

Testing Android

Marcus Ahnve



valtech

Very Basic Test Driven Flow

```
public void test1plus1() {  
    Adder adder = Adder.new();  
    assertEquals(2, adder.add(1,1));  
}
```

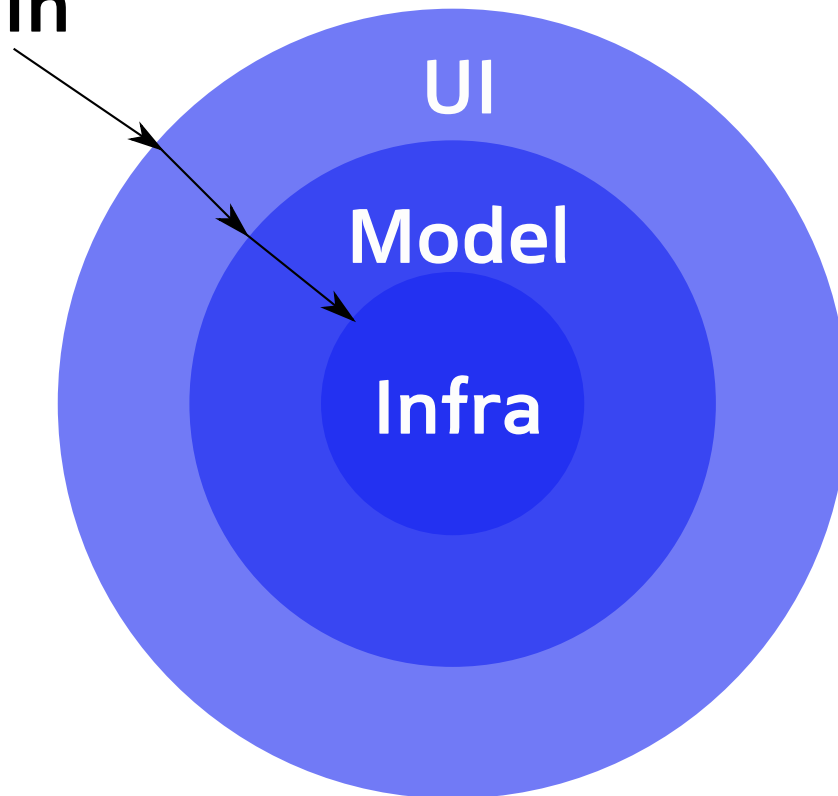
```
public class Adder {  
    public int add(int x, int y) {  
        return 2;  
    }  
}
```

```
public void test2plus2() {  
    Adder adder = Adder.new();  
    assertEquals(4, adder.add(2,2));  
}
```

```
public class Adder {  
    public int add(int x, int y) {  
        return x+y;  
    }  
}
```

Behaviour Driven Development

Define System
Outside-In



Story

In order to <goal>
As a <role>
I want to <action>

Scenario

Given <precondition>
When <action>
Then <result>

Android Quick Overview

Android SDK, subset of J2SE

Activity

Single, focused thing that the user can do

Service

Runs in background for indefinite time

Provider

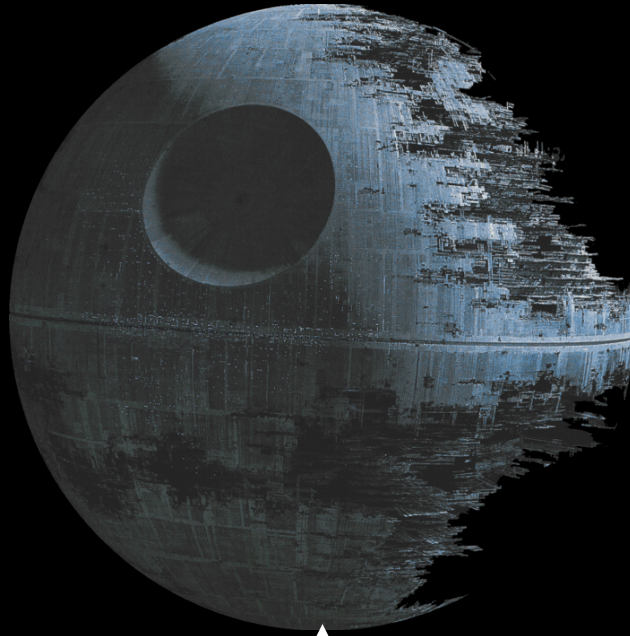
Single, focused thing that the user can do

Intent

Glue between Activities

Compiling to Dalvik VM

The Problem



Anything Android

Android Testing

Separate Android Application

Activity
TestCase

Provider
TestCase

TouchUtils

ViewAsserts

MoreAsserts

Mocks

Based on JUnit 3

Let's Build An App

Story

In order to replace my lost dice
As a board gamer
I want to simulate a six sided die



Thank You!

Presentation and code available at
<http://github.com/mahnve/testing-android-presentation>

marcus.ahnve@valtech.se

<http://marcus.ahnve.net>

twitter: @mahnve



The Android Logo is created and shared by Google and used according
terms described in Creative Commons 3.0 Attribution License