

# BUILDING IN HOUSE SCALABLE MOBILE DEVICE LAB

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# INTRODUCTION



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### INTRODUCTION

Why build a

Smartphone lab?

Smartphone Lab Requirements

05

**Ecosystem** 

How we setup?

Organizing and Maintaining Devices

06

**Device Setup** 

**Running Tests** 

08

**Q & A** 

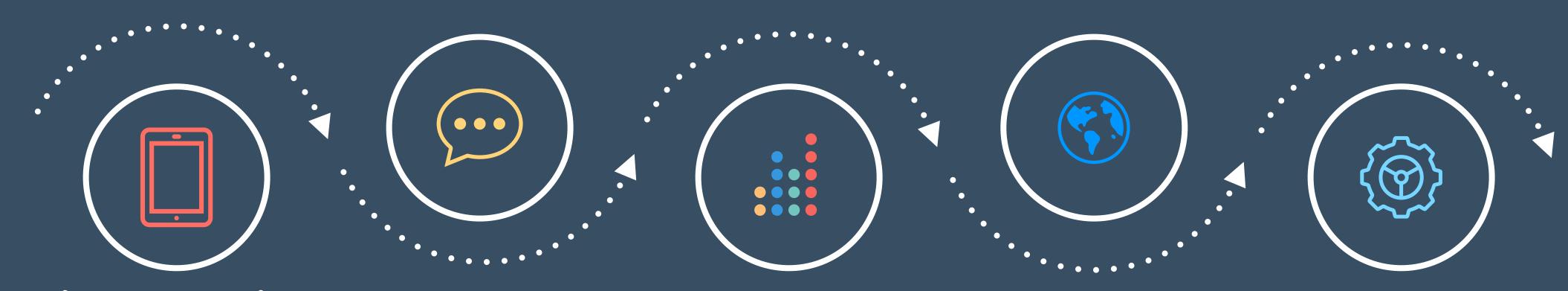
### MOBILE TEST CHALLENGES

#### Localization

Every language that will be added to the app, will create an obstacle to overcome.

#### Network

Wi-Fi, mobile networks, roaming, online or offline, with a weak signal etc



Device, Screen Size, OS fragmentation

More than 24,000 different Android

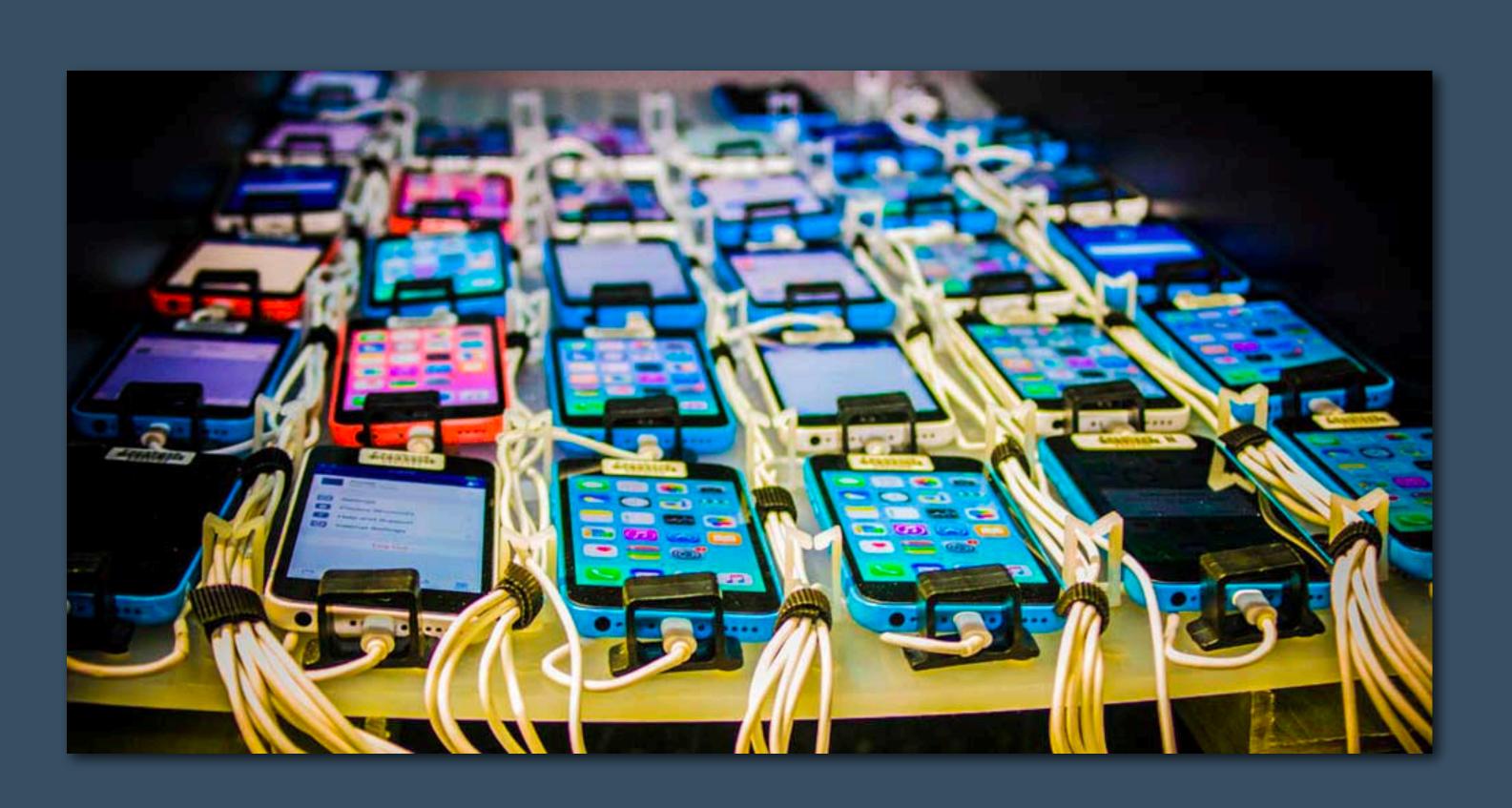
#### **Performance**

Due to the limited hardware architecture of mobile devices, success and failure of application in market depends on performance of the app

#### Mobile app tools

Which tools to choose for mobile Testing?

## MOBILE DEVICE LAB



# What is the Device Lab



A mobile device lab is a collection of mobile devices available for testing apps and services.

# WHY WE BUILD A DEVICE LAB?

#### **Ability to Test physical experiences**



We create an opportunity to test the app on a physical devices and have testing close to a user scenarios



#### We have a photo editor app

Lots of functionalities in the app are visual changed that needs to be tested.

# Create a custom infrastructure for automation



We have freedom to create/edit the infrastructure to have more effective automation suite



#### **Cost Efficient**

The solution is cost efficient in the long term

## MAIN ACHIEVEMENTS WITH MOBILE LAB

#### **Use Real Devices**



Use of emulation/simulation technology, it isn't the most trustworthy solution for testing. These tests often overlook critical errors and report false defects



# Use a Secure, Private Mobile Device Testing Cloud

Using a secure and private device lab is a crucial for enterprises with a large number of testers. This separation can range anywhere from a different building to another continent. Even when using a testing cloud, it's important to be high performing and secure.



# Apple Code Signing and Provisioning

A common challenge that testers face when creating a mobile device testing lab is iOS provisioning, the process by which Apple allows an app to be installed and launched on a real device.



#### **Don't Automate Everything**

A solid mobile device testing strategy takes into consideration when to automate and when to fall back on manual testing. The fact remains that some tests are simply faster, easier and less expensive to run manually.

### THE STACK WE HAVE

#### Android & iOS

We run test on both mobile platform
Android & iOS





Java

We use Java to write end to end automation tests

#### **Appium**

We use Appium for our mobile automation due to its crossplatform nature and basis on the WebDriver protocol





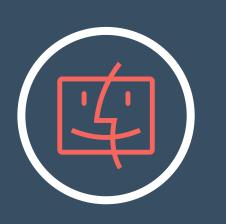
**Jenkins** 

We use Jenkins to run the test parallel

## THE HARDWARE STACK WE HAVE



Mac mini



iPhone & Cabling



**Powered USB hub** 

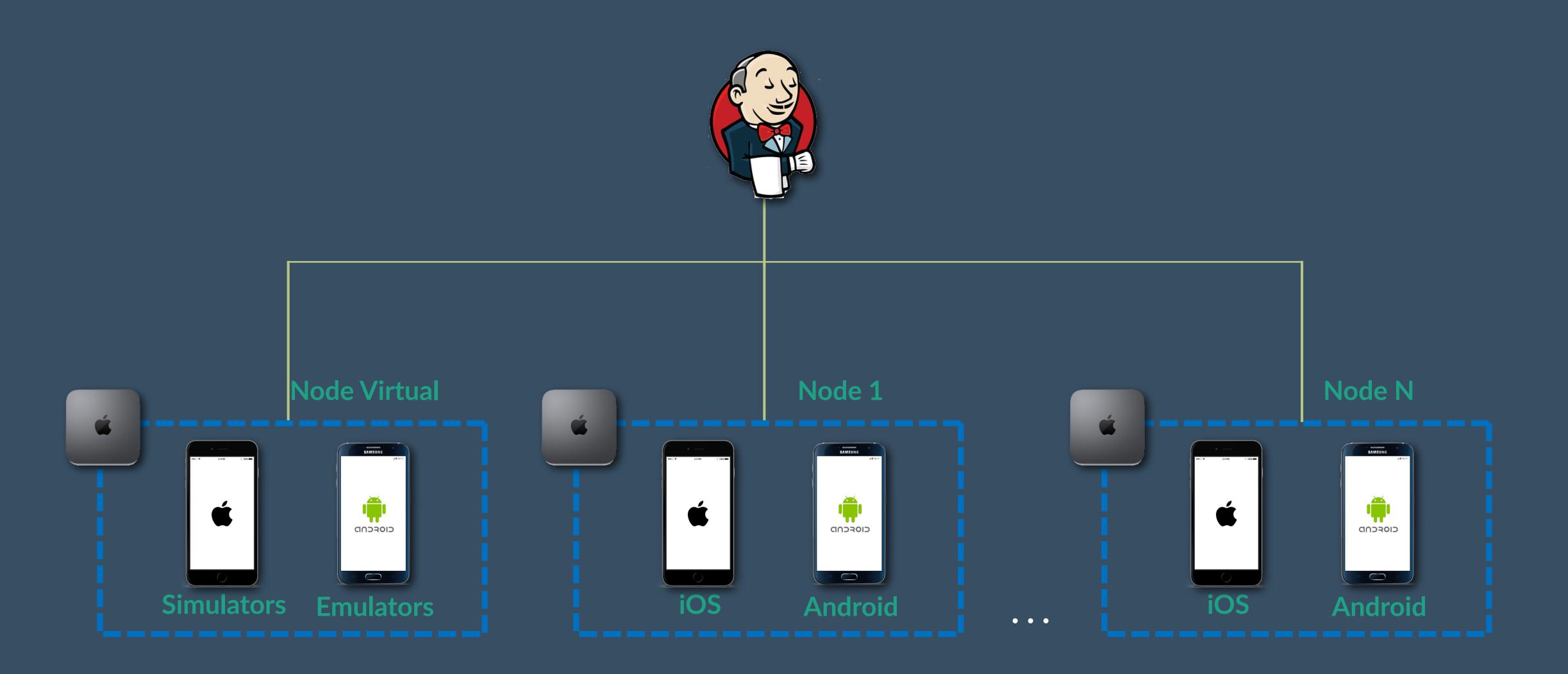


**Android Phone and Cabling** 



**Monitors for Reports** 

# ECOSYSTEM



## POWER MANAGEMENT

Plugable USB 2.0 High Speed Charging Hub with 60W Power Adapter





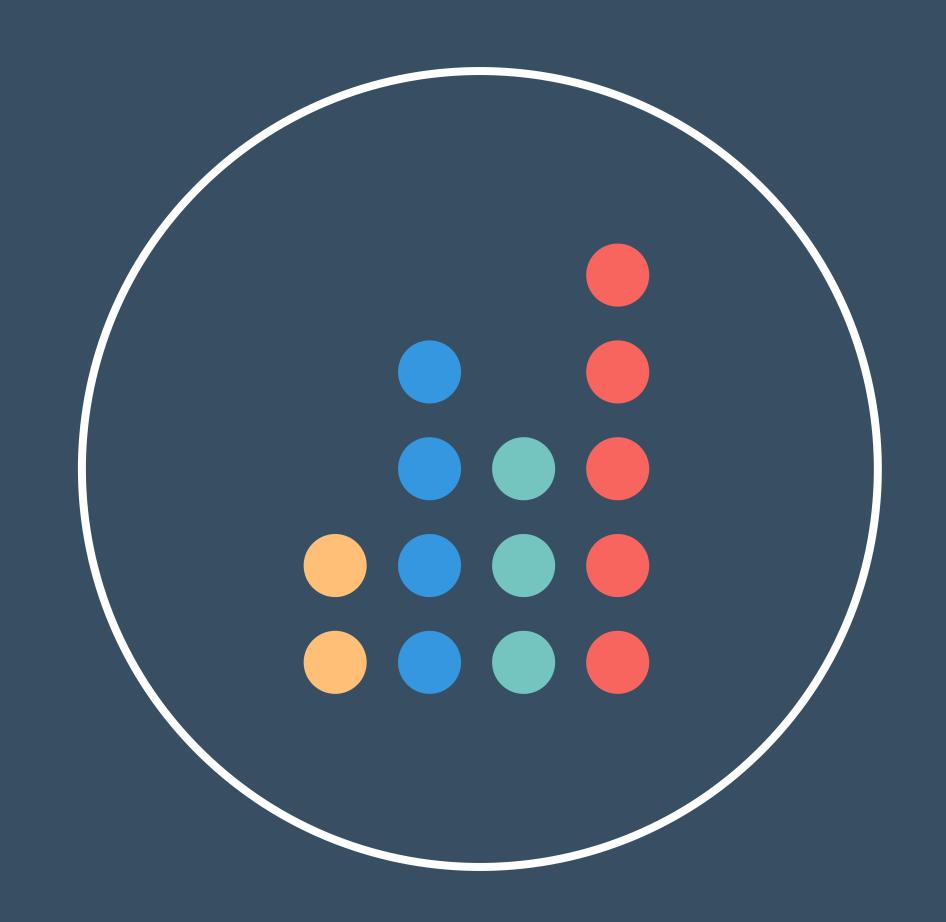
### NETWORK MANAGEMENT

### We use reverse tether.

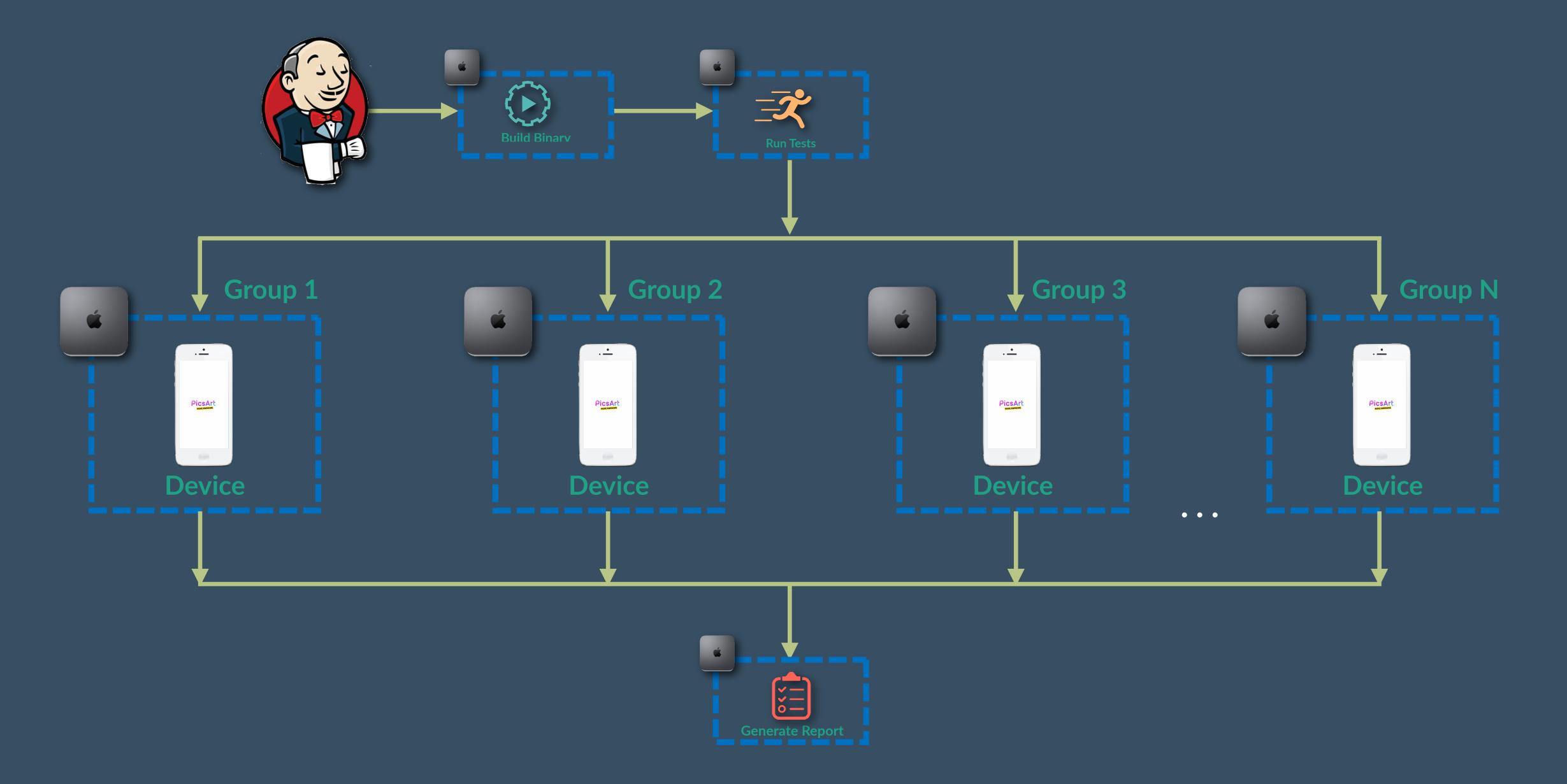
• Android - gnirehtet to reverse the network

• iOS - Native USB tethering





# JENKINS PIPELINE ARCHITECTURE



# ACTIONS INSIDE THE NODE



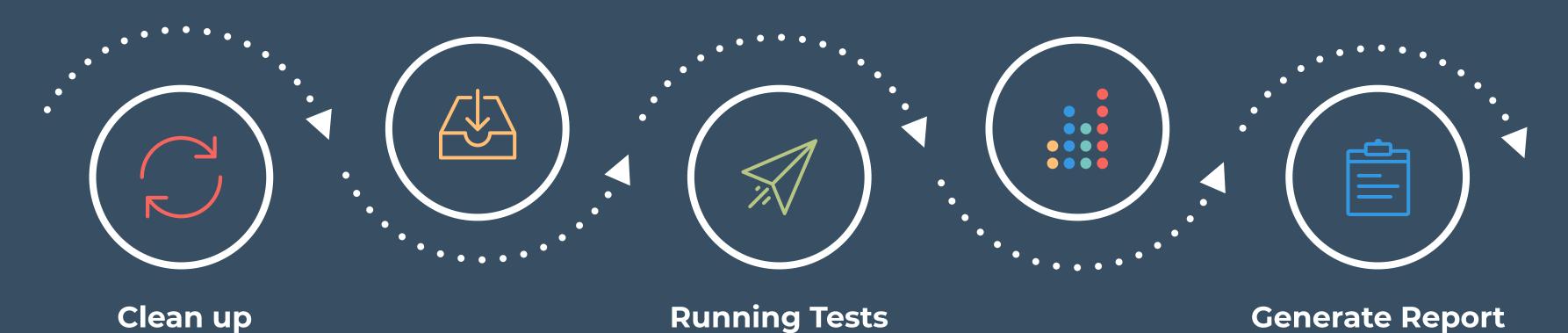
Group 1

#### Setup

Run Appium server, Run *gnirehtet* service, Run mock server (this is app specific service)

#### Finalize the build

Stash report file, stash crash report info and failure screenshots. Send the data to master Node



Reboot device, Killing the previews
Appium server if still running, Killing
gnirehtet if running (Android only),

Running group of the tests

Generate Allure report and publish the HTML

# GET INTO REPORTING

How did we customized the reporting







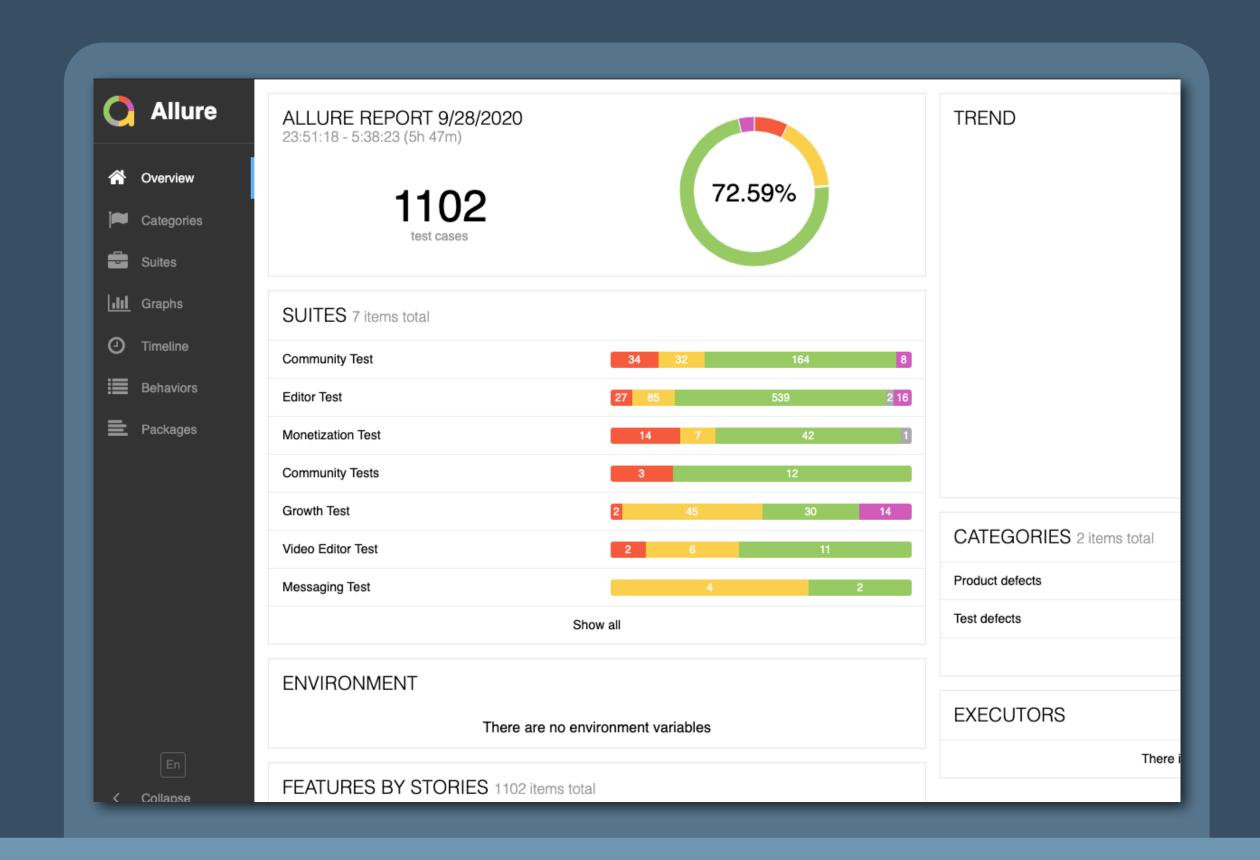


### ALLURE REPORT

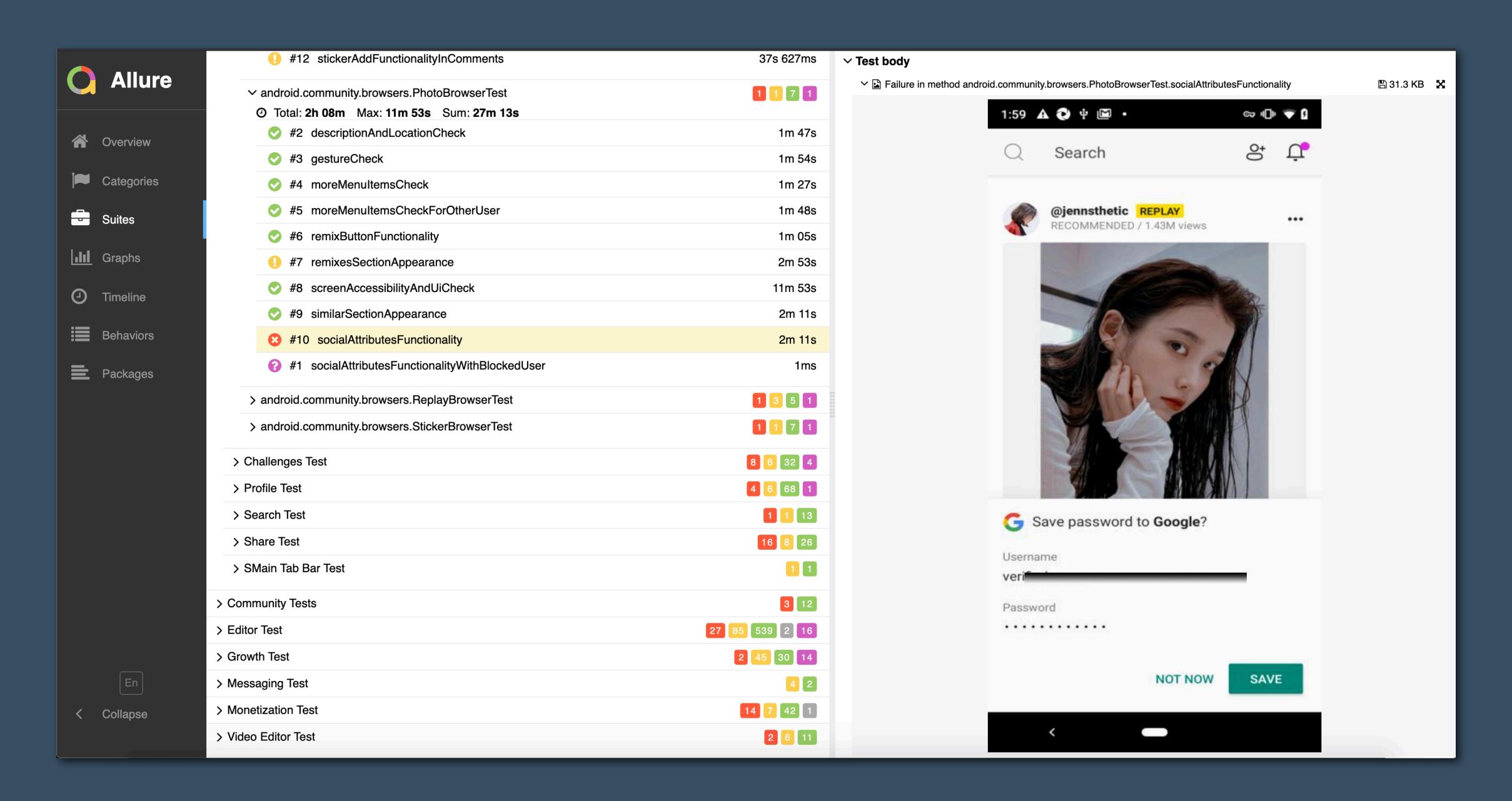
# Customizing report With Allure Report



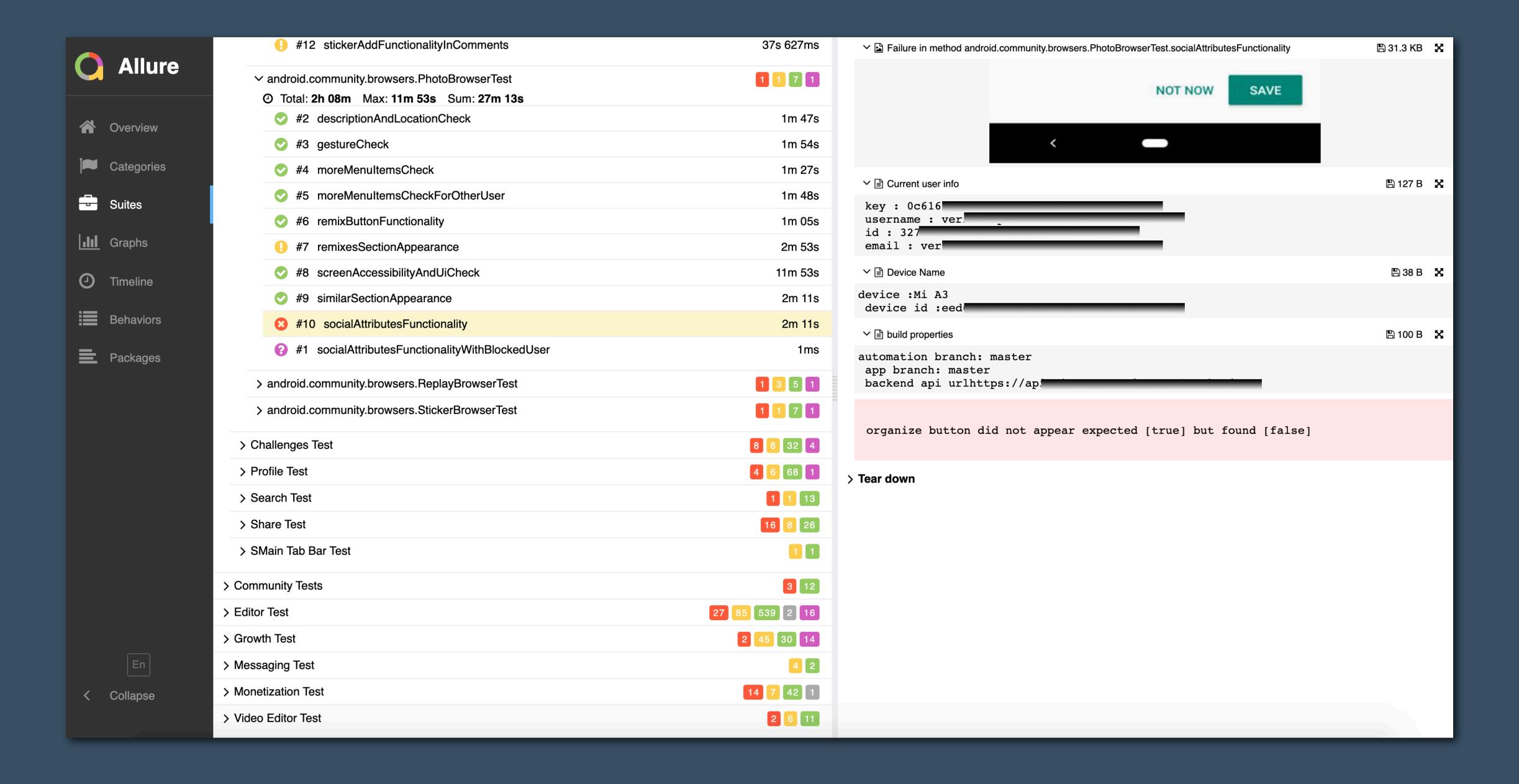
Allure Framework is a flexible lightweight multilanguage test report tool that not only shows a very concise representation of what have been tested in a neat web report form, but allows everyone participating in the development process to extract maximum of useful information from everyday execution of tests.



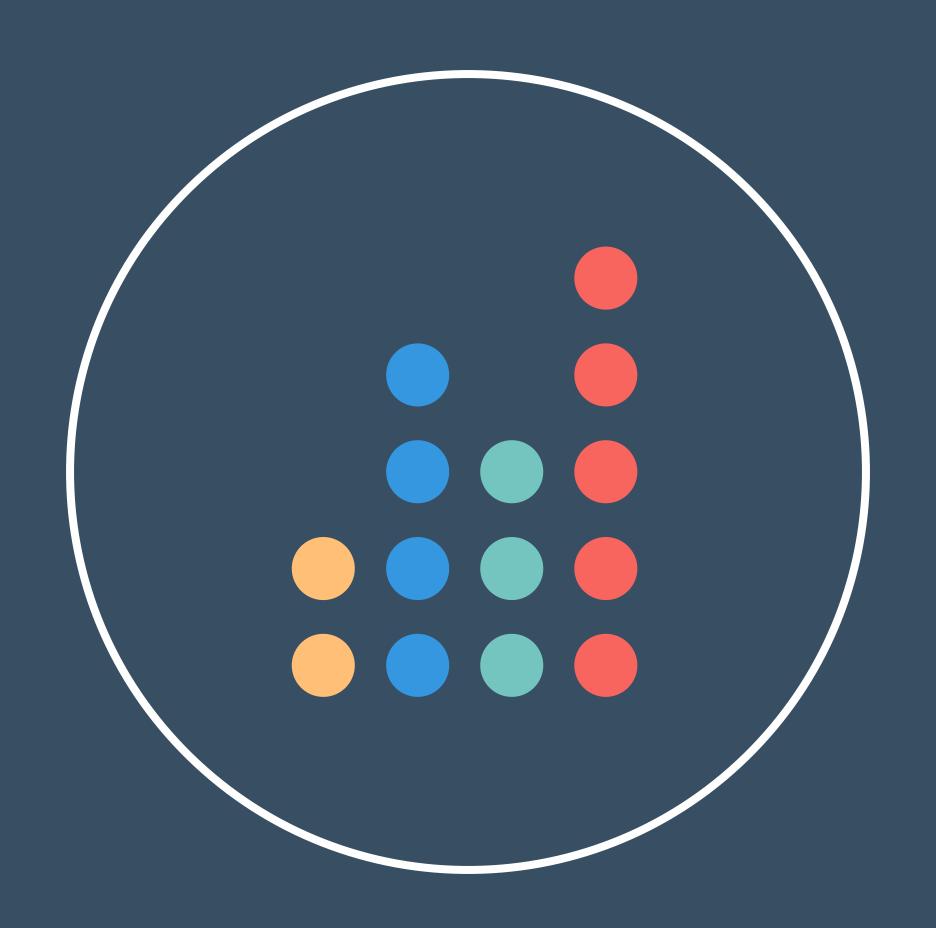
### ALLURE REPORT



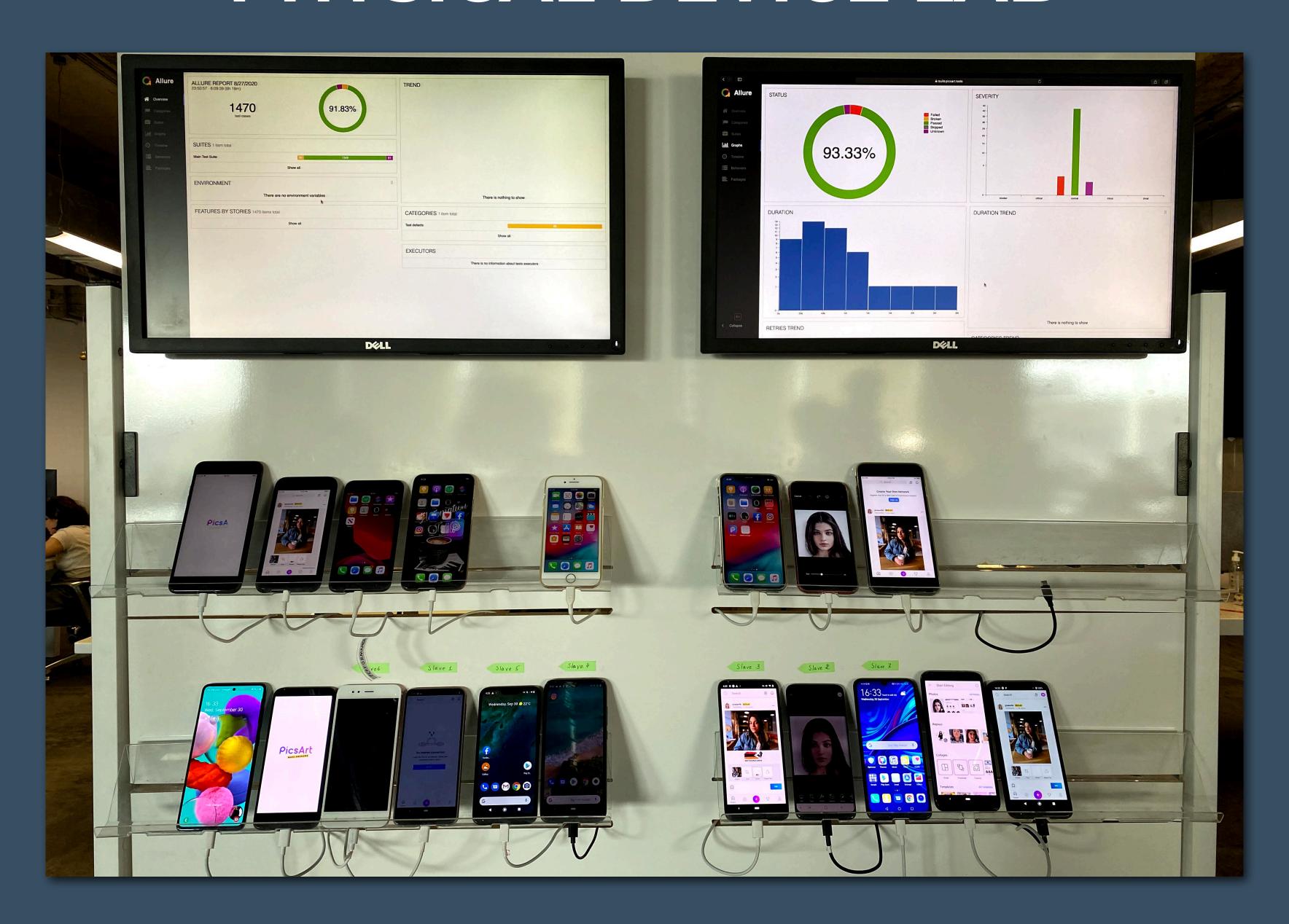
### ALLURE REPORT



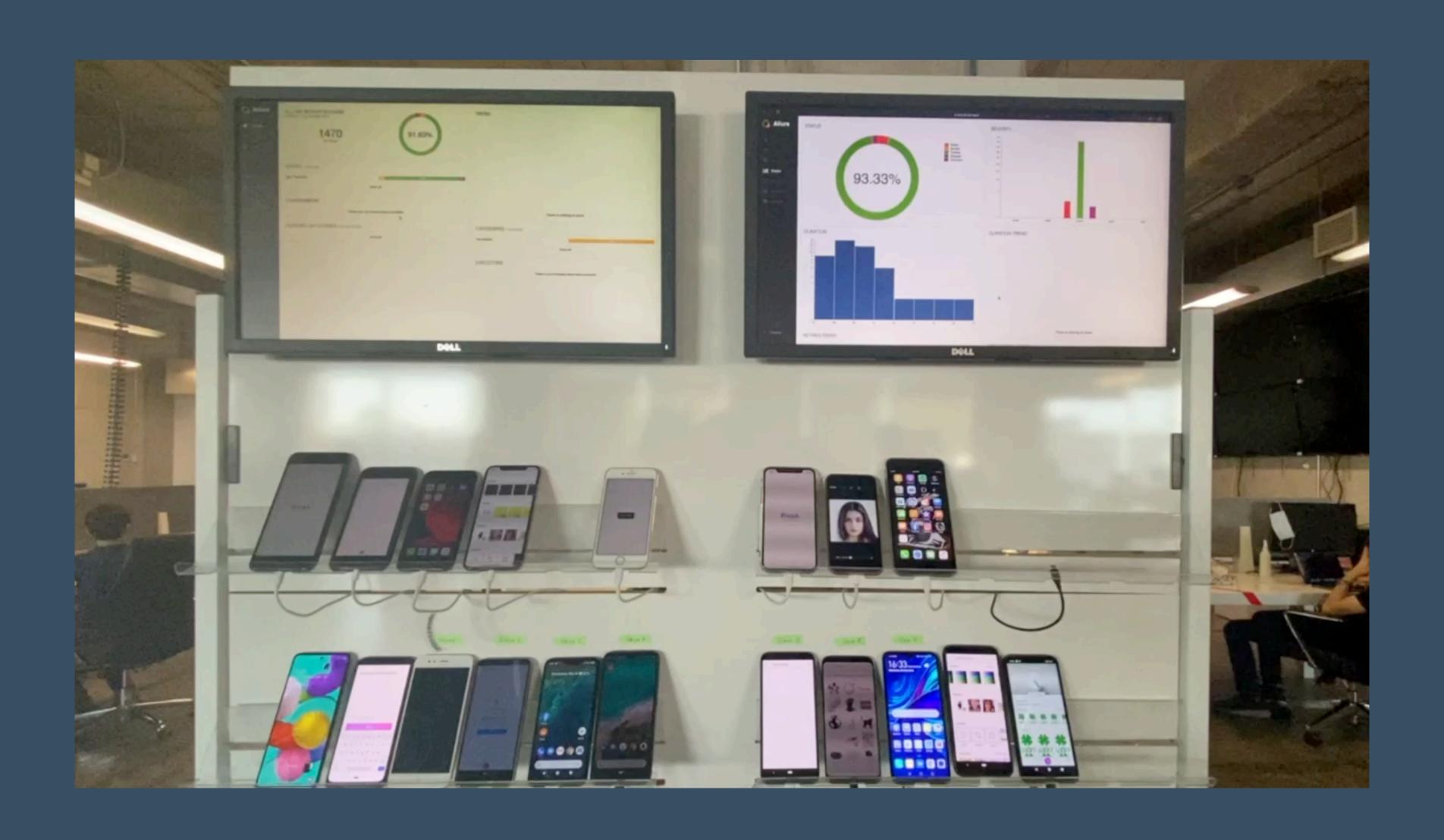
# PHYSICAL DEVICE LAB



# PHYSICAL DEVICE LAB



# PHYSICAL DEVICE LAB



# THANK YOU

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