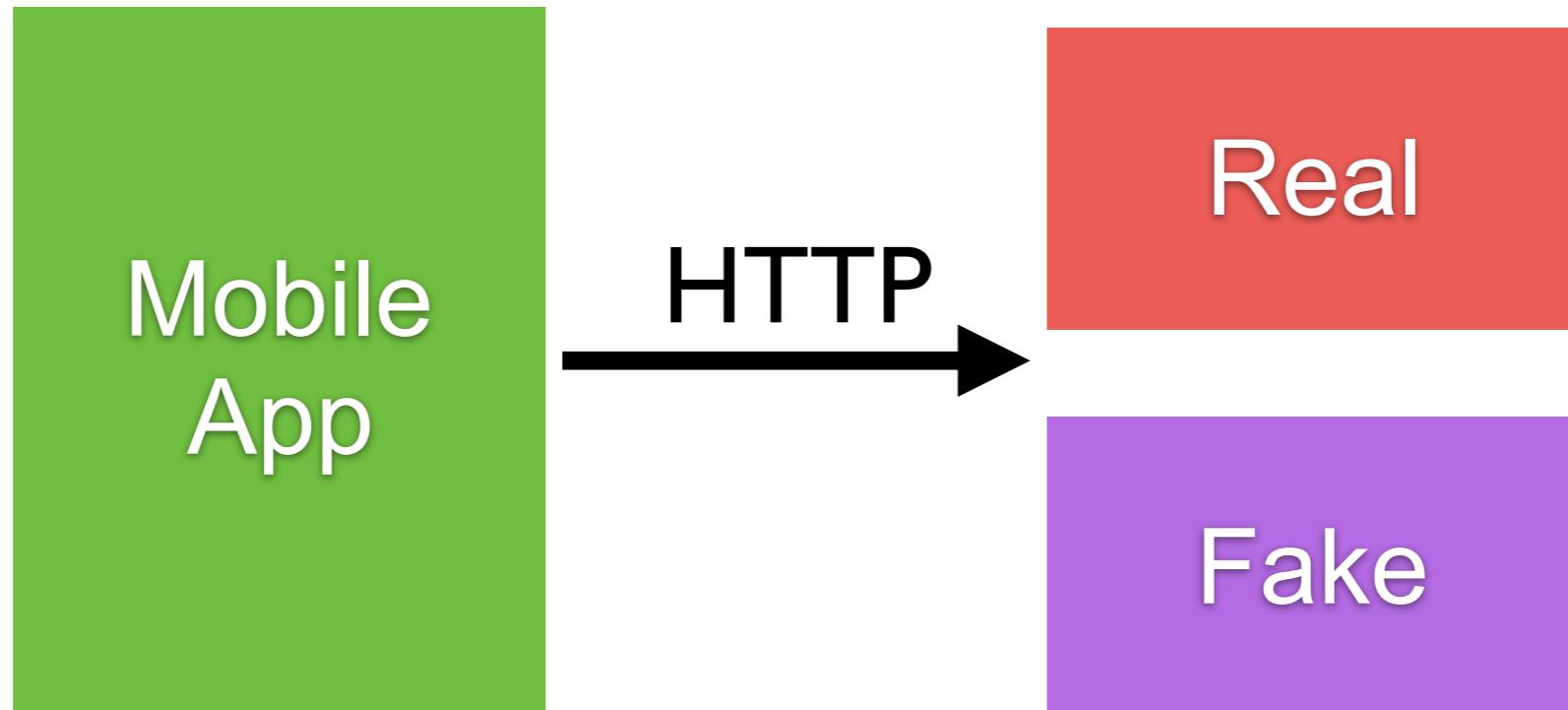
Load data from file and call parse

```
class MockMusic : Music {
    override func fetchMusic(completion: @escaping ([[String : Any]]?, [
        let bundle = Bundle(for: type(of: self))
        if let path = bundle.path(forResource: "JSON", ofType: "txt") {
            if let data = try? Data.init(contentsOf: URL.init(fileURLWi·
                let parsedData = self.parseJSON(data: data)
                completion(parsedData, nil)
            }
        }
    })
}
```



3. Real class

Call to real API server
Call to Fake API server



Mock API server

External (Stubby4j, Wiremock)

Internal (OHHTTPStubs)



How to change URL of API ?

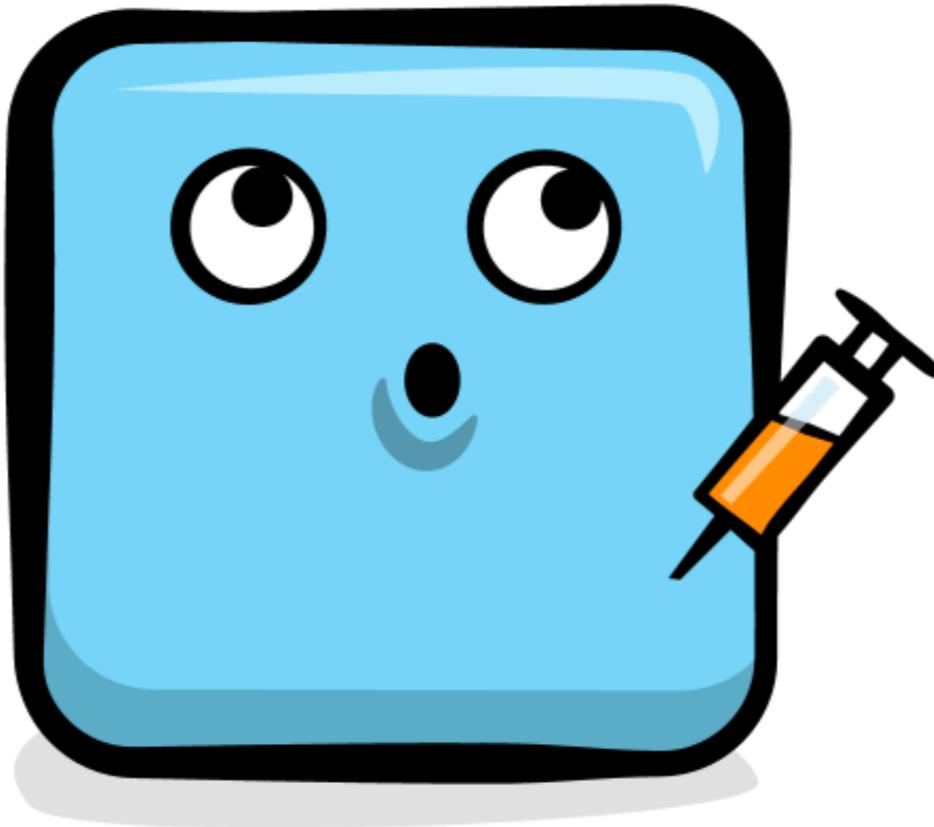
Constant variable

Build config

Dependency Injection (DI)



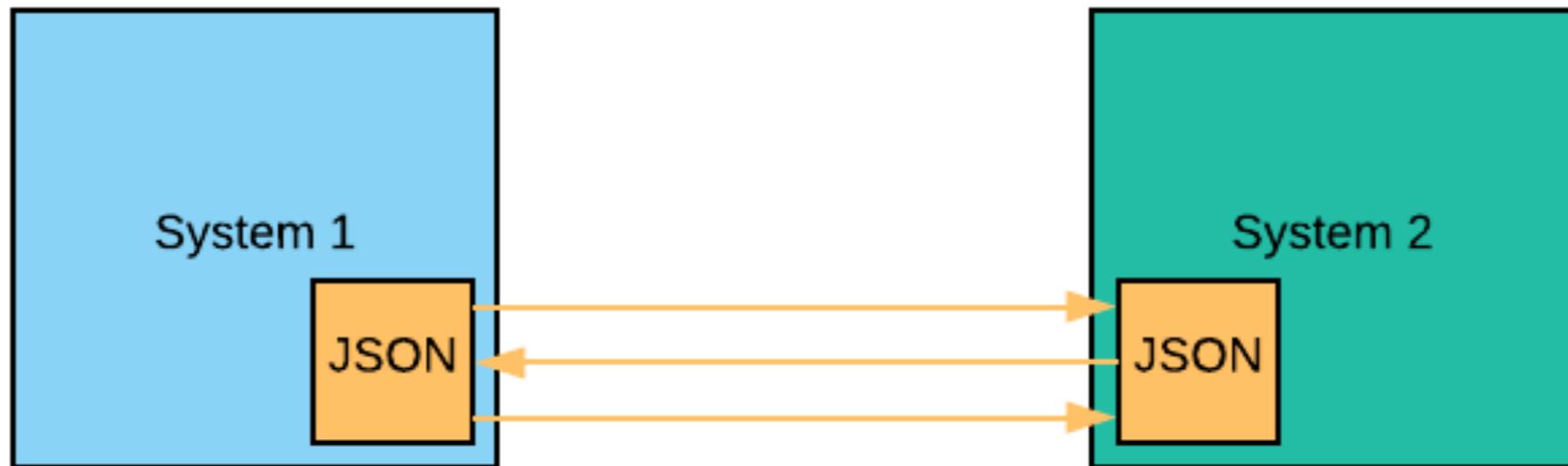
Dependency Injection (DI)



Tight coupling !!



Loose coupling



Dependency Injection (DI)

Technique whereby one object supplies
the dependencies of another object



Techniques to inject

Constructor injection
Setter/property injection
Method injection
Interface injection



Benefits of Dependency Injection

Reusability
Maintainability
Scalability
Testability



DI frameworks

Create by your own
Using framework



DI frameworks

Swinject
Cleanse



Demo and Workshop



Asynchronous testing

When the real callback is part of it
Control can be returned too soon
Set expectation (create, fulfil and waiting)



Fetch data from network

```
func testFetch() {  
    let exp = expectation(description: "server fetch")  
  
    let music = Music()  
  
    music.fetchMusic { (items, error) in  
        XCTAssertNotNil(items, "items should not be nil")  
        XCTAssertTrue(items!.count > 0, "items should not be  
            empty")  
        exp.fulfill()  
    }  
  
    waitForExpectations(timeout: 0.000001) { (error) in  
        print(error?.localizedDescription)  
    }  
}
```

Set expectation

Waiting for expectation



Workshop



Testing more ...

UserDefaults
Core Data
Singletons



Testable code structure



We need good structure ?

Cost of maintain

Cost of change

Time to market



Features of good structure

Balance distribution of responsibilities

Testability

Ease of use and low maintain cost



Design patterns

Apple MVC

MVC

MVP

MVVM

VIPER

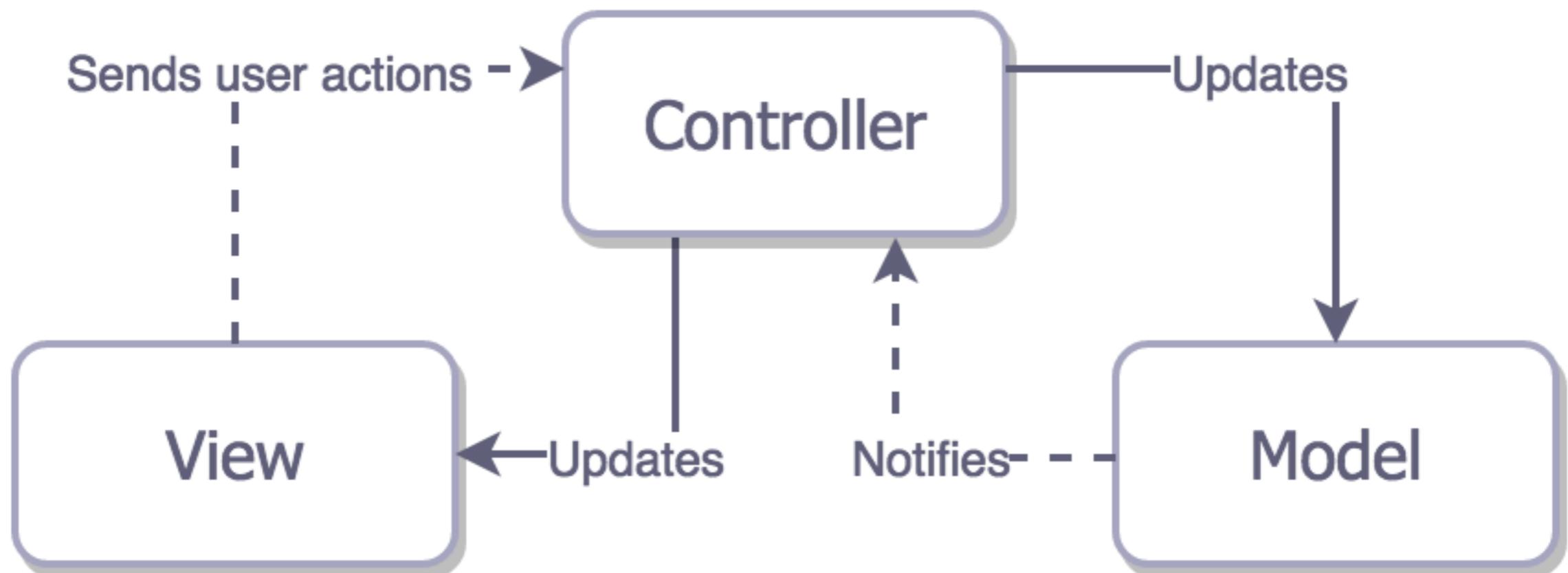
POP

Clean Architecture

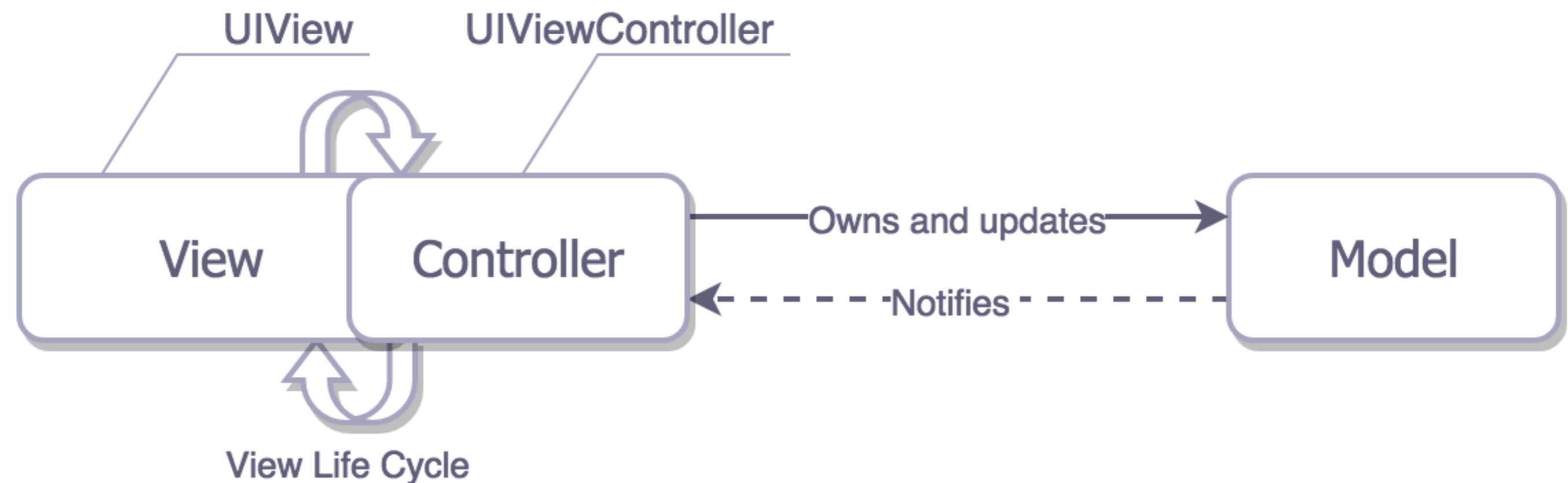
Redux-Like



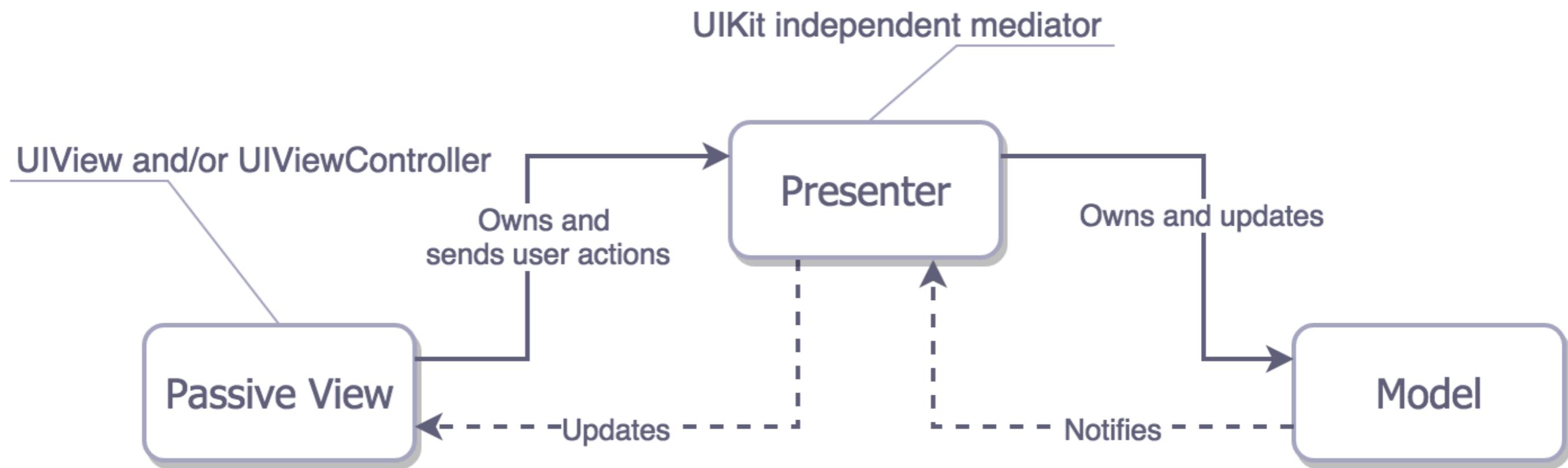
Apple MVC



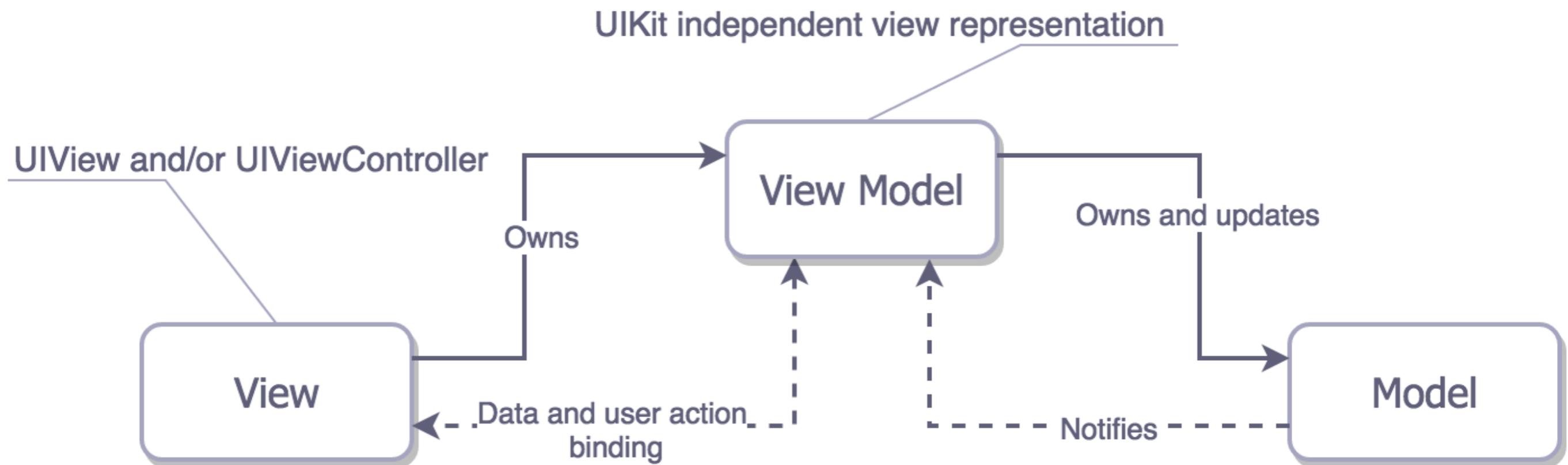
Apple MVC



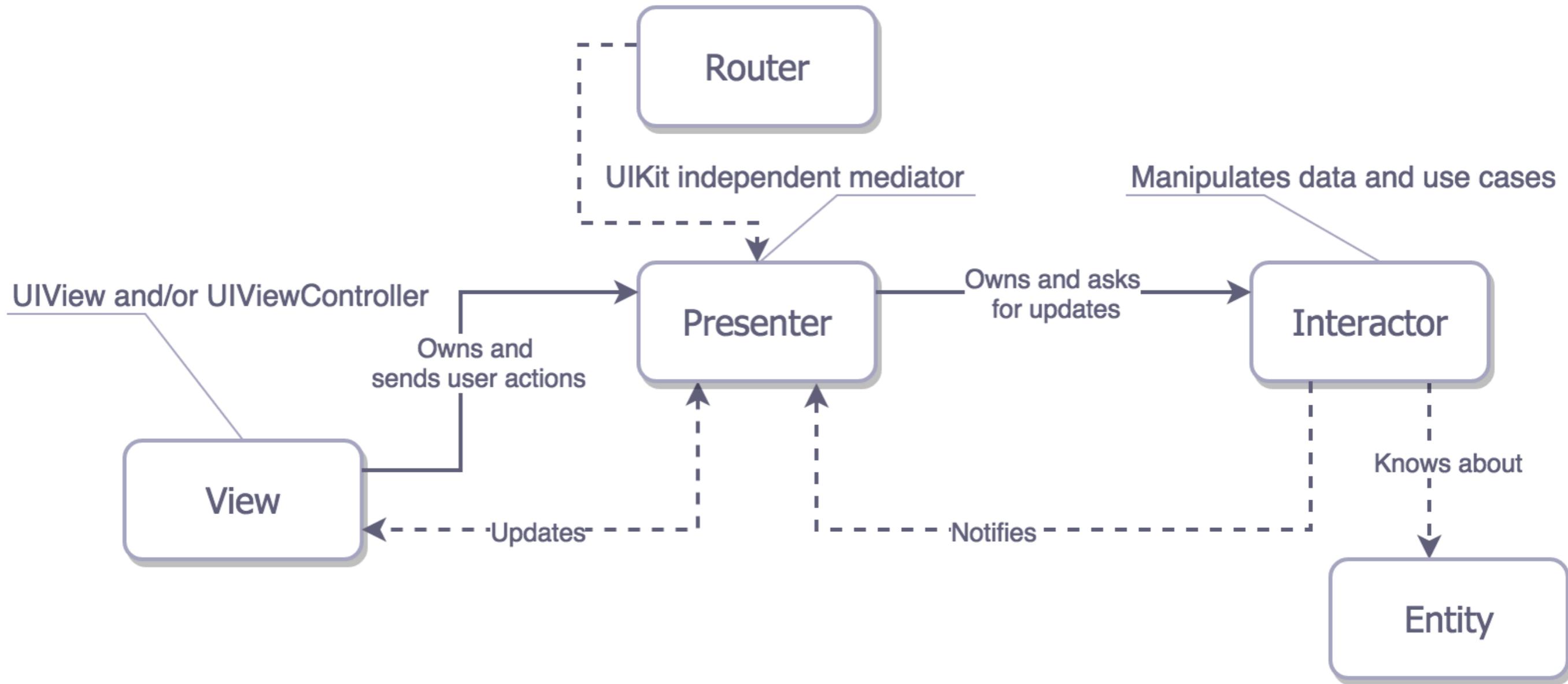
MVP



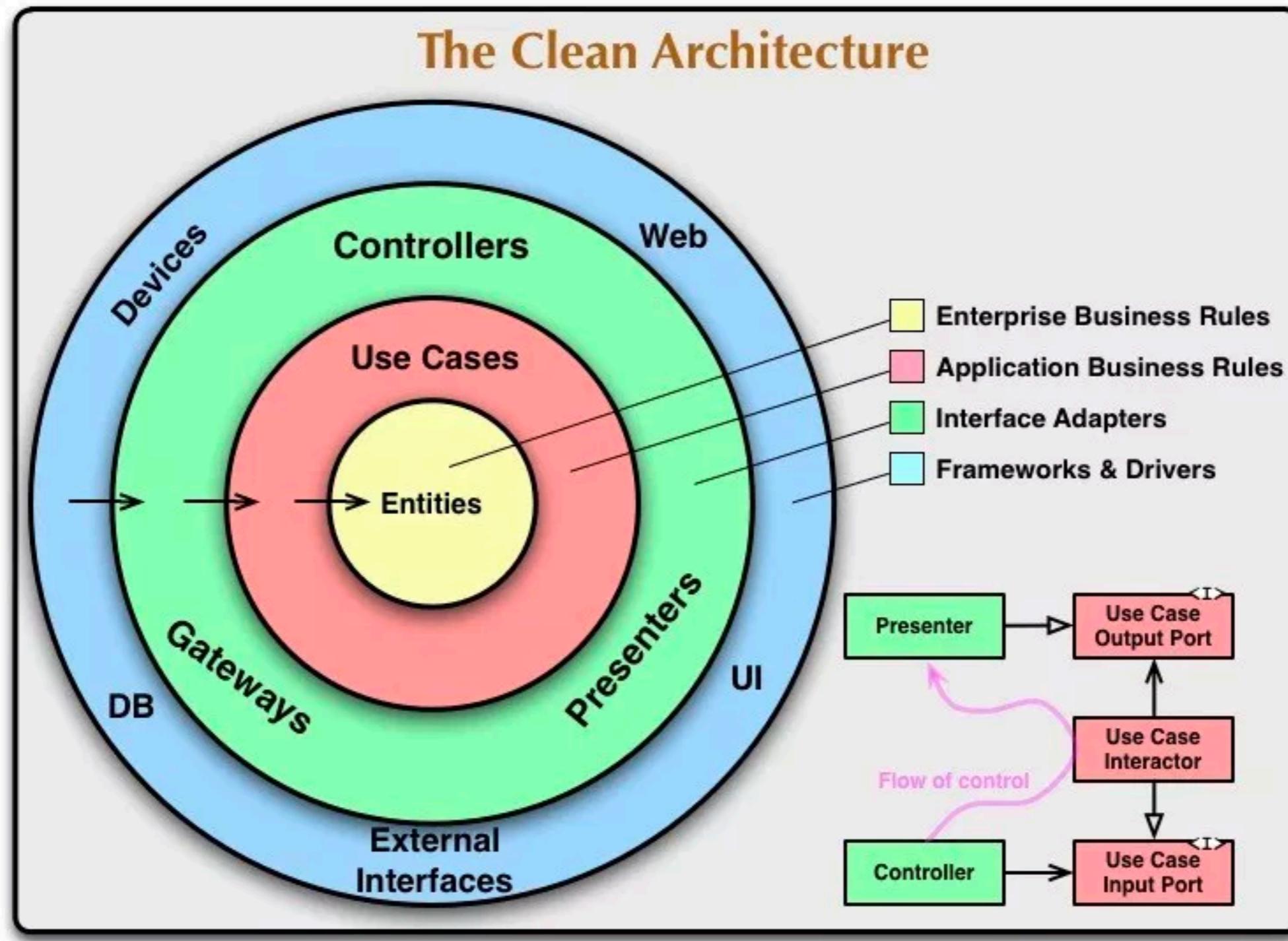
MVVM



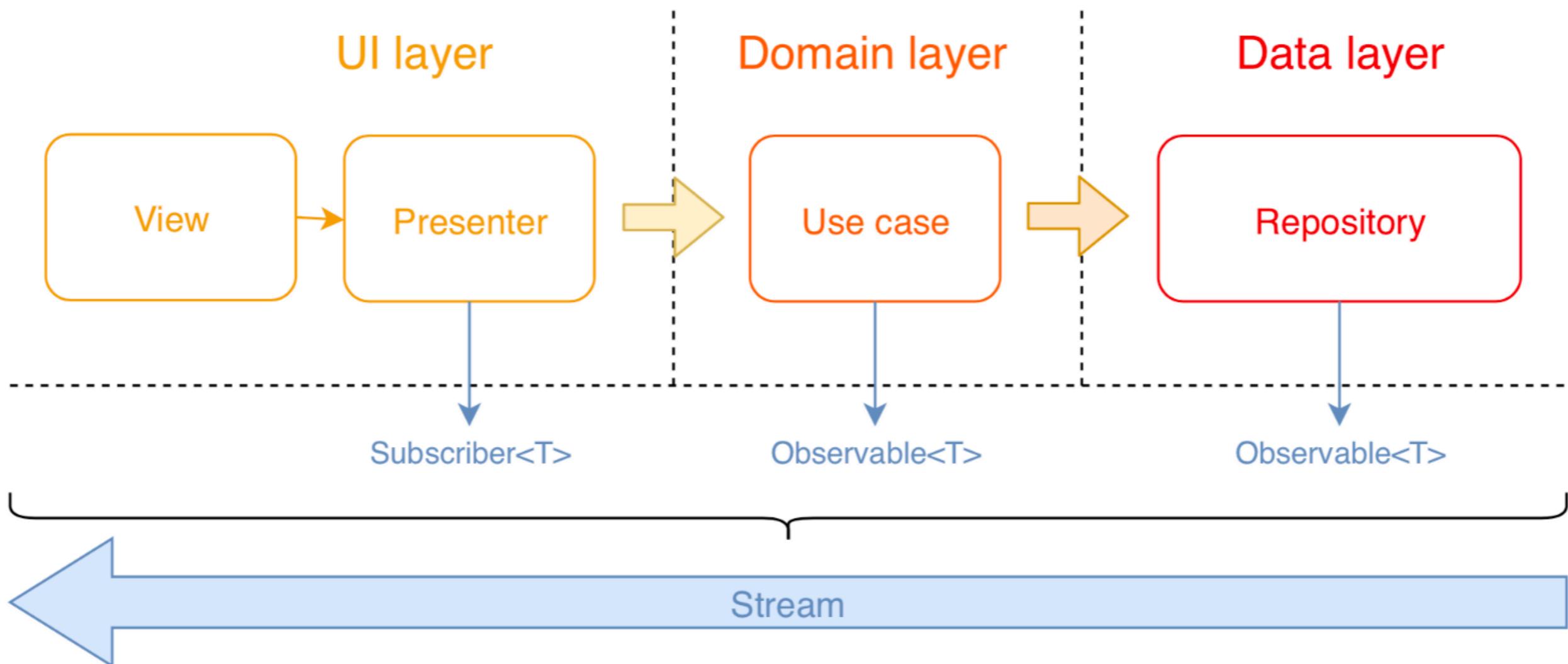
VIPER



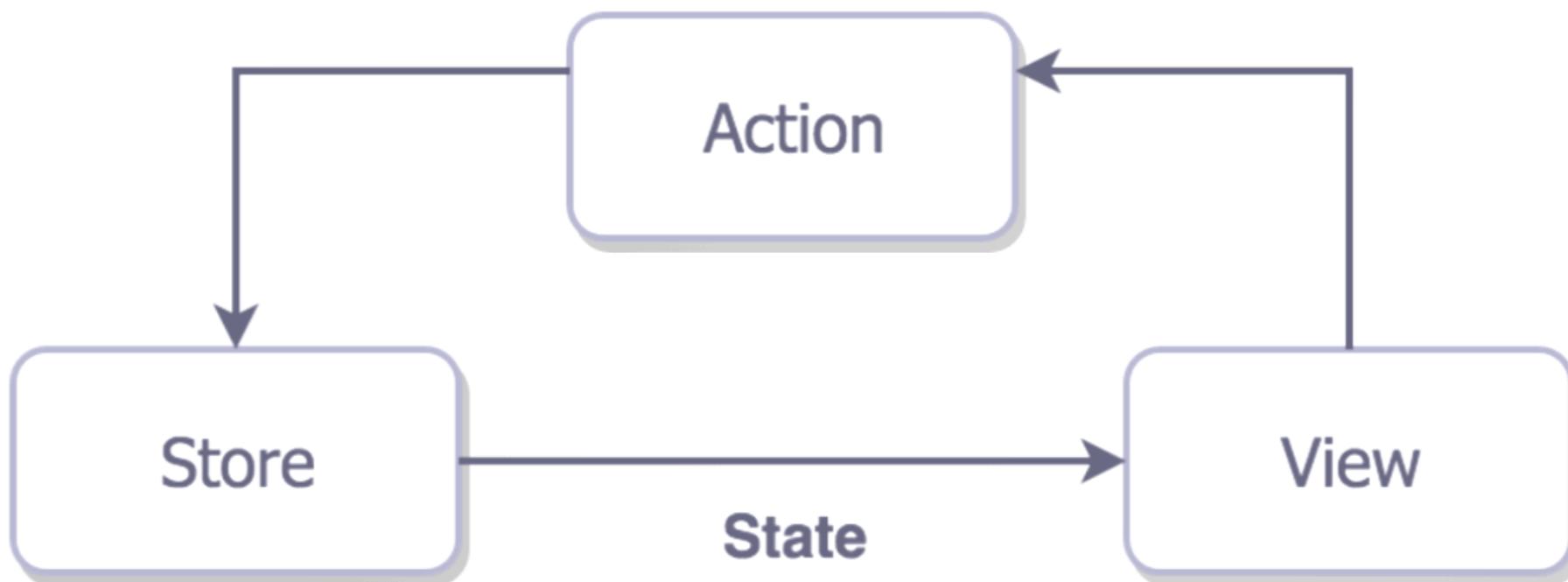
Clean Architecture



Clean Architecture



Redux-Like



No silver bullet



Workshop



More testing types



More testing type and tools

Snapshot testing

Mokey testing

Performance testing

Quick and Nimble



Performance testing

Function name start with **test**

Using **self.measure** closure for your code

No assertions

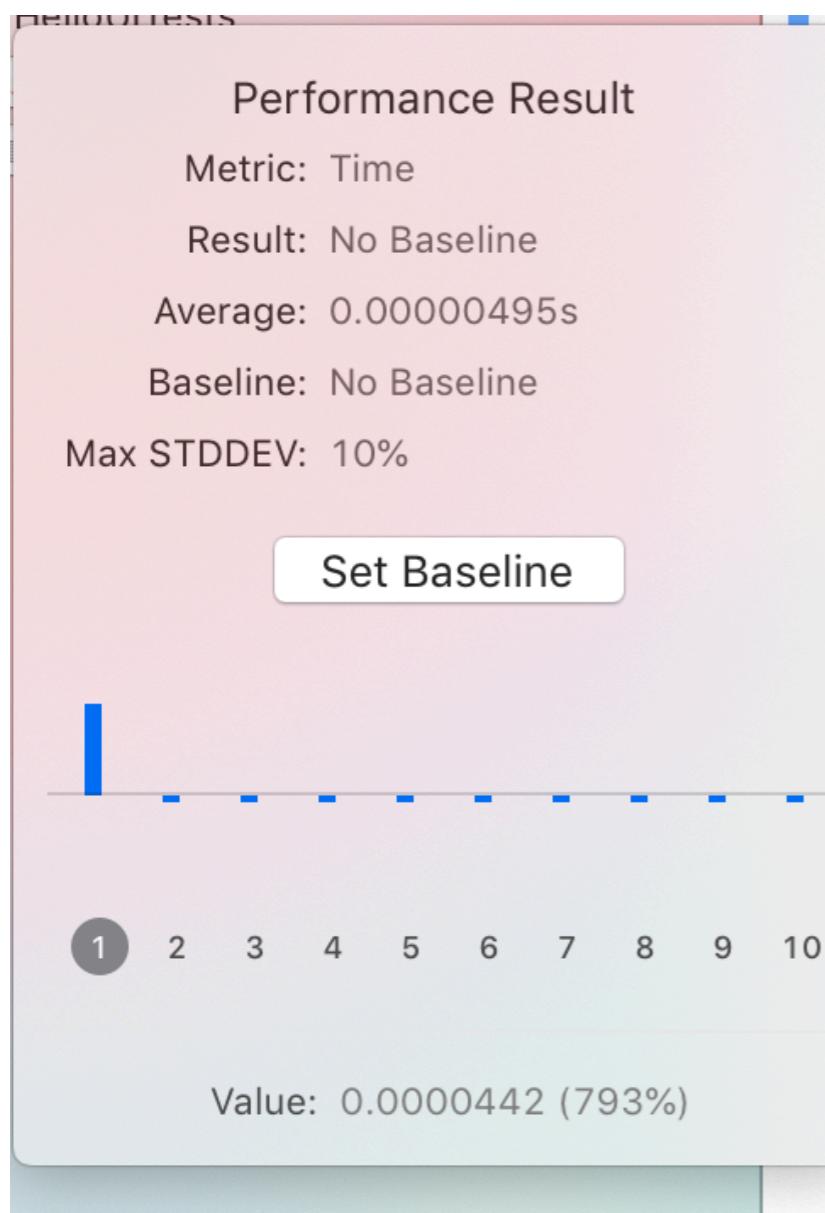
Run 10 times

Averaged for baseline

Collecting coverage data may effect performance !!



Run and set Baseline



```
29 // Assert
30 XCTAssertEqual("Hello up1", ac
31 }
32
33
34 func testPerformanceExample() {
35     // This is an example of a per
36     self.measure {
37         let greeting = Greeting()
38         greeting.sayHi(name: "up1"
39     }
40 }
41 }
42 }
```



Example

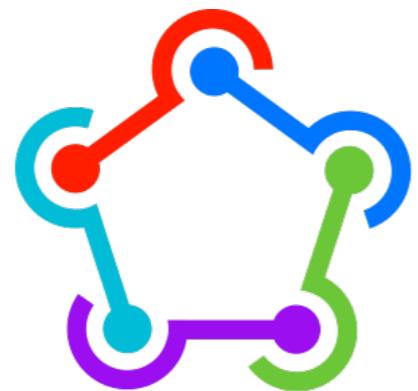
```
func testMusic() {  
    // This is an example of a performance test case.  
    self.measure {  
        let exp = expectation(description: "server fetch")  
        let music = Music()  
        music.fetchMusic(completion: { (items, error) in  
            exp.fulfill()  
        })  
        waitForExpectations(timeout: 10.0, handler: { (error) in  
            print(error?.localizedDescription)  
        })  
    }  
}
```



Workshop



Working with



fastlane



Why fastlane ?

CI/CD for iOS app

To help deployment and testing easier

Series of tools to test, build, sign and deploy iOS app



Fastlane



USE FASTLANE

INTEGRATIONS

HOW IT WORKS

CONTRIBUTE

DOCS

App automation done right

The easiest way to build and release mobile apps.
fastlane handles tedious tasks so you don't have to.

DEVELOPER HOURS SAVED

18,046,285

<https://fastlane.tools/>



Fastlane

Automate your development and release process

fastlane is an open source platform aimed at simplifying Android and iOS deployment.

fastlane lets you automate every aspect of your development and release workflow.



AUTOMATE SCREENSHOTS

Automatically generate localized screenshots for the app store

[LEARN MORE](#)

BETA DEPLOYMENT

Easily distribute beta builds to testers

[LEARN MORE](#)

APP STORE DEPLOYMENT

Publish a new release to the app store in seconds

[LEARN MORE](#)

CODE SIGNING

Reliably and consistently code sign your app—no more headaches

[LEARN MORE](#)

<https://fastlane.tools/>



Fastlane for iOS app

deliver

pem

produce

snapshot

sigh

gym

frameit

cert

scan

<https://fastlane.tools/>



Installation

Required Ruby

```
$xcode-select --install  
$sudo gem install fastlane -NV
```

<https://docs.fastlane.tools/getting-started/ios/setup/>

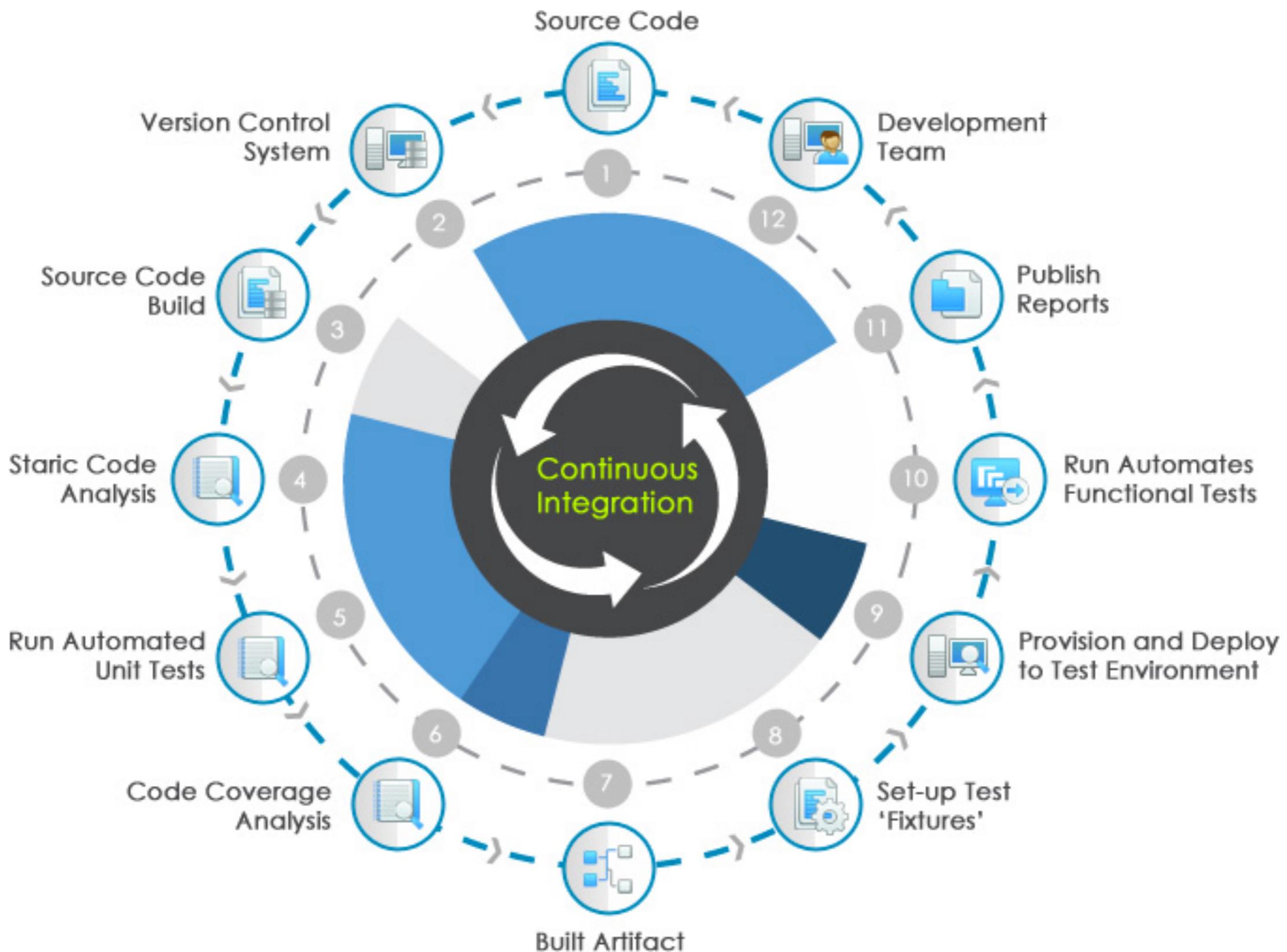


Demo and Workshop



Continuous Integration







Jenkins

Bamboo



TeamCity

> goTM



Hudson





Jenkins



Bamboo

CI is about what people do
not about what tools they use



Hudson



Continuous Integration

Discipline to integrate frequently



Continuous Integration

Strive to make **small change**



Continuous Integration

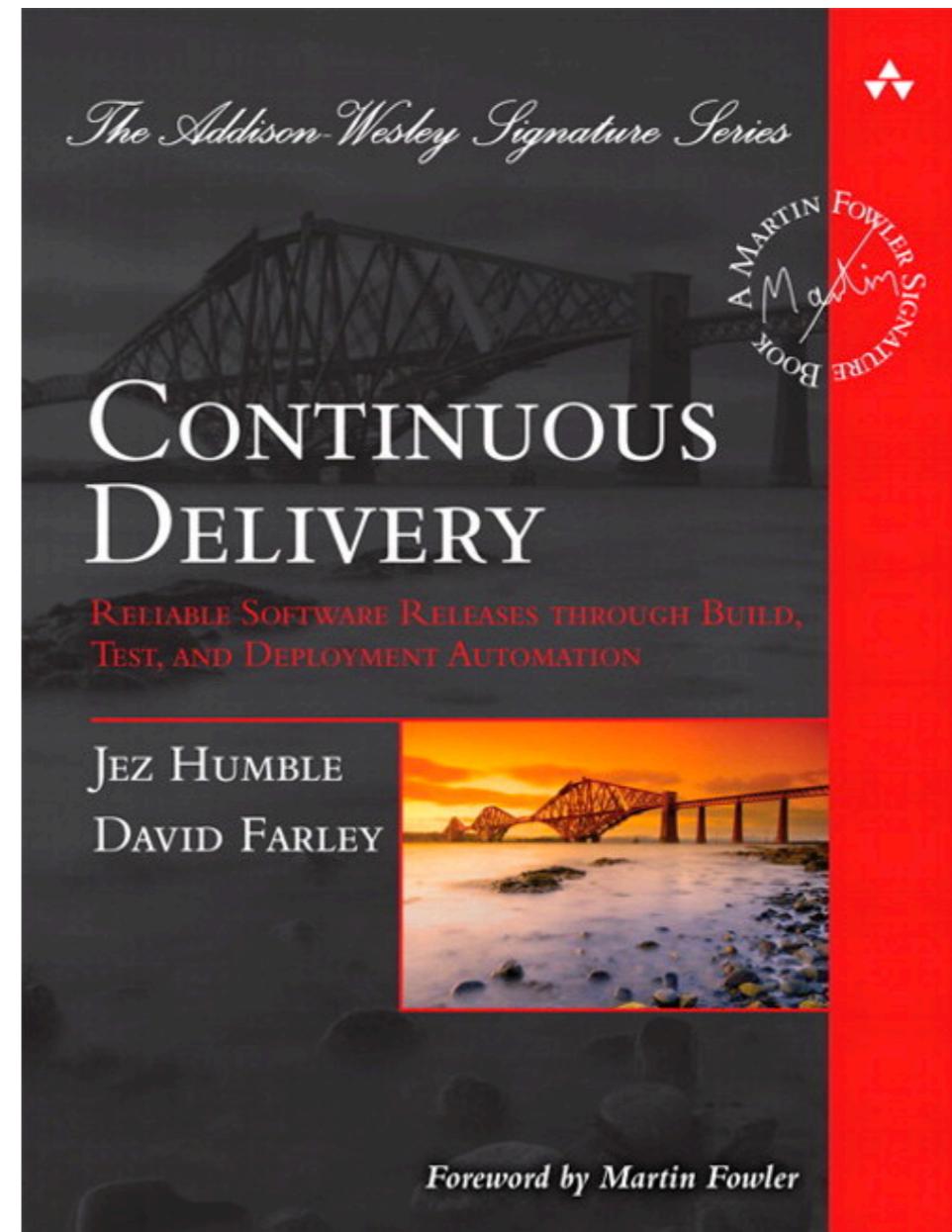
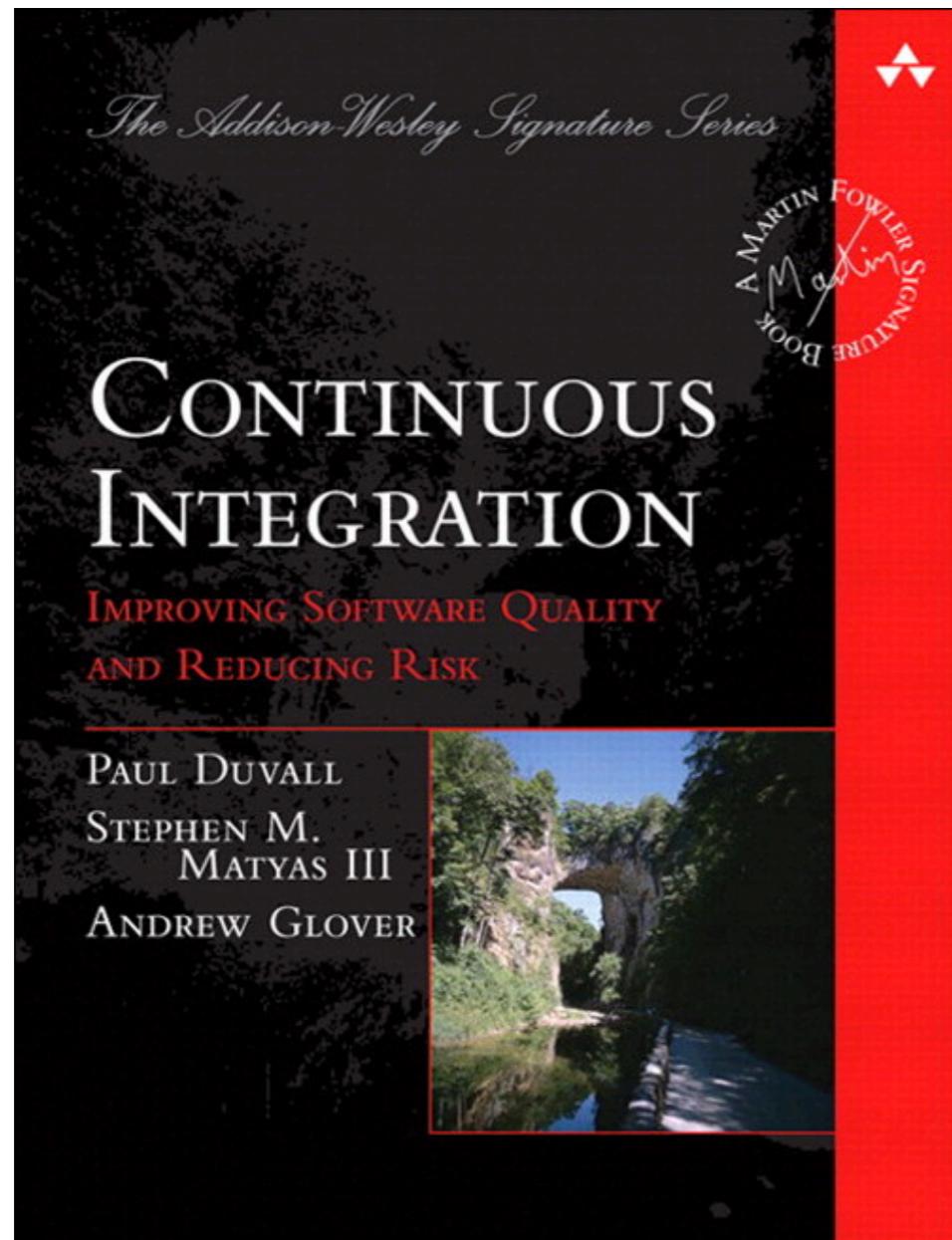
Strive for **fast feedback**



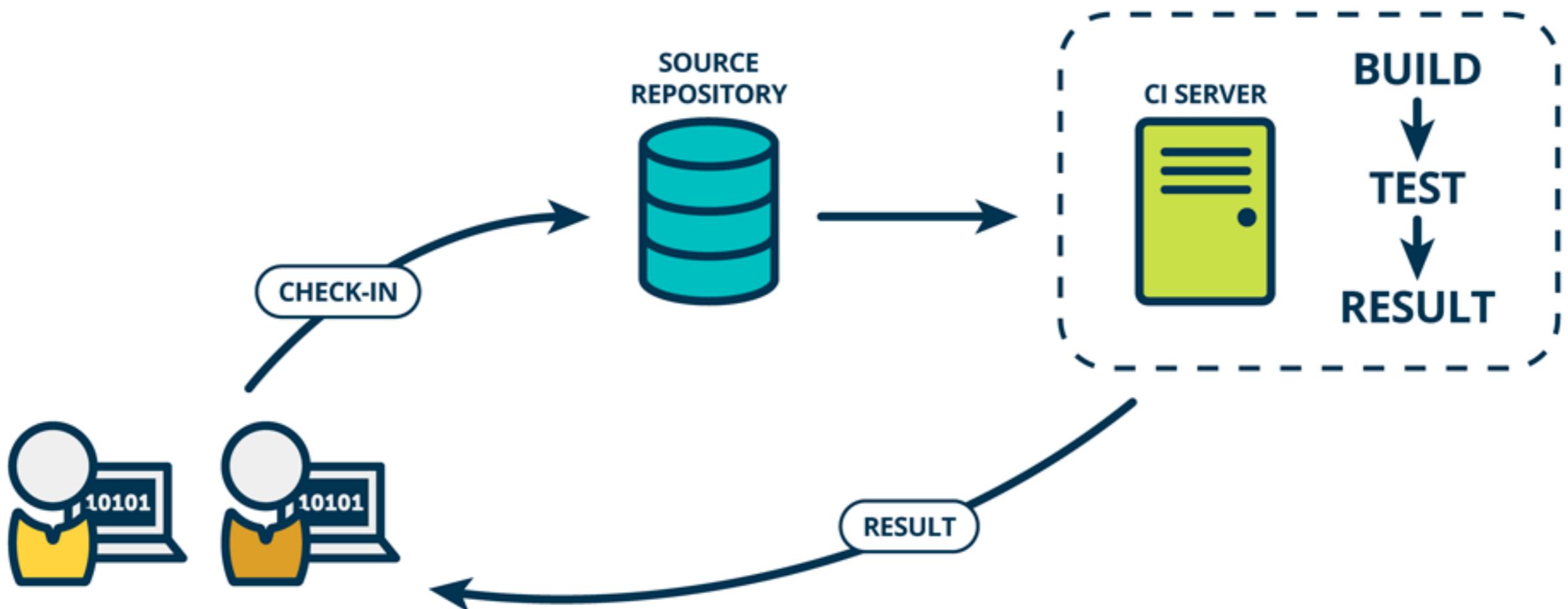
Practices of Continuous Integration



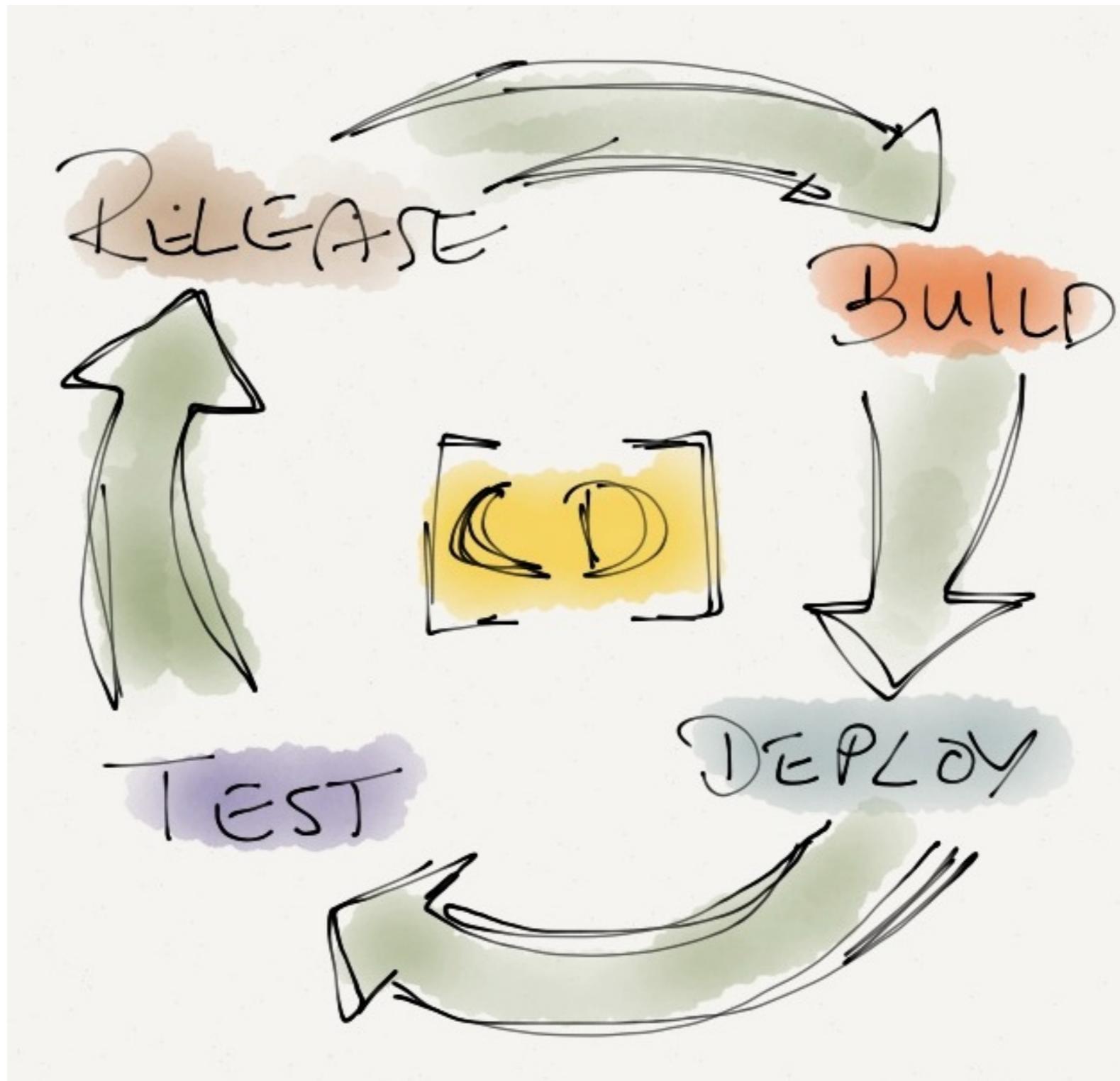
Improve quality and reduce risk



Continuous Integration



CD ?



CD ?

CONTINUOUS DELIVERY



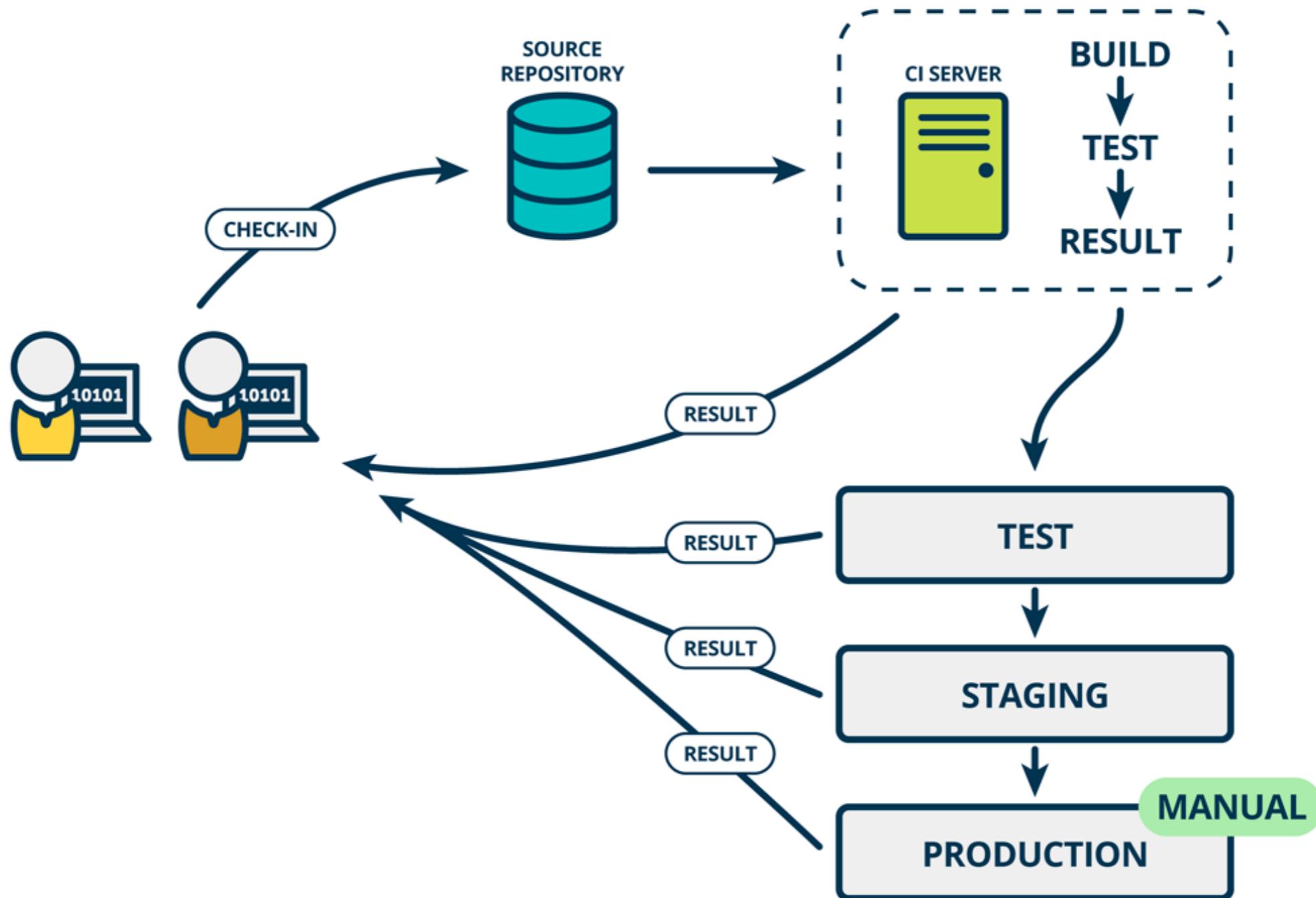
CONTINUOUS DEPLOYMENT



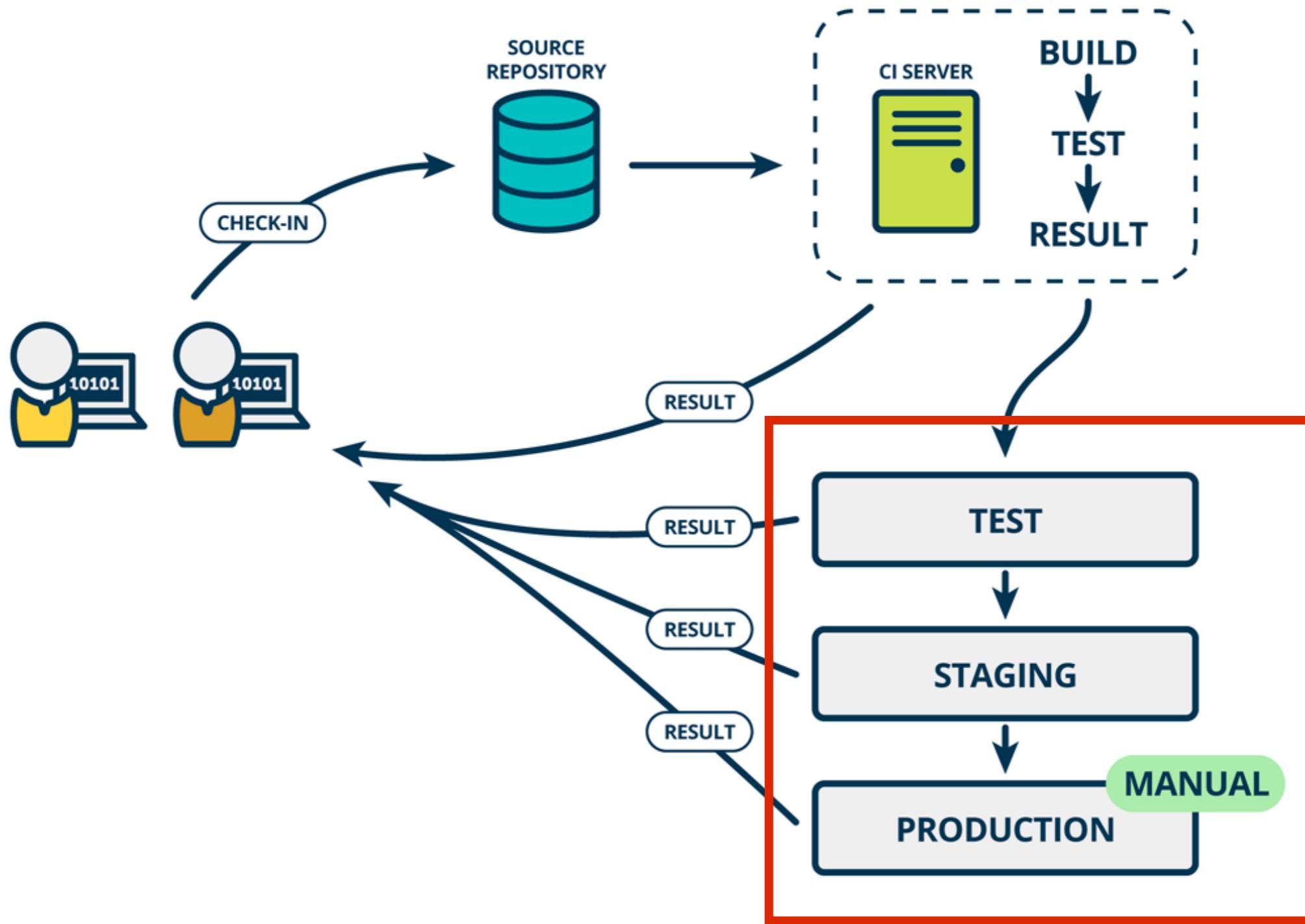
<http://blog.crisp.se/2013/02/05/yassalsundman/continuous-delivery-vs-continuous-deployment>



Continuous Delivery



Rise of DevOps



Continuous Integration

is a Software development practices



Practice 1

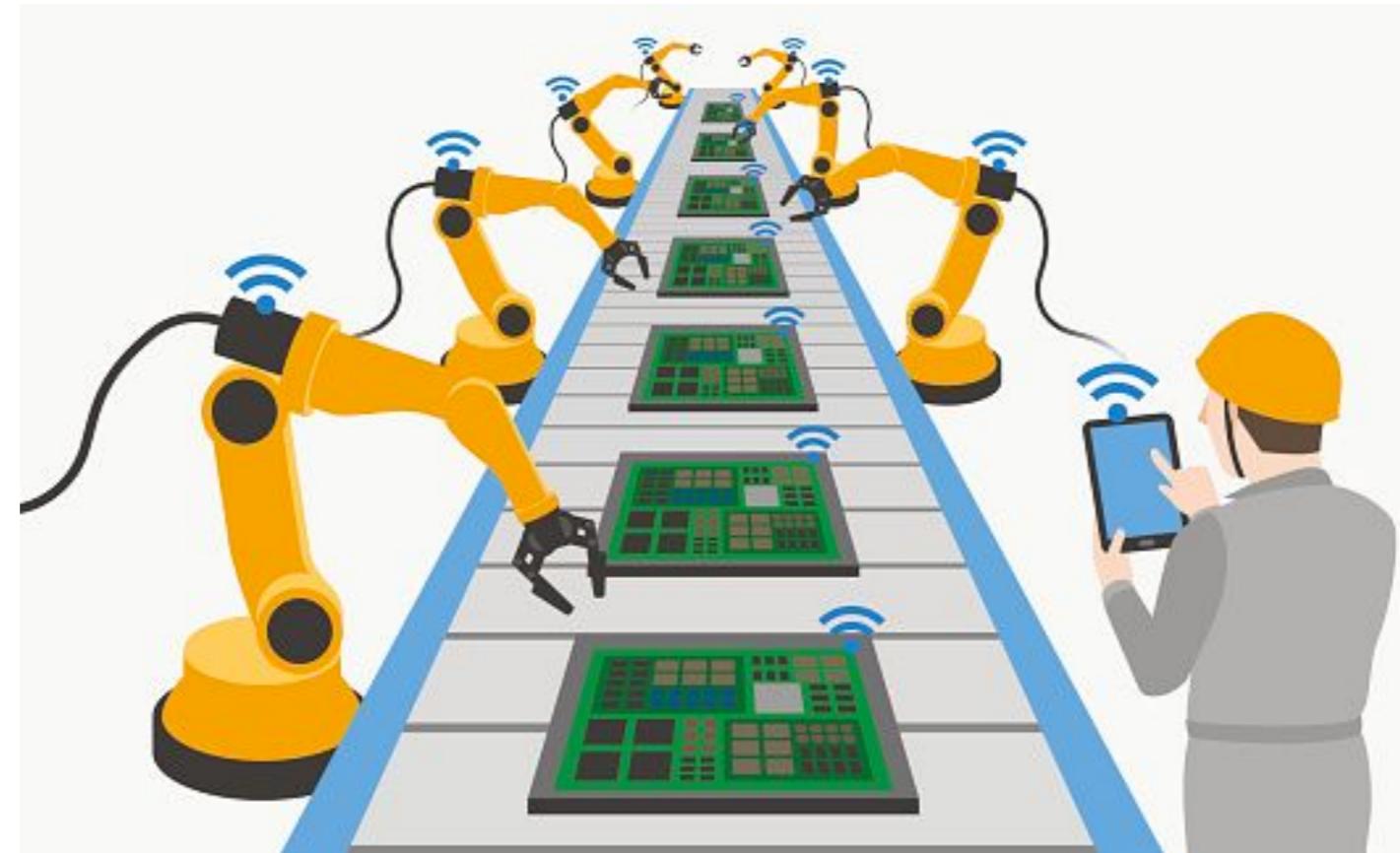
Maintain a single source repository

In general, you should store in source control
everything you need to build anything



Practice 2

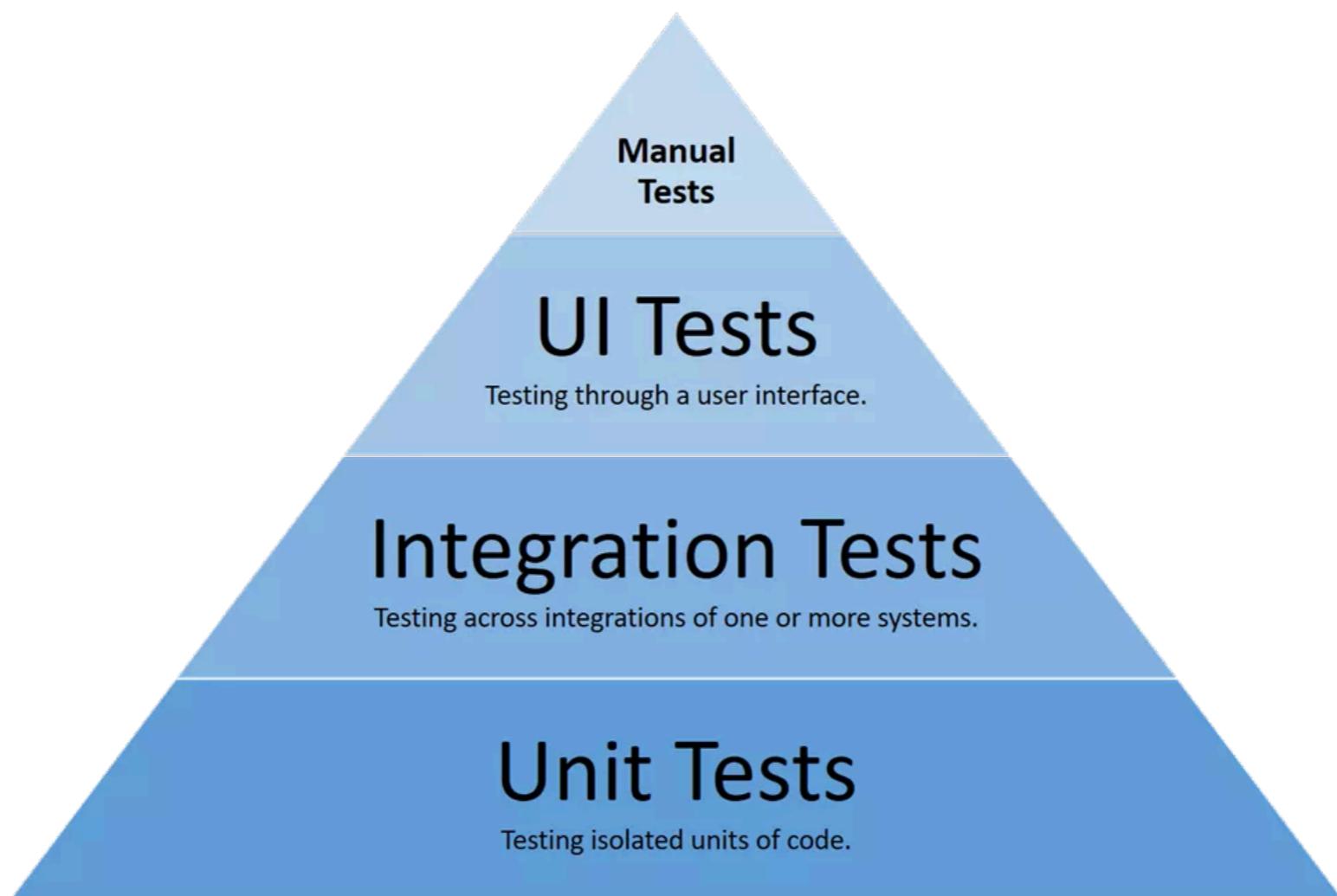
Automated the build
Automated environment for builds



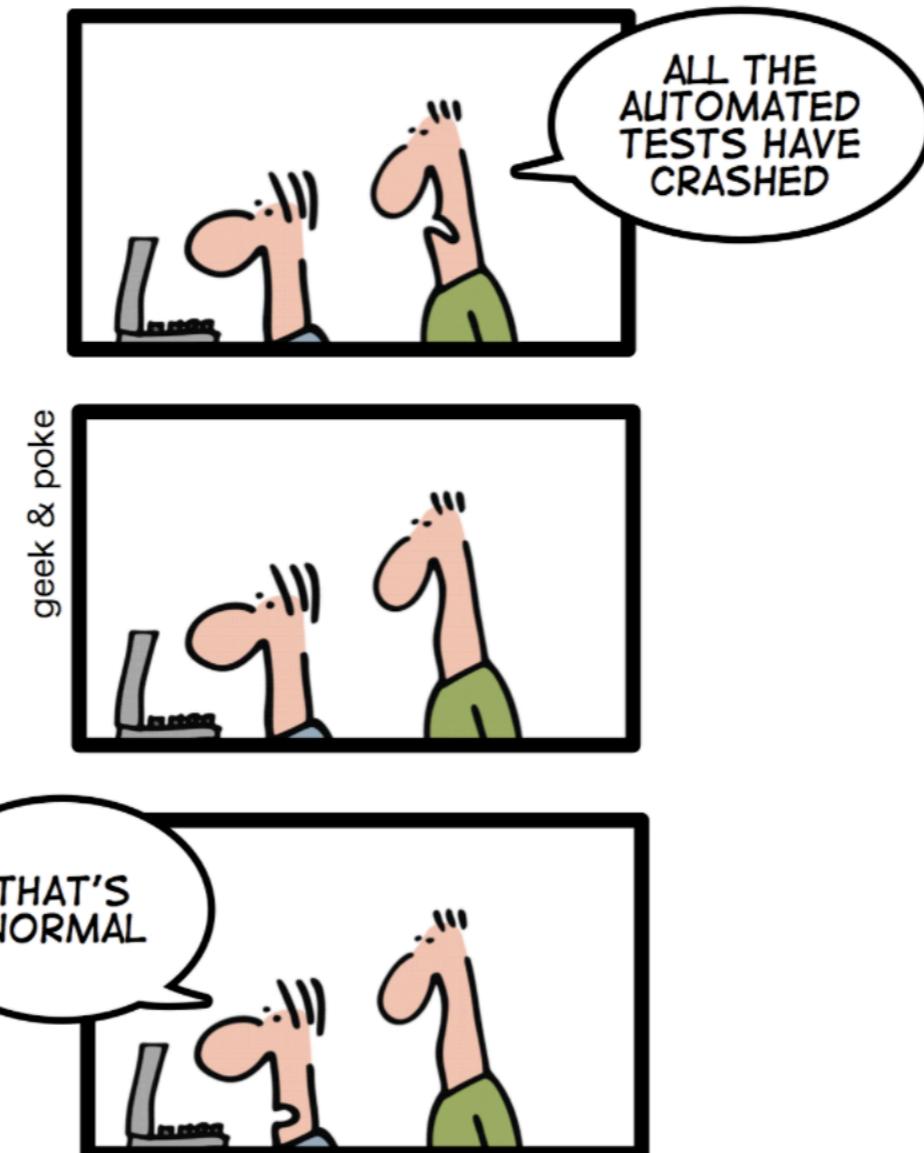
Practice 3

Make your build **self-testing**

Build process => compile, linking and **testing**



*TODAY: CONTINUOUS INTEGRATION
GIVES YOU THE COMFORTING
FEELING TO KNOW THAT
EVERYTHING IS NORMAL*



<http://geekandpoke.typepad.com/>

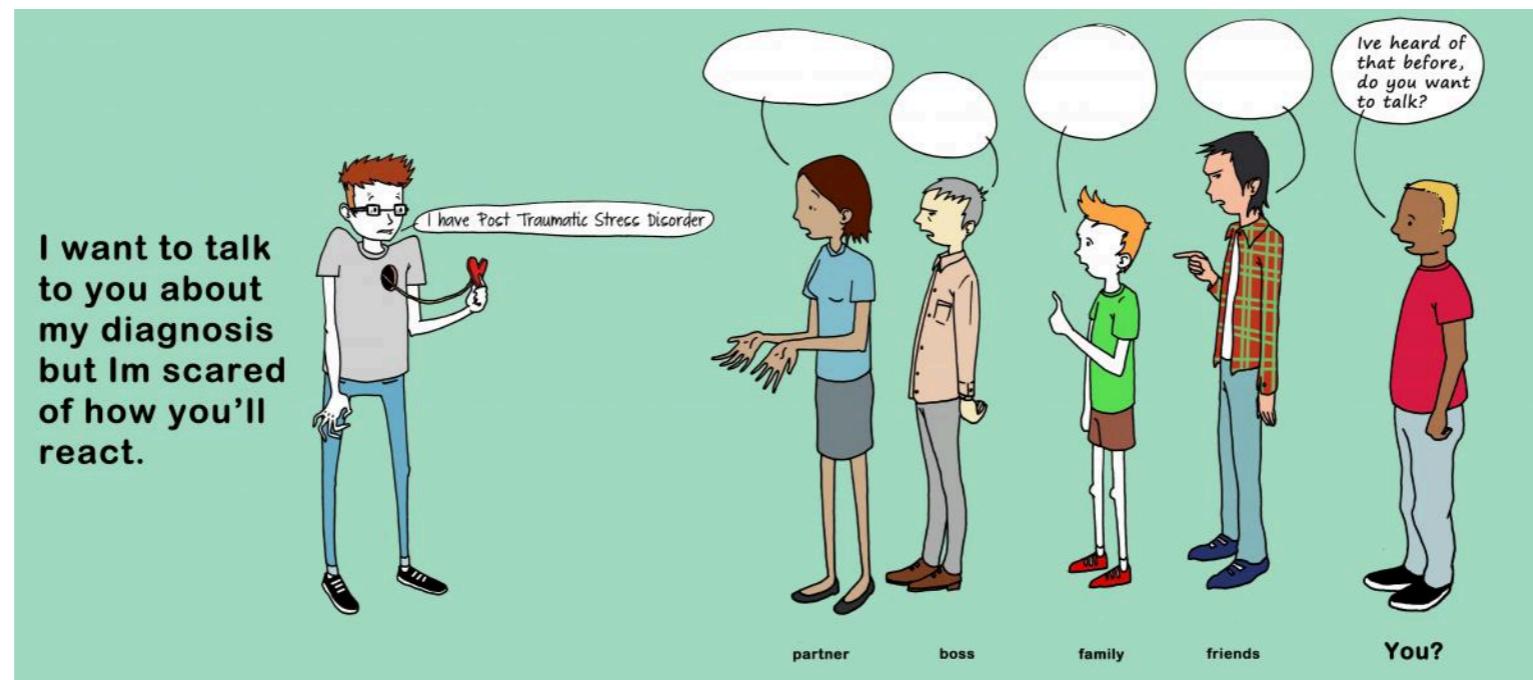


Practice 4

Everyone **commits** to the mainline everyday

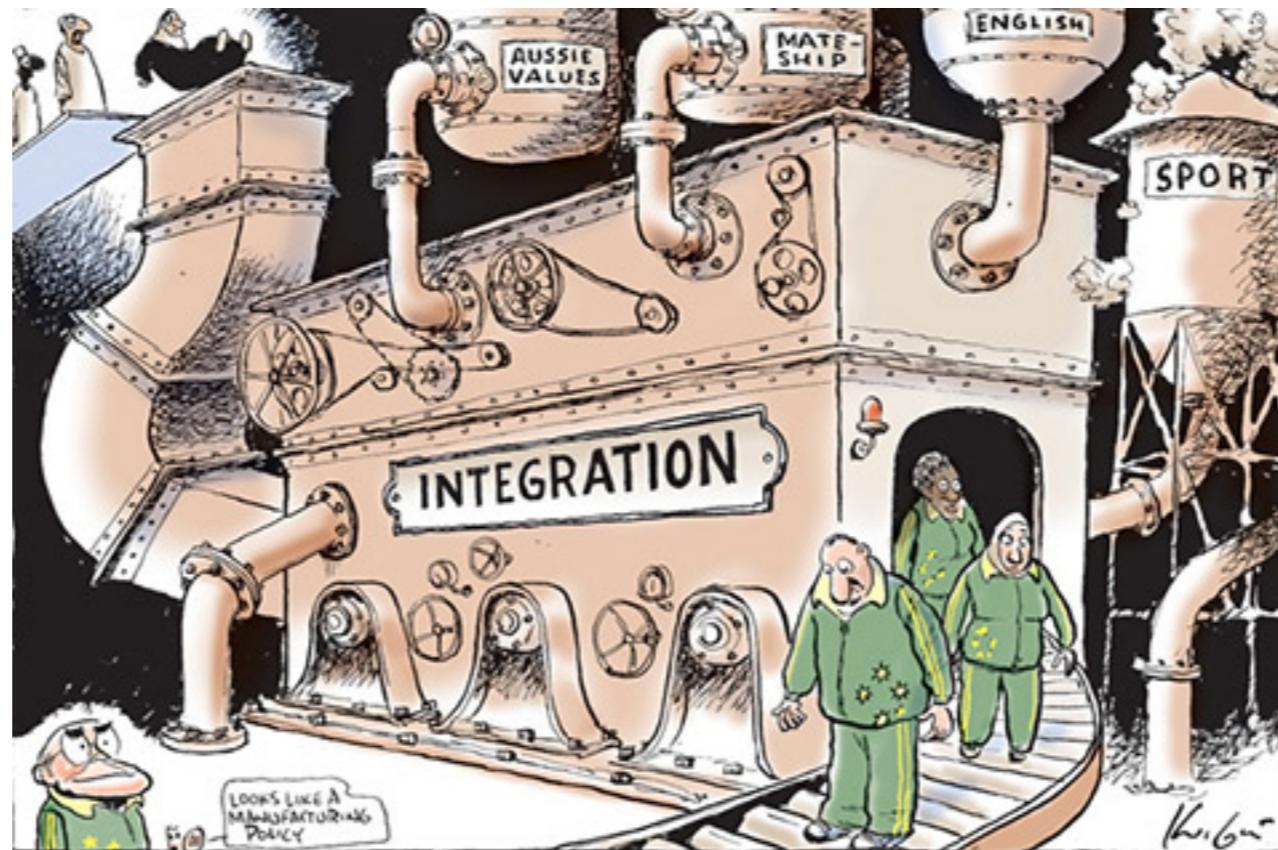
Integration is about **communication**

Integration allows developers to **tell** other developers



Practice 5

Every commits should build the mainline on an
Integration machine



Nightly build is not enough for Continuous Integration



Practice 6

Fix broken builds immediately

**“Nobody has a higher priority task than
fixing the build”**



Practice 7

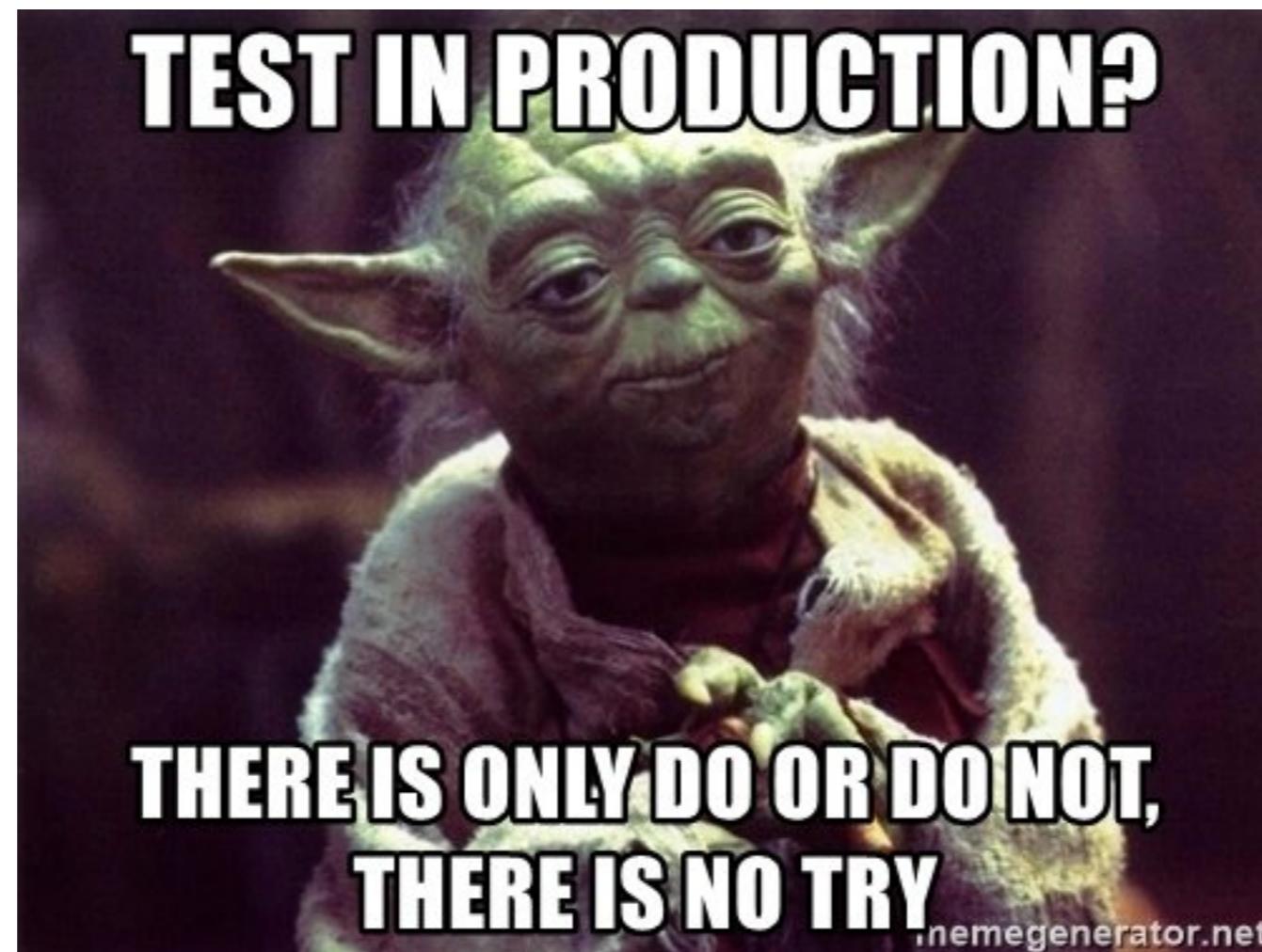
Keep the build **fast**

Continuous Integration is to provide rapid feedback



Practice 8

Test in clone of the **Production** environment



Practice 9

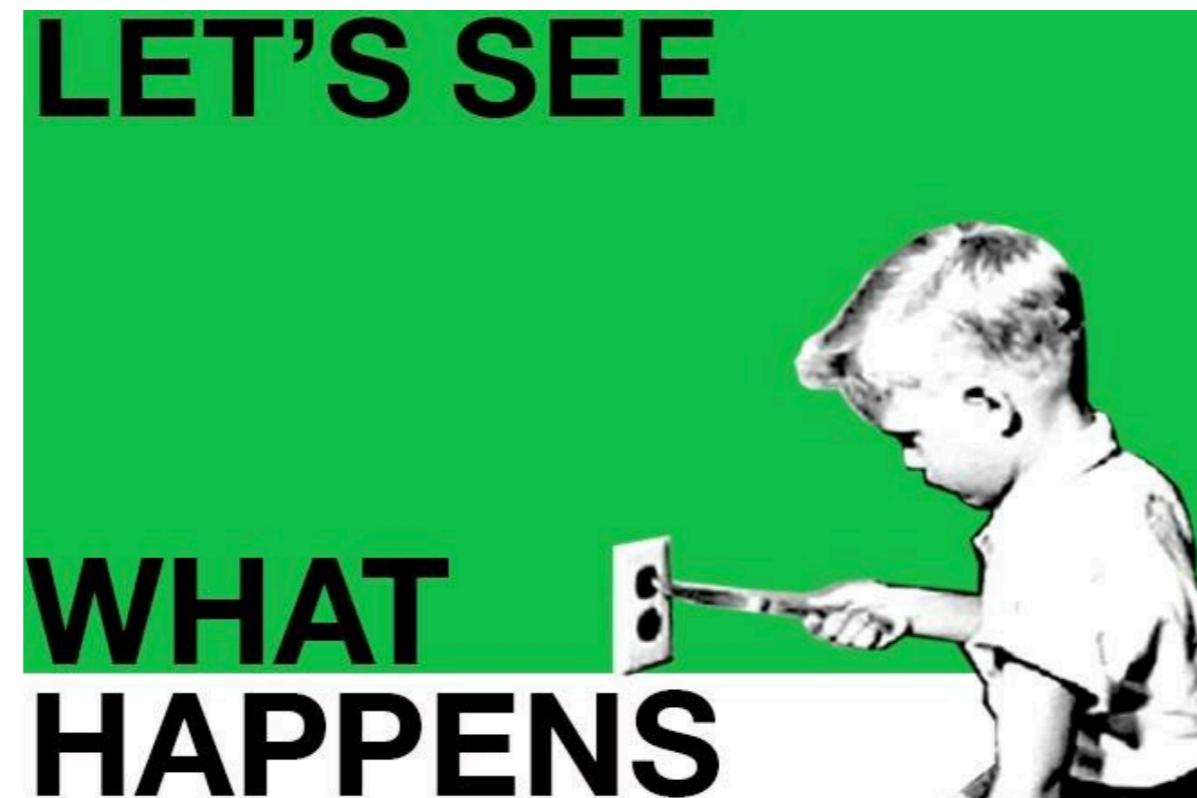
Make it easy for anyone to get
the latest executable

Make sure well known place where people can find



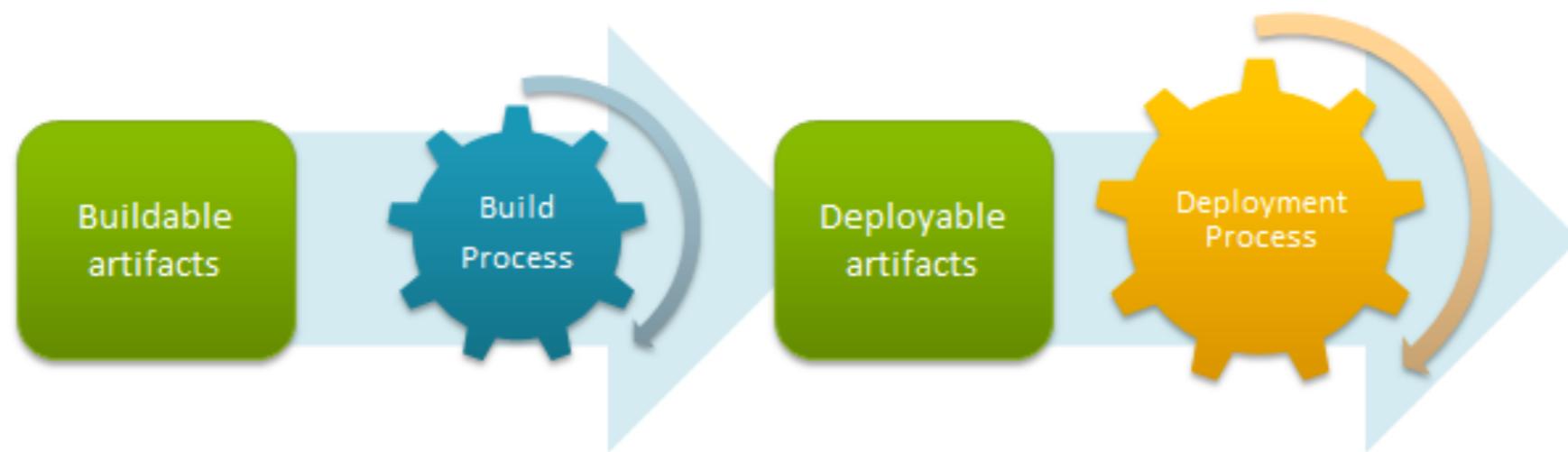
Practice 10

Everyone can see what's happening
Easier to see the state of the system and changes
Show the good information



Practice 11

Automated deployment



How to achieve the CI ?



1. Use good version control

Local
Centralize
Distributed



VSS = A brown粪便 emoji with three wavy lines above it, representing a臭屎 (臭屎).

JUST SAY NO!



2. Choose Branch strategy

Main only

Development isolation

Feature isolation

Release isolation

Service and Release isolation

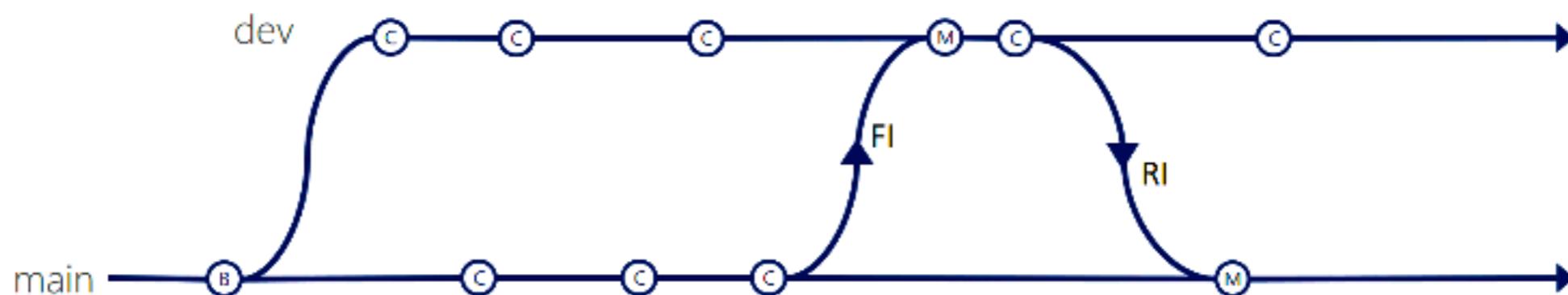
Service, Hotfix and Release isolation



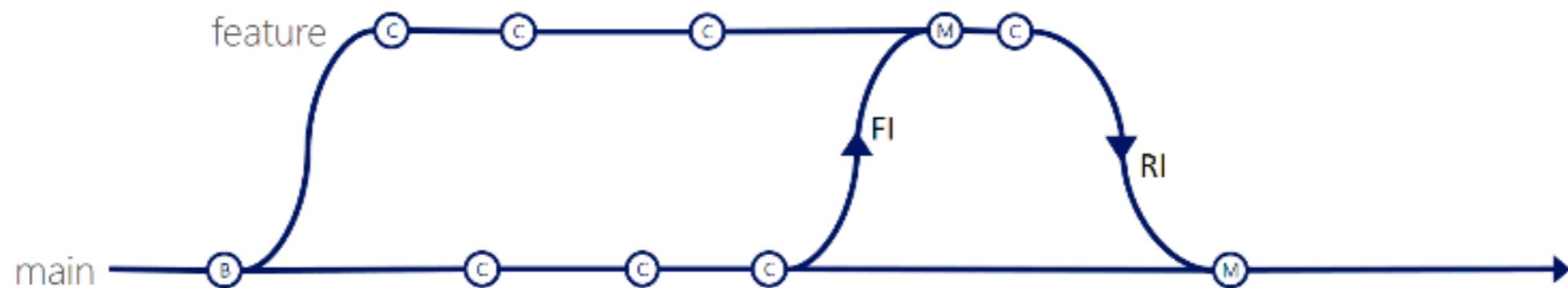
Main only



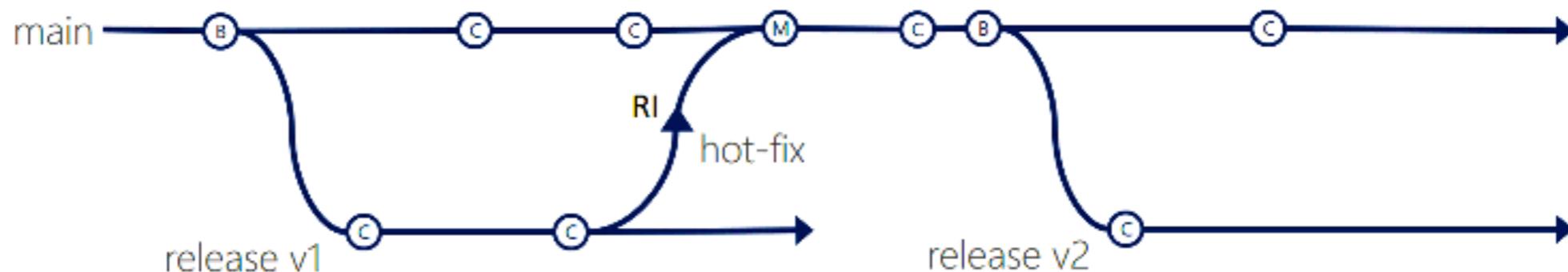
Development isolation



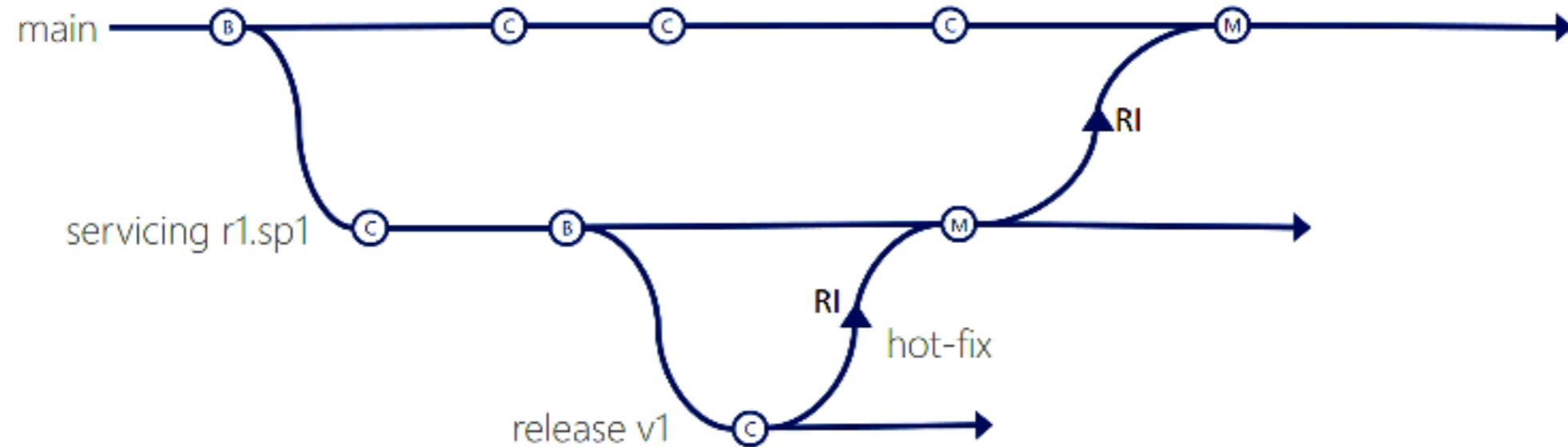
Feature isolation



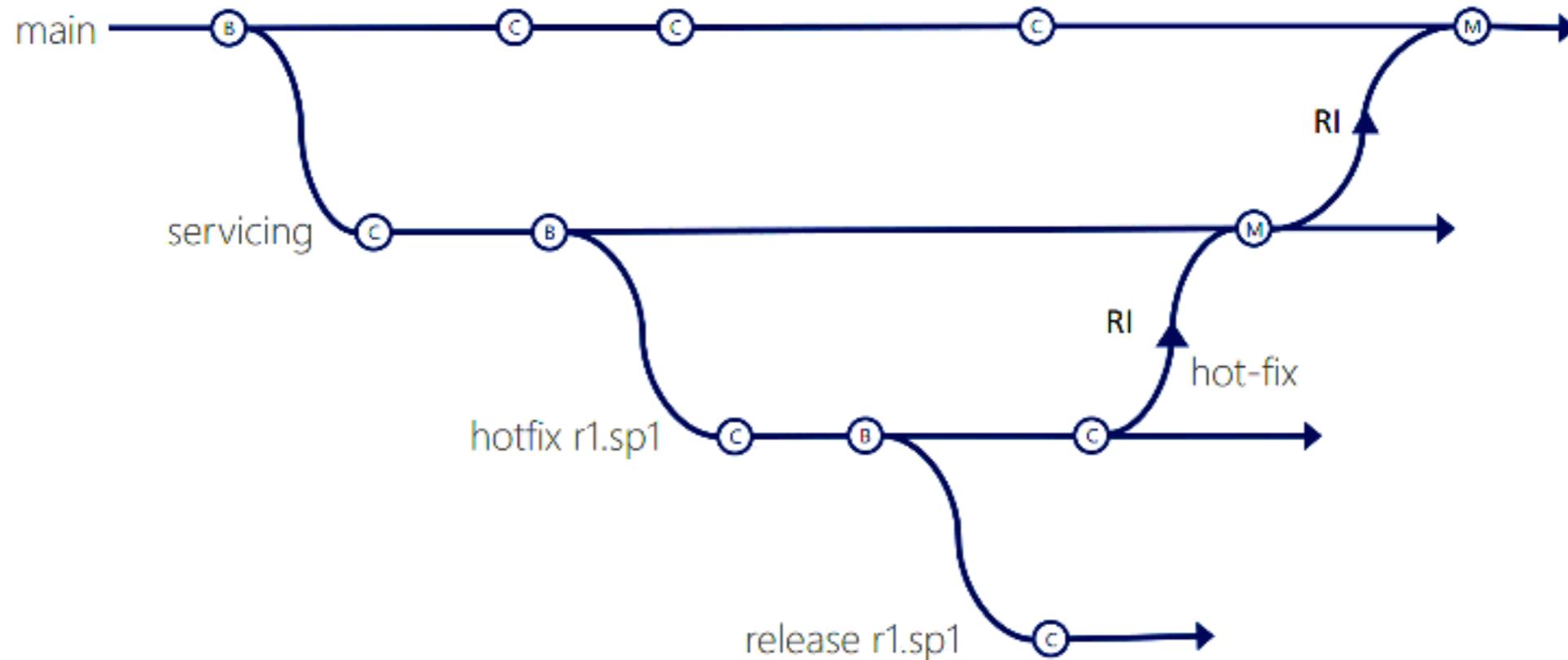
Release isolation



Service and Release isolation



Service, Hotfix, Release isolation



Validate, Validate and Validate

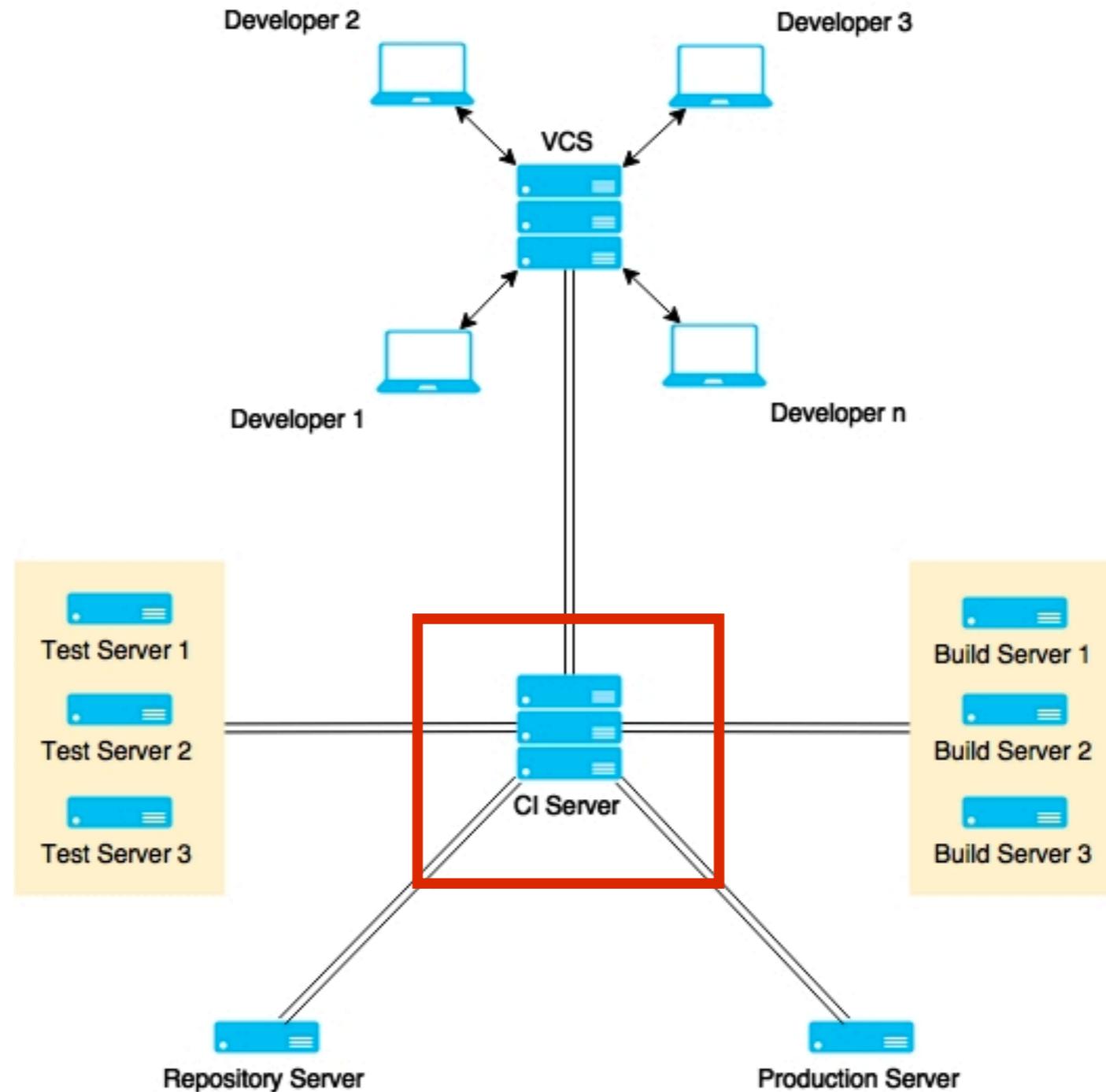


Suggestion

Keeping branches short-lived, merge conflicts are keep to as few as possible



3. Use good CI tool





Jenkins

Bamboo

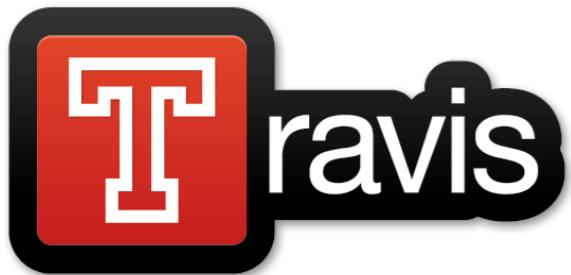


TeamCity

> goTM



Hudson



4. Use good build tool

- Javascript
 - Gulp, Grunt, Brocolli



- C#/.NET
 - Nant, MSBuild



- Java/JVM
 - Ant, Maven, Gradle, SBT, Leiningen



sbt gradle



More ...

Use static code analysis
Automated testing
Automated deployment
People discipline/habit



**“Behind every successful agile
project, there is a
Continuous Integration Server”**



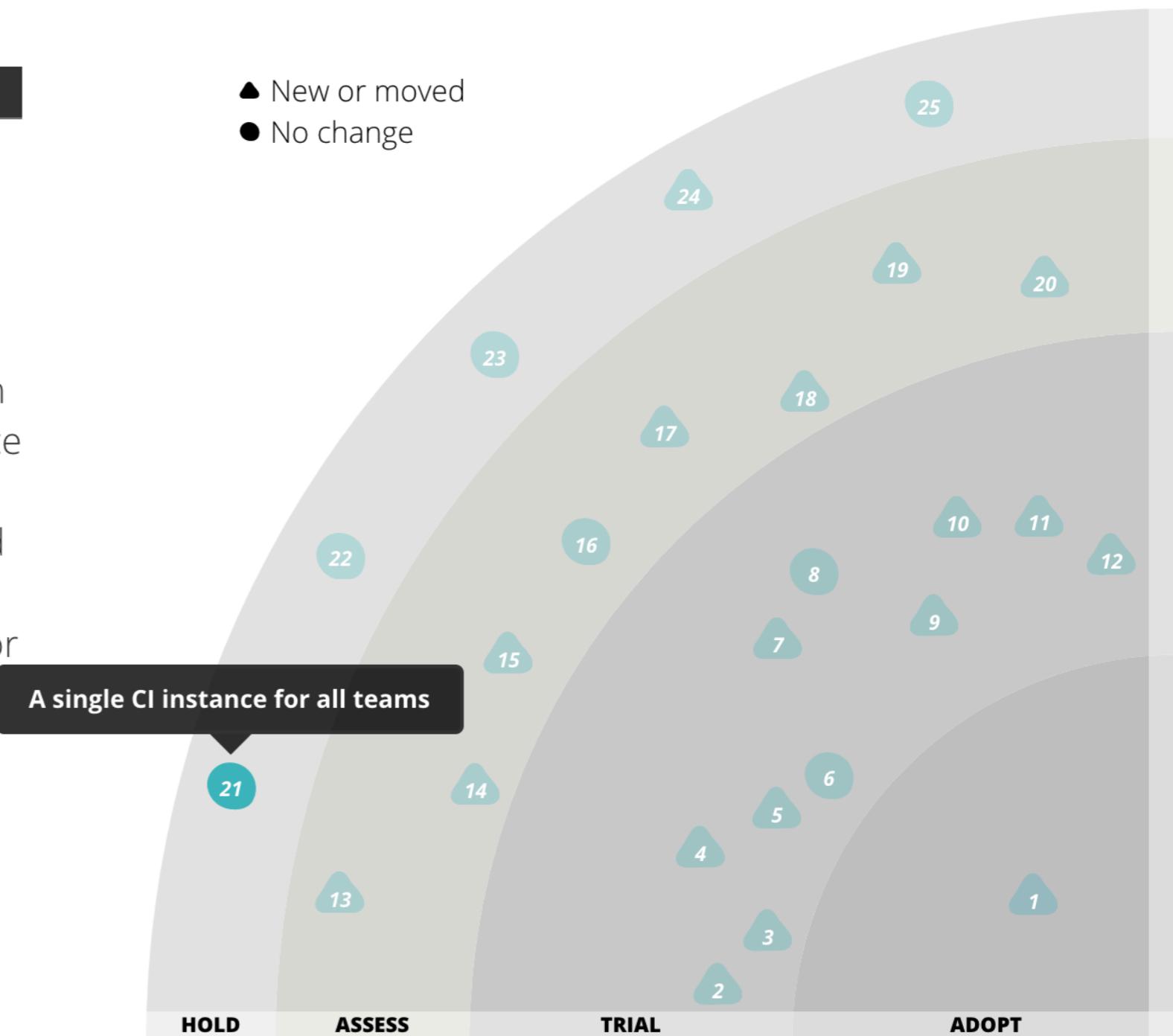
Anti-pattern for CI Server

● HOLD ?

21. A single CI instance for all teams

We're compelled to caution, again, against creating **a single CI instance for all teams**. While it's a nice idea in theory to consolidate and centralize Continuous Integration (CI) infrastructure, in reality we do not see enough maturity in the tools and products in this space to achieve the desired outcome. Software delivery teams which must use the centralized CI offering regularly have long delays depending on a central team to perform minor configuration tasks, or to troubleshoot problems in the shared infrastructure and tooling. At this stage, we continue to recommend that organizations limit their centralized investment to establishing patterns, guidelines and support for delivery teams to operate their own CI infrastructure.

- ▲ New or moved
- No change



<https://www.thoughtworks.com/radar/techniques>



Demo CI/CD with Jenkins

