UI Automation : A Primer

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About Myself...

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Test Categories

Unit Testing

- Testing from developer's perspective.
- Testing that a particular function is right
- Rest of system mocked up

Functional Testing

- o Testing from user's perspective.
- Testing that system behaves right

Today we talk about Functional Testing

Functional Testing - Manual

Pros

- Non programmer can do it
- No special hardware/software required
- Some aspects have to be manually tested eg. the actual rendering, user experience

Cons

- Time consuming (regression, large data sets and use cases)
- Lack of Reproducibility/ traceability ("Not sure what I did exactly to cause the app to crash..")

Functional Testing - Automated

Pros

- Saves time, effort
 - Will offset the initial cost of writing the test scripts
- Consistency / Repeatable / Traceable
- Regression
- Large numbers of test data sets
- Continuous Integration

Cons

Need some programming skills

Options

Tool	Platform	Scripting Language	Technical Details
Calabash	iOS/Andoird (Device & Simulator)	BDD. Feature descriptions written in Gherkin. Test steps in Ruby.	Uses Cucumber for driving tests. A HTTP bounjour server runs in your app and accepts commands from test driver (HTTP/JSON). Open Source. Uses Private APIs
Frank	iOS (Device & Simulator)	BDD. Feature descriptions written in Gherkin. Test steps in Ruby.	Uses Cucumber for driving tests. A HTTP Frank server runs in your app and accepts commands from test driver over "Franky" protocol (HTTP/ JSON). Open Source Uses Private APIs
KIF	iOS (Simulator/ device)	Objective-C	Framework integrated into app. No HTTP server or external driver. Open Source.

Options

Tool	Platform	Scripting Language	Technical Details
Fone Monkey/ Monkey Talk	iOS/Andoird (Device & Simulator) & Web Apps	JS, Obj-C, monkeyTalk scripts	Record actions using MonkeyTalk console, save/edit script & playback. Open Source . Premium Support will cost \$\$\$

We'll discuss UIAutomations today

UI Automation

- Automated functional test framework from Apple
- Ul interactions with app driven using test scripts
- Test scripts written in Javascript
- Test scripts executed using "Automation" instrument
- Actively developed & maintained (well....maybe)

UI Automation

- Good user interaction coverage
- Can work with no/minimal app changes (recommend UIAccessibility)
- Works on simulators and devices
- Only on apps that are signed with development profile
- Simplicity

UI Accessibility

- Informal Protocol
- Interface to assist people with disabilities
- Uniquely identify every element in the view hierarchy
- Every UlKit element can be specified to be accessible, using "label" attribute
- Recommended to use w/ UI Automations
 - o In order to interact with an element, you need to identify it
- Identifying element by position makes script fragile

UI Accessibility Rules

Individual View

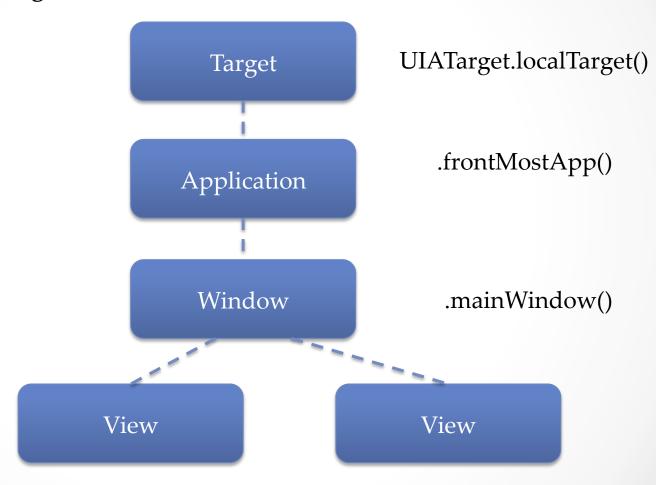
- Enable Accessibility
- Set Accessibility Label on the view

Container View

- Disable Accessibility on container view
- Enable Accessibility on every contained view that you want accessible
- Specify Labels for container and contained views

UI Element Hierarchy

[UIAElement].logElementTree()



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Tuneup.js

- A set of Javascript utilities to facilitate writing of UlAutomation scripts
- Lot of convenience Wrapper functions to handle repetitive tasks (is DeviceiPad, is DeviceiPhone, assert Left Button Named...)
- Enforce a structure to your test scripts –
 Invoke "test" function
- Alex Vollmer, http://www.tuneupjs.org

Demo

Get it at: http://priyaontech.com/ndownloads

Thank you!

Further Reading: **Test iOS Apps with UI Automation**Bug Hunting Made Easy

By Jonathan Penn

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