

The book was found

Test iOS Apps With UI Automation: Bug Hunting Made Easy



Synopsis

If you're an iOS developer or QA professional tapping through an app to reproduce bugs or performance issues you thought were solved two releases ago, then this is your book. Learn how to script the user interface, assert correct behavior, stub external dependencies, reproduce performance problems, organize test code for the long haul, and automate the whole process so the machine does the work. You'll walk through a comprehensive strategy with techniques using Apple's tools that you can apply to your own apps. Automated user interface testing is an important part of a comprehensive testing strategy for iOS applications. By scrutinizing your app through the eyes and actions of the user, you raise confidence that features are wired up right and behave as you expect. Through this book you'll learn how to do full-stack testing of your iOS apps in both the simulator and on the device with Apple's built-in tools. You'll write behavioral tests in UI Automation that help protect against regressions. You'll write scripts to repeat steps in Instruments to reproduce performance bugs. With a little ingenuity, you'll build a workflow that gives the feedback you need. Grow a test suite by working with a real application that uses Core Data and network requests. Learn how to describe expected behavior in test scripts, launch the app in a specific state, and stub external dependencies for completely isolated and repeatable tests. Along the way, you'll practice how to organize your test code and run it hands-free from the command line. By the end, you'll have the tools and habits you need to tackle the unique testing problems you'll face while building best-of-breed native iOS apps for your users. What You Need You'll need a Mac running at least Mac OS X Lion (10.7) and Xcode 4.6.

Book Information

File Size: 1736 KB

Print Length: 200 pages

Page Numbers Source ISBN: 1937785521

Simultaneous Device Usage: Unlimited

Publisher: Pragmatic Bookshelf; 1 edition (August 1, 2013)

Publication Date: September 19, 2013

Language: English

ASIN: B00FAXNM2U

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #964,490 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #76

inÂ Books > Computers & Technology > Programming > Languages & Tools > Debugging #373

inÂ Books > Computers & Technology > Programming > Apple Programming #578 inÂ Books >

Computers & Technology > Programming > Software Design, Testing & Engineering > Testing

Customer Reviews

This book has made creating iOS Automation scripts much easier than it would have been with the Apple Instruments User Guide alone. Although, I do think reading the Apple Instruments User Guide is worthwhile. The Instruments User Guide gives you a nice overview of Instruments, but does not come close to the information this book provides on UI automation. I also recommend checking out the Apple UI Automation JavaScript Reference. At least breeze through it to get an idea of what it contains. The book starts off by jumping right into capturing a script from the simulator and provides a nice overview of the Instrument's trace-document window. Then Chapter 2 jumps right in to creating automated acceptance-test scripts using JavaScript, which is the language used for UI Automation. One thing I must admit is that because of the book's size I really underestimated how valuable the information would be and how many topics would be covered. I normally only list the chapter to give you an idea of what the book covers, but for this review I have also include the sections in each chapter.

Chapter 1: UI Automation Overview

1.1 Capturing Our First Script from the Simulator

1.2 Finding Our Way around UI Automation

Chapter 2: Testing Behavior with UI Automation

2.1 Talking to the UI through JavaScript

2.2 Reporting Errors

2.3 Verifying that the Test Does What It Says

Chapter 3: Building a Test Suite

3.1 Testing with a Modal Alert View

3.2 Importing Script Files at Runtime

3.3 Testing Results from a Live API

3.4 Grouping Test Steps and Their Output

Chapter 4: Organizing Test Code

4.1 Starting a JavaScript Toolbox

4.2 Describing the App with Screen Objects

4.

[Download to continue reading...](#)

Test iOS Apps with UI Automation: Bug Hunting Made Easy
Bow Hunting For Beginners: The Complete Guide To Mastering Bow Hunting - 7 Amazing Bow Hunting Tips For Long Range Accuracy! (Crossbow Hunting, Deer Hunting)
Mobile Apps Made Simple: The Ultimate Guide to Quickly Creating, Designing and Utilizing Mobile Apps for Your Business - 2nd Edition (mobile application, ... programming, android apps, ios apps)
Essential Guide to Samsung SmartThings
Smart Home Automation System: A Practical Guide to on How to Use SmartThings Home

Automation in Your Everyday Life. ... Home Automation Essential Guides Book 6) Automation Made Easy: Everything You Wanted to Know about Automation--and Need to Ask Apple Watch: The Ultimate Apple Watch User Guide - Discover How To Use Apple Watch Apps, Easy User Manual, With Secret Tips And Tricks! (Iphone, Apps, Ios) 115 Productivity Apps to Maximize Your Time: Apps for iPhone, iPad, Android, Kindle Fire and PC/iOS Desktop Computers (Updated: October 2014) iOS 9 Swift Programming Cookbook: Solutions and Examples for iOS Apps Learn to Code in Swift: The new language of iOS Apps (iOS App Development for Non-Programmers Book 2) iOS 8 Swift Programming Cookbook: Solutions & Examples for iOS Apps SWIFT: PROGRAMMING ESSENTIALS (Bonus Content Included): Learn iOS development! Code and design apps with Apple's New programming language TODAY (iOS development, swift programming) Apps: Mobile App Trends in 2015 (iOS, Xcode Programming, App Development, iOS App Development, App Programming, Swift, Without Coding) ((Android, Android ... App Programming, Rails, Ruby Programming)) Home Automation with the Raspberry Pi: Build Home Automation Systems Using The Power of The Raspberry Pi Apple's Homekit Smart Home Automation System Handbook: Discover How to Build Your Own Smart Home Using Apple's New HomeKit System (Smart Home Automation Essential Guides Book 7) Good Bug Bad Bug: Who's Who, What They Do, and How to Manage Them Organically (All you need to know about the insects in your garden) Bed Bug Basics (The Bed Bug Chronicles Book 1) Prepping: Prepping Your 72 Hour Bug Out Bag (Prepping your Bug Out Bag Book 1) Paracord: 15 Useful Paracord Projects With Illustrated Instructions: (Paracord Projects, Bracelet and Survival Kit Guide, For Bug Out Bags, Survival Guide) (Hunting, Fishing, Prepping And Foraging) Deer & Deer Hunting's Guide to Better Bow-Hunting Java Programming Box Set: Programming, Master's Handbook & Artificial Intelligence Made Easy; Code, Data Science, Automation, problem solving, Data Structures & Algorithms (CodeWell Box Sets)

[Dmca](#)