# Becoming a Pro

## IN Mobile Applications Testing

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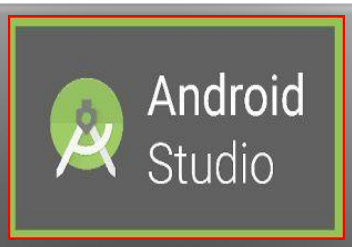
# Mobile APPS: Distribution/Installation: Android .APK




What is
Android Studio?

**Android Studio** is the official integrated development environment (IDE) for **Android** platform development.

The official language for Android development is **Java**. Large parts of Android are written in **Java** and its APIs are designed to be called primarily from **Java**.

It is possible to develop C and C++ apps using the Android Native Development Kit (NDK), however it isn't something that Google promotes.

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# Mobile APPS: Distribution/Installation/Logs

## What is ADB LOCATS?

To set a LOG LEVEL : in the log level MENU Select the Following Options

- Verbose - Show all log messages (the default).
- Debug - Show debug log messages that are useful during development only, as well as the message levels lower in this list.
- Info - Show expected log messages for regular usage, as well as the message levels lower in this list.
- Warn - Show possible issues that are not yet errors, as well as the message levels lower in this list.
- Error - Show issues that have caused errors, as well as the message level lower in this list.
- Assert - Show issues that the developer expects should never happen.

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# Mobile APPS: Distribution/Installation/Logs

## What is ADB LOCATS?

HOMEWORK : http://adbshell.com/commands/adb-logcat

Some most useful commands

**adb logcat *:V or adb logcat :*V** *lowest priority, filter to only show Verbose level*

**adb logcat *:D or adb logcat :*D** *filter to only show Debug level*

**adb logcat *:I or adb logcat :*I** *filter to only show Info level*

**adb logcat *:W or adb logcat :*W** *filter to only show Warning level*

**adb logcat *:E or adb logcat :*E** *filter to only show Error level*

**adb logcat *:F or adb logcat :*F** *filter to only show Fatal level*

**adb logcat *:T or adb logcat :*T** *filter to show steps leading up to errors and warnings*

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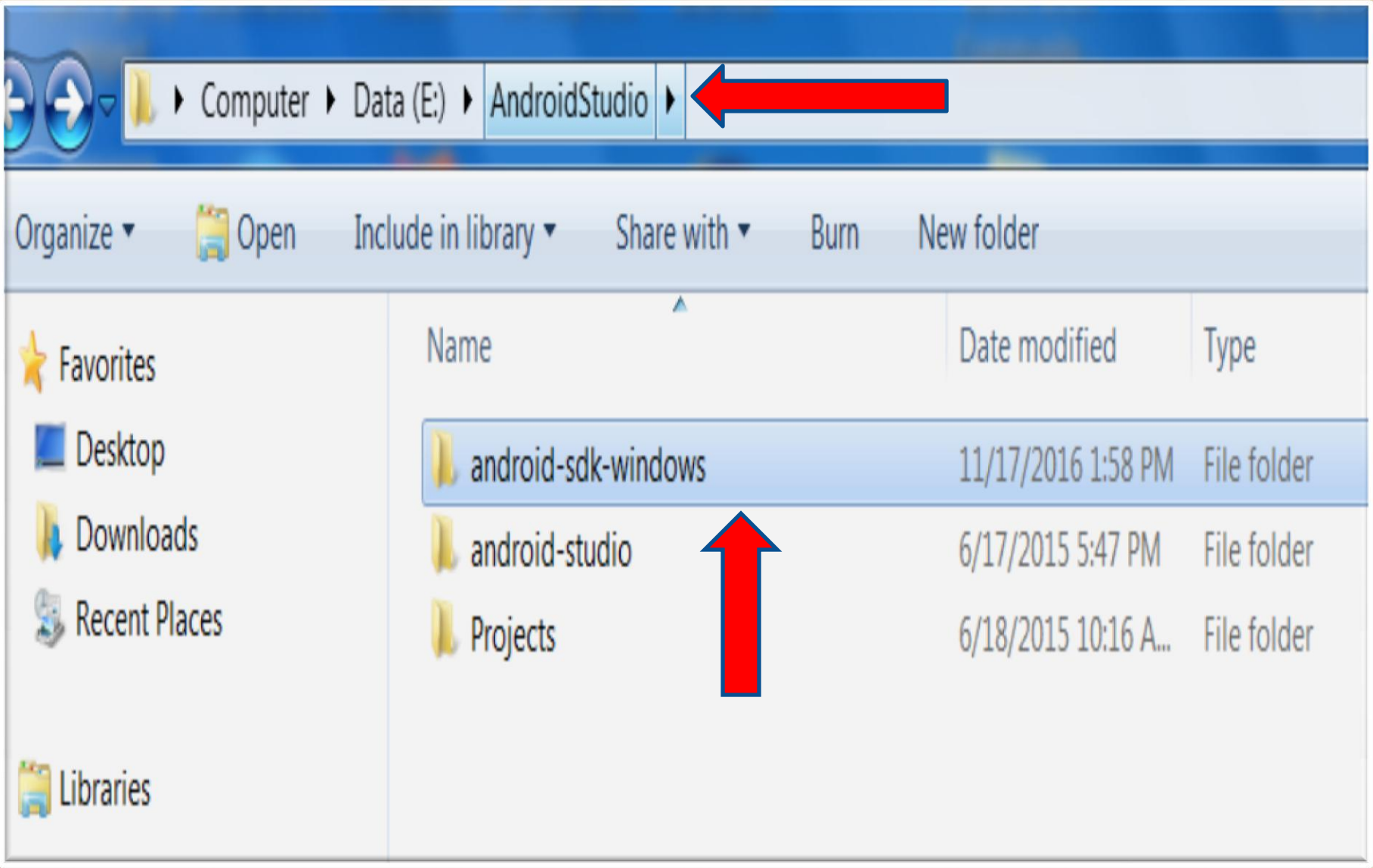


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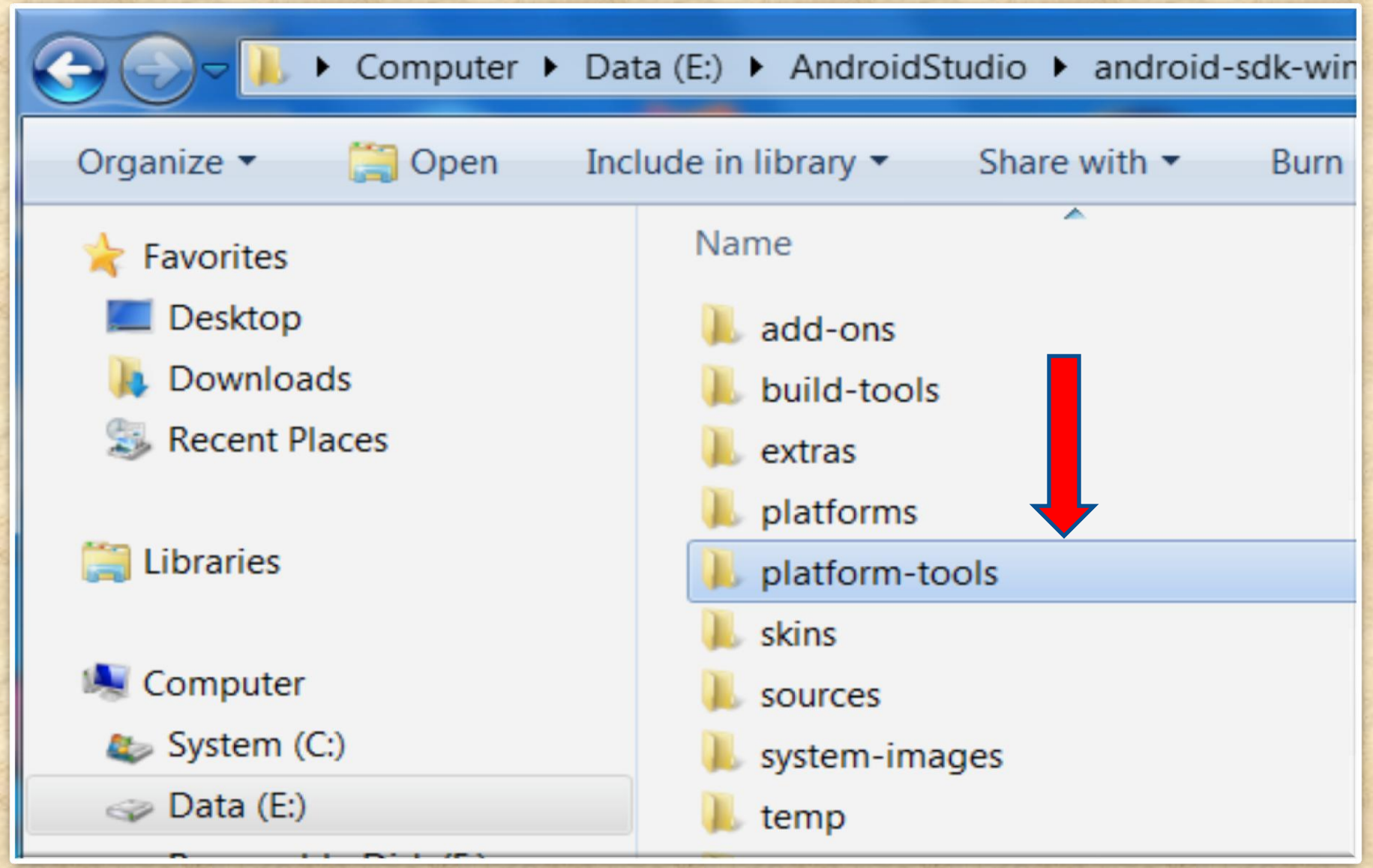


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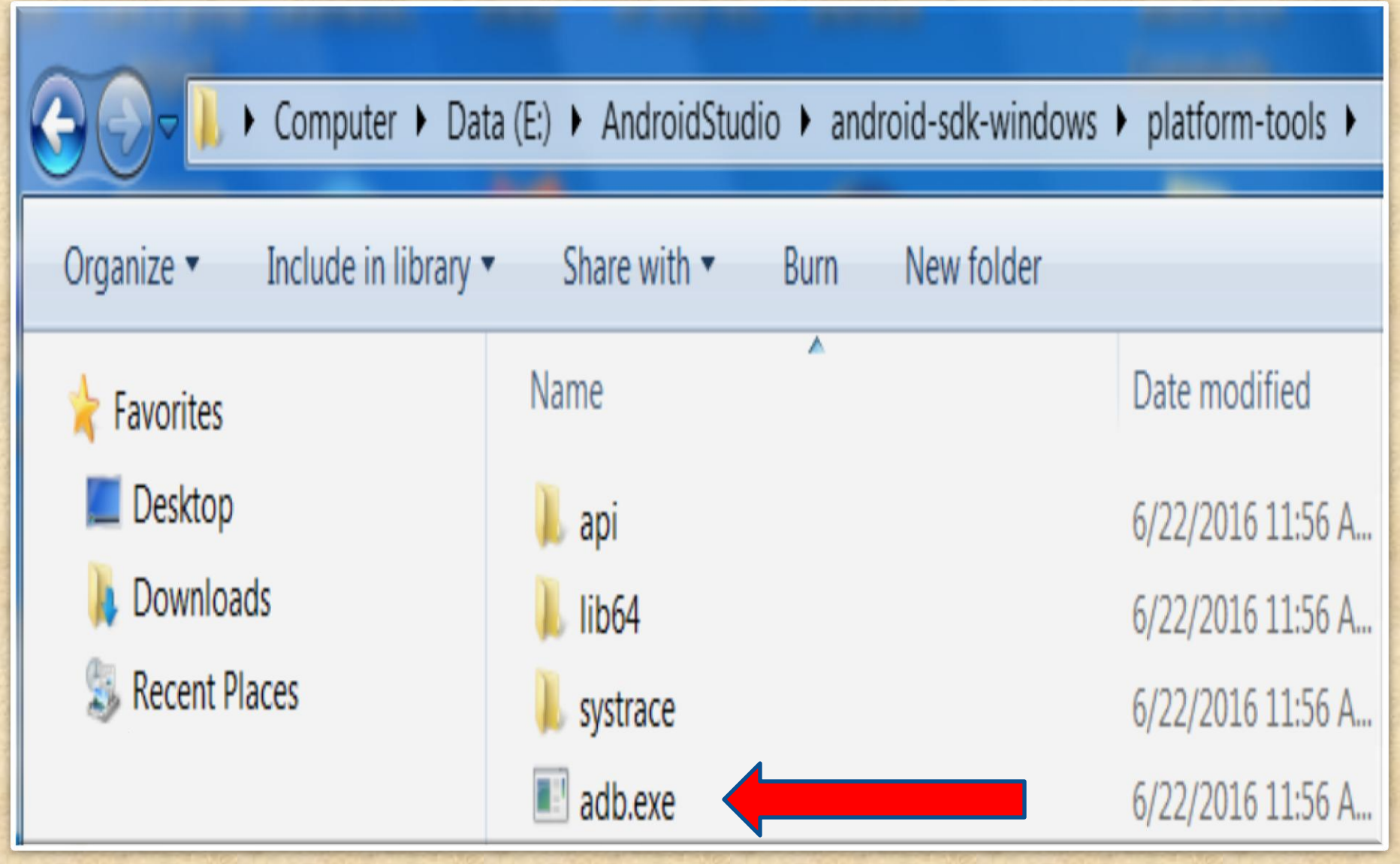


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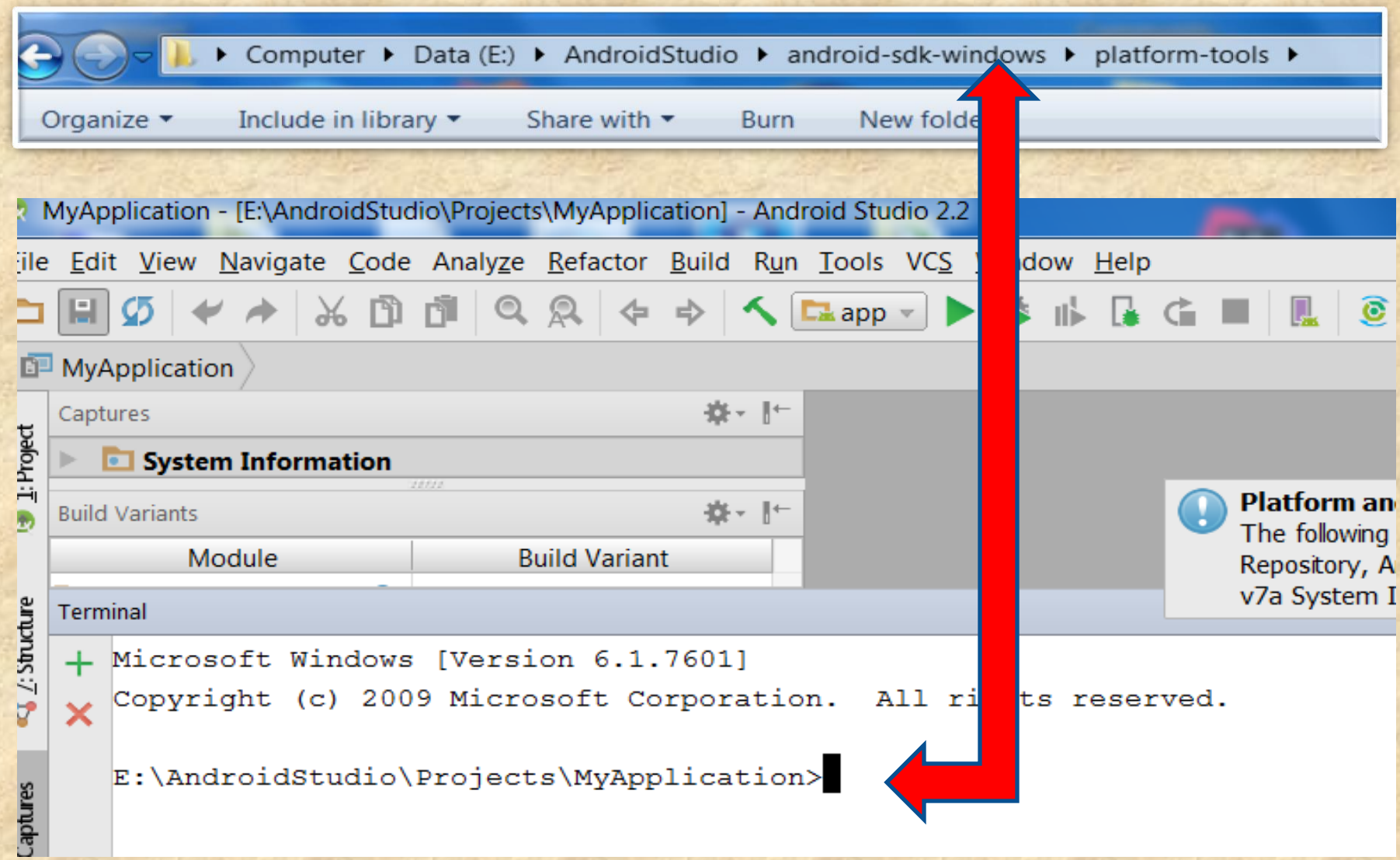


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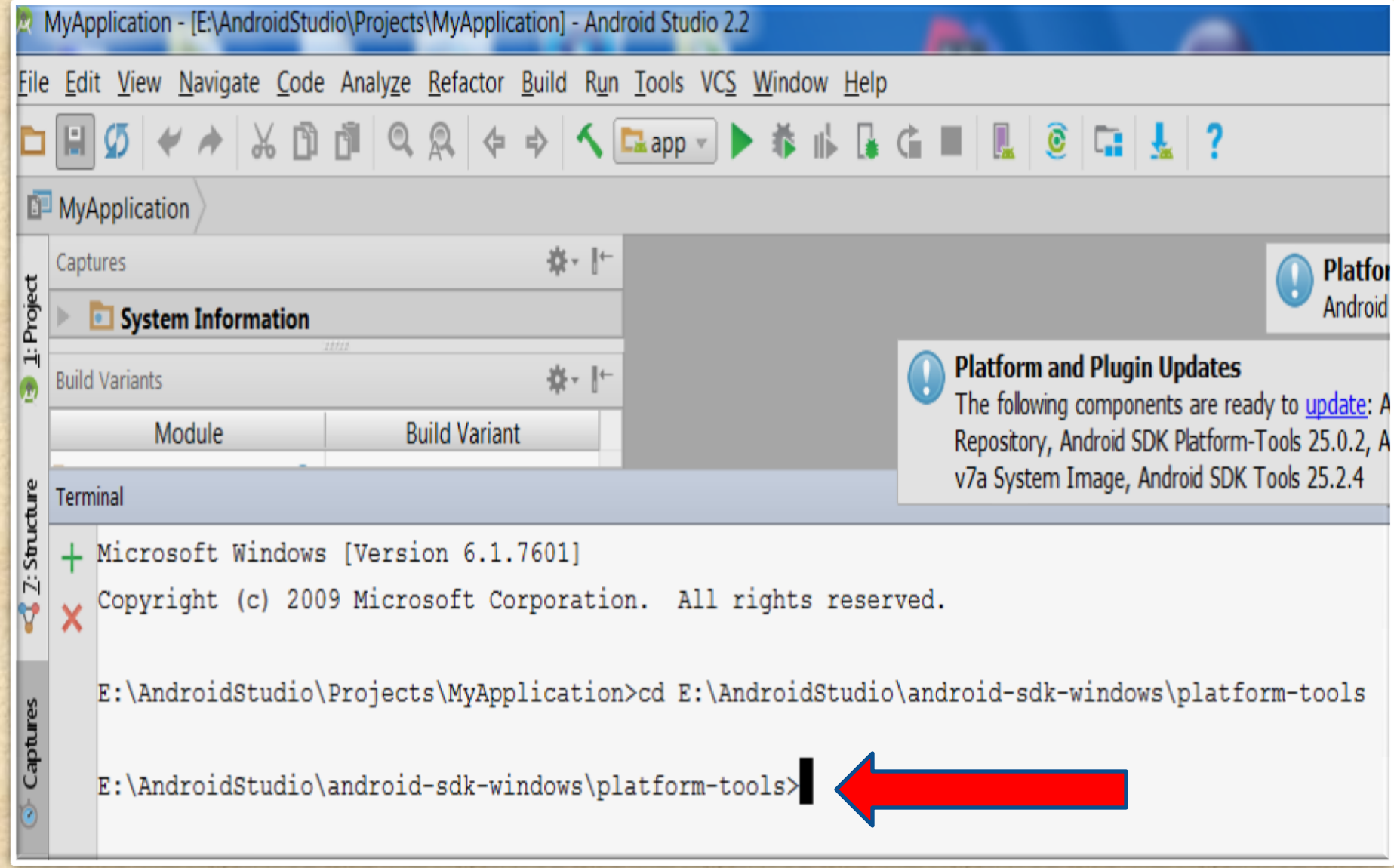


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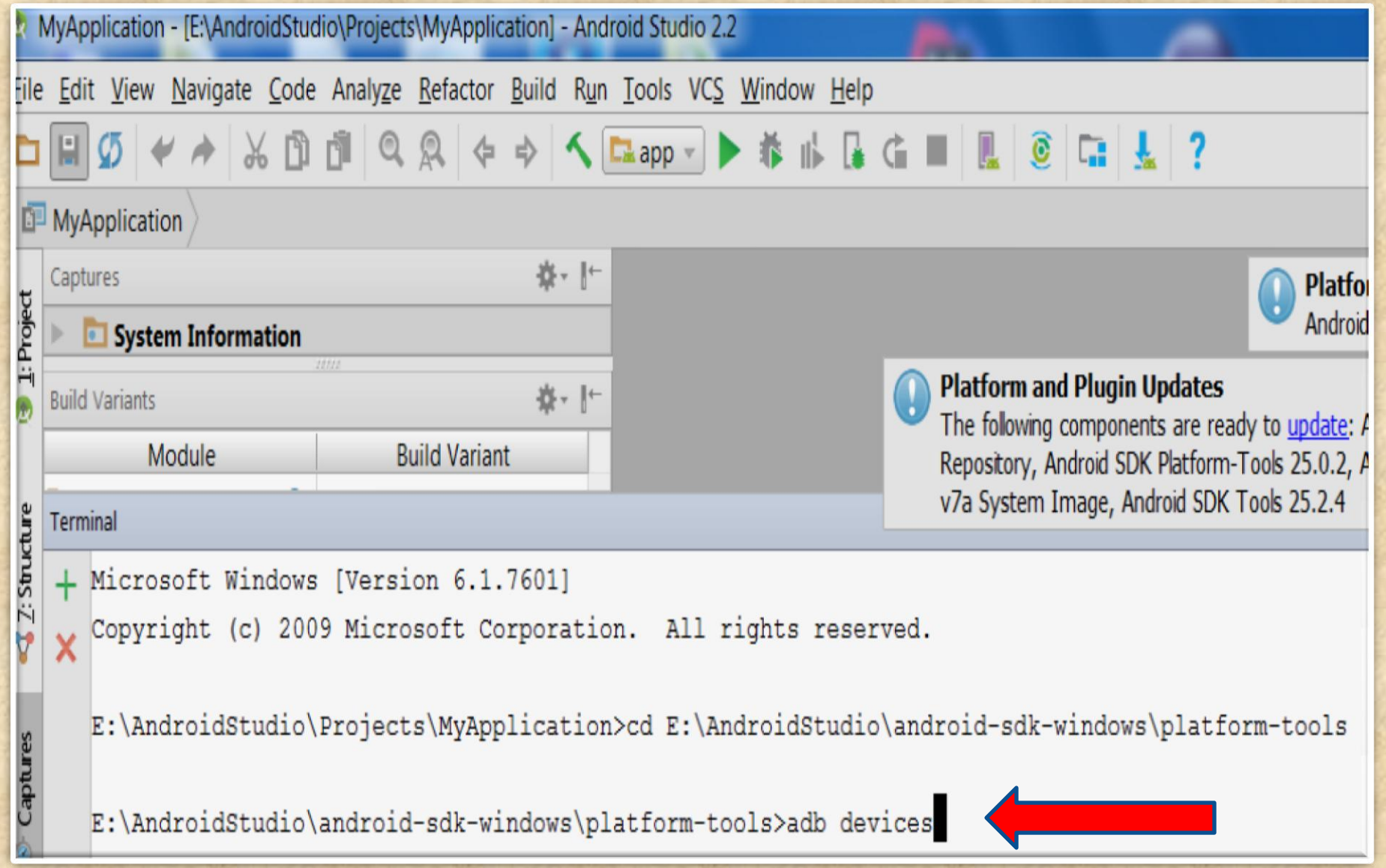


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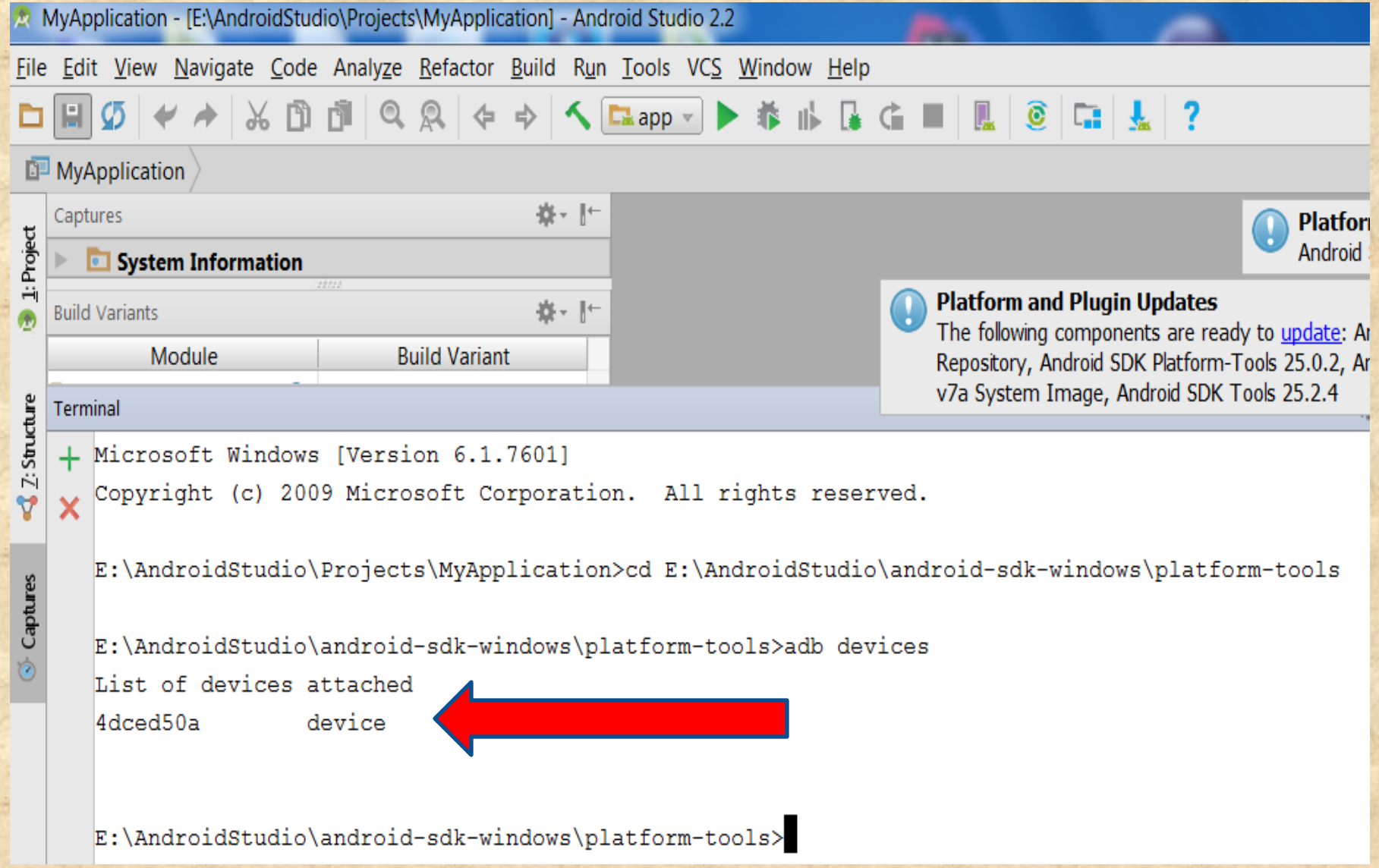


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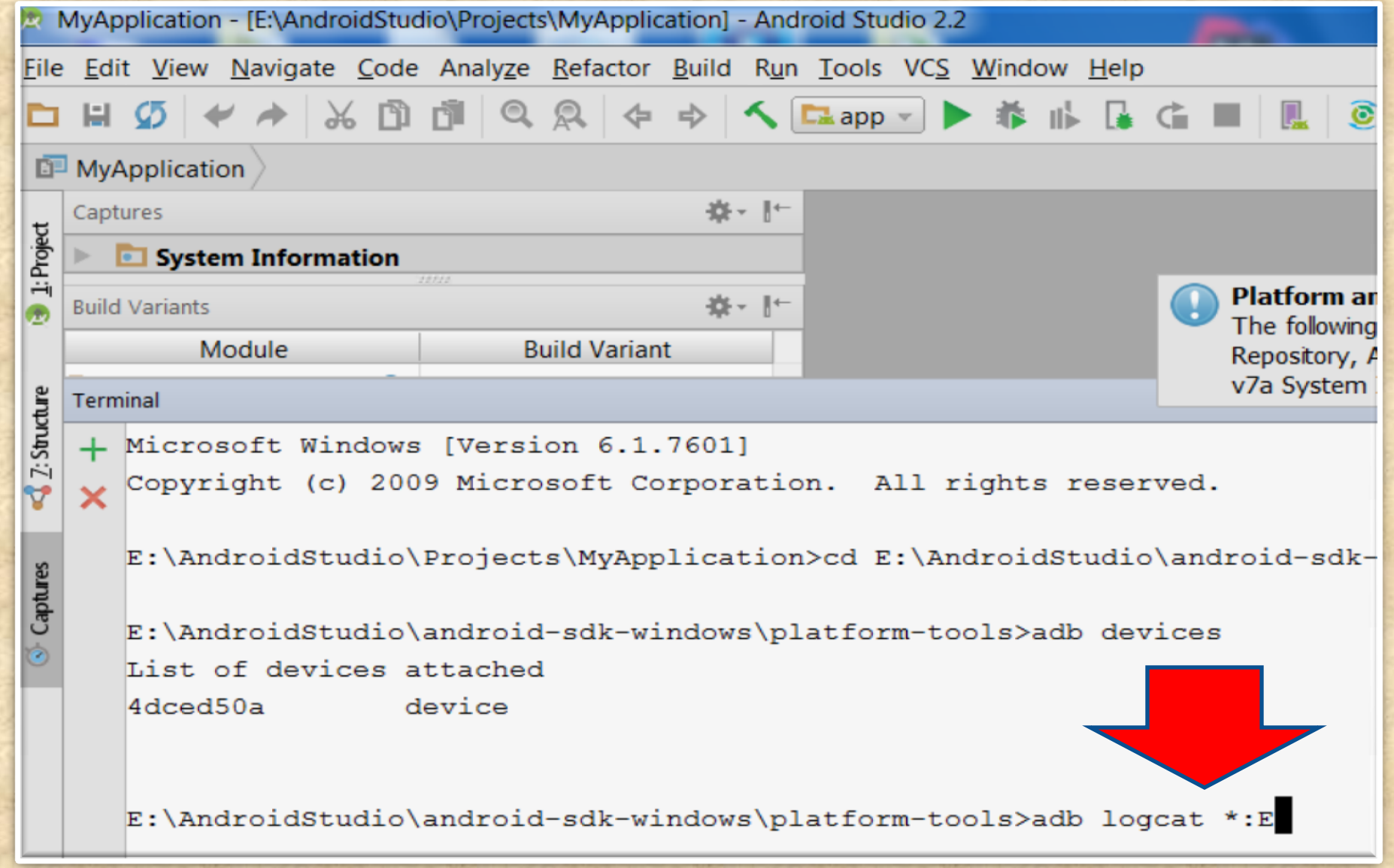


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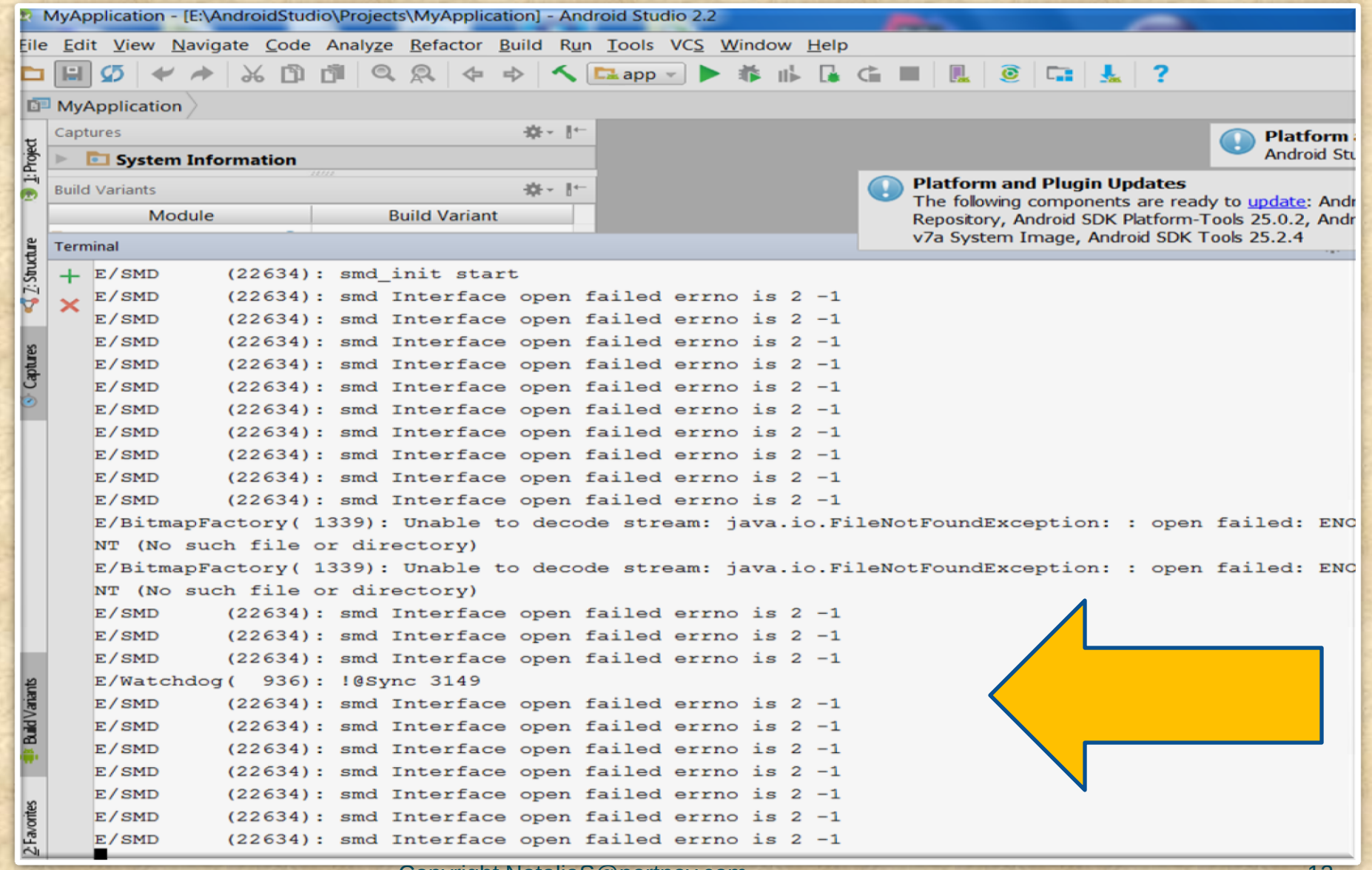


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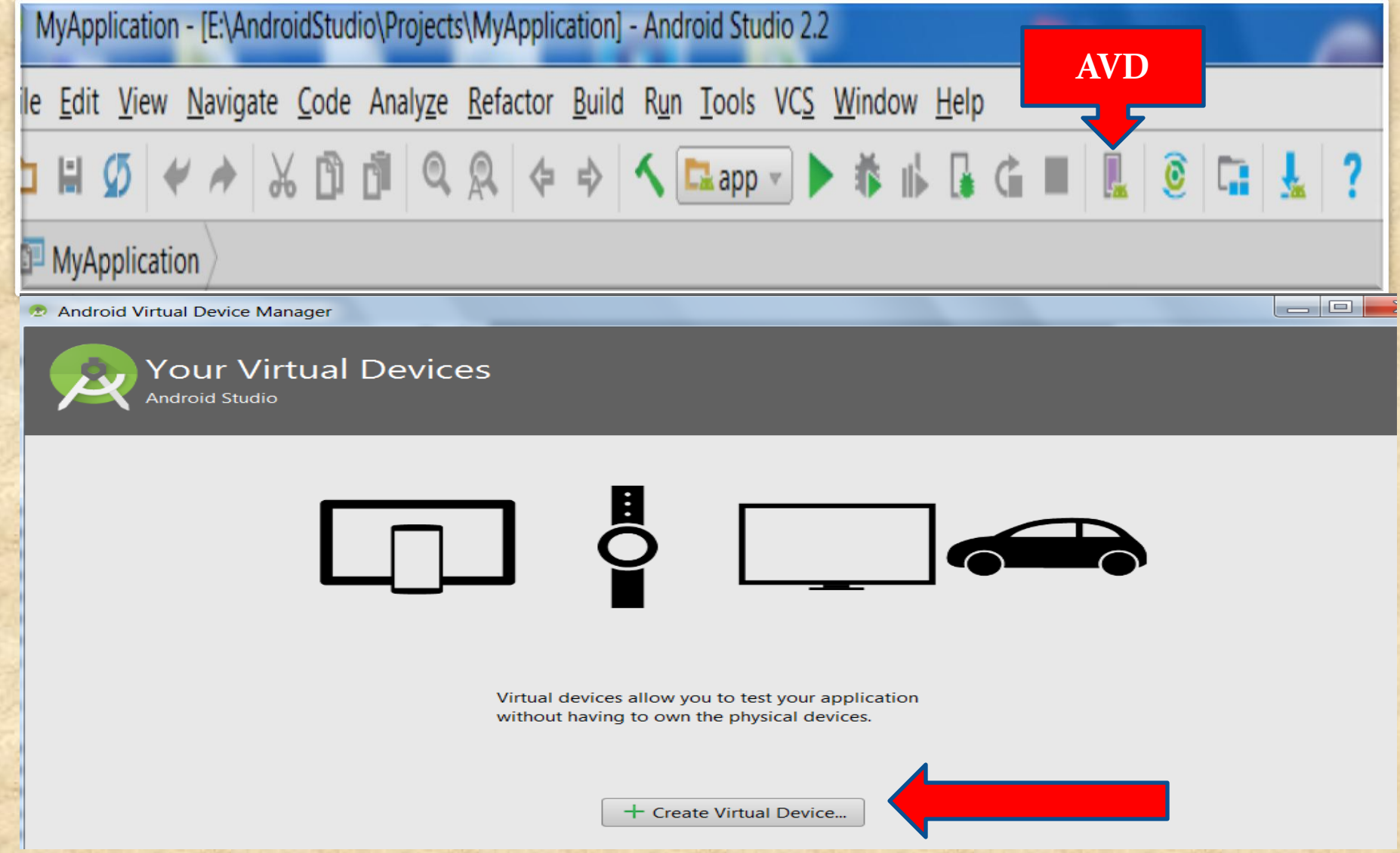


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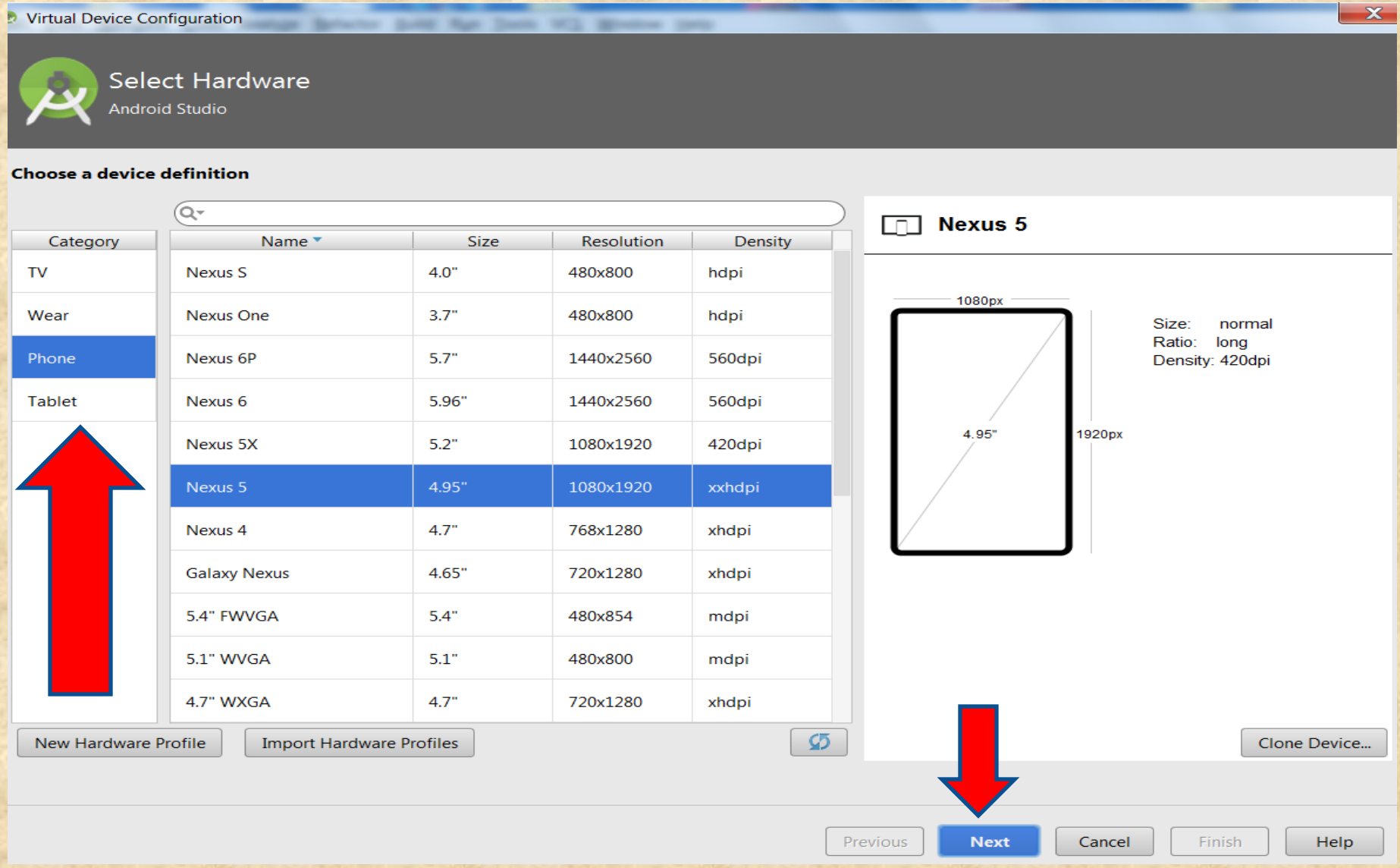


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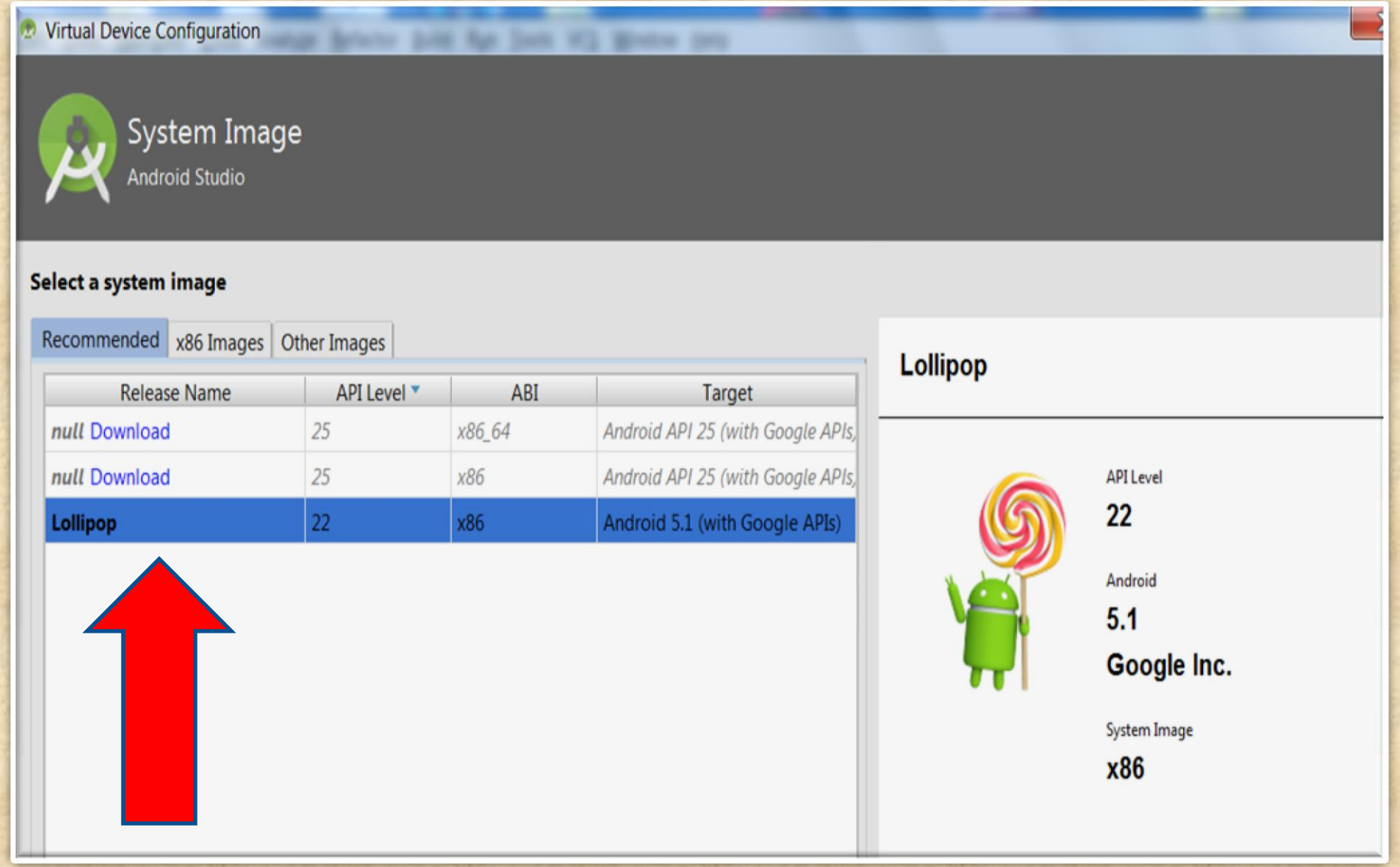

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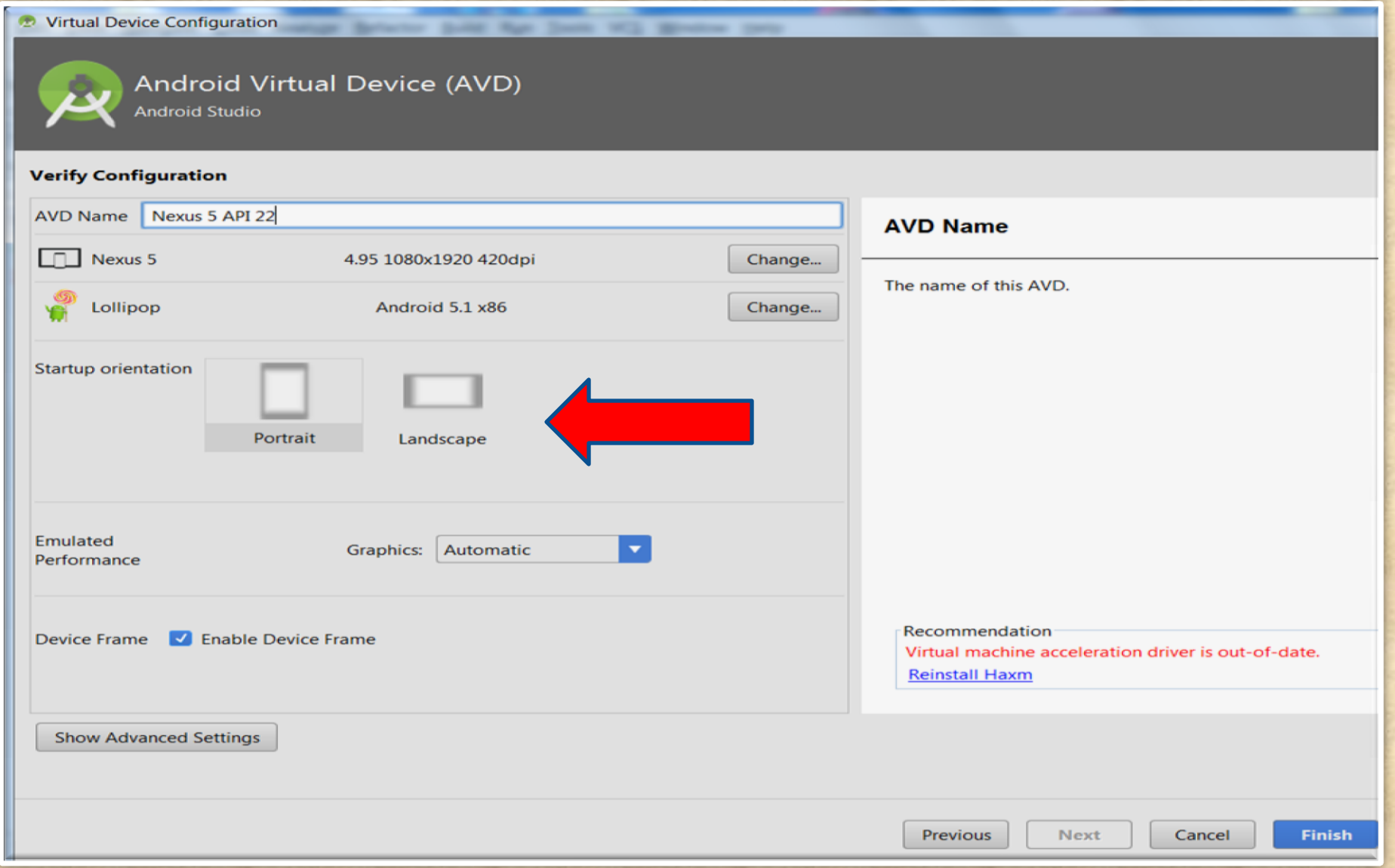


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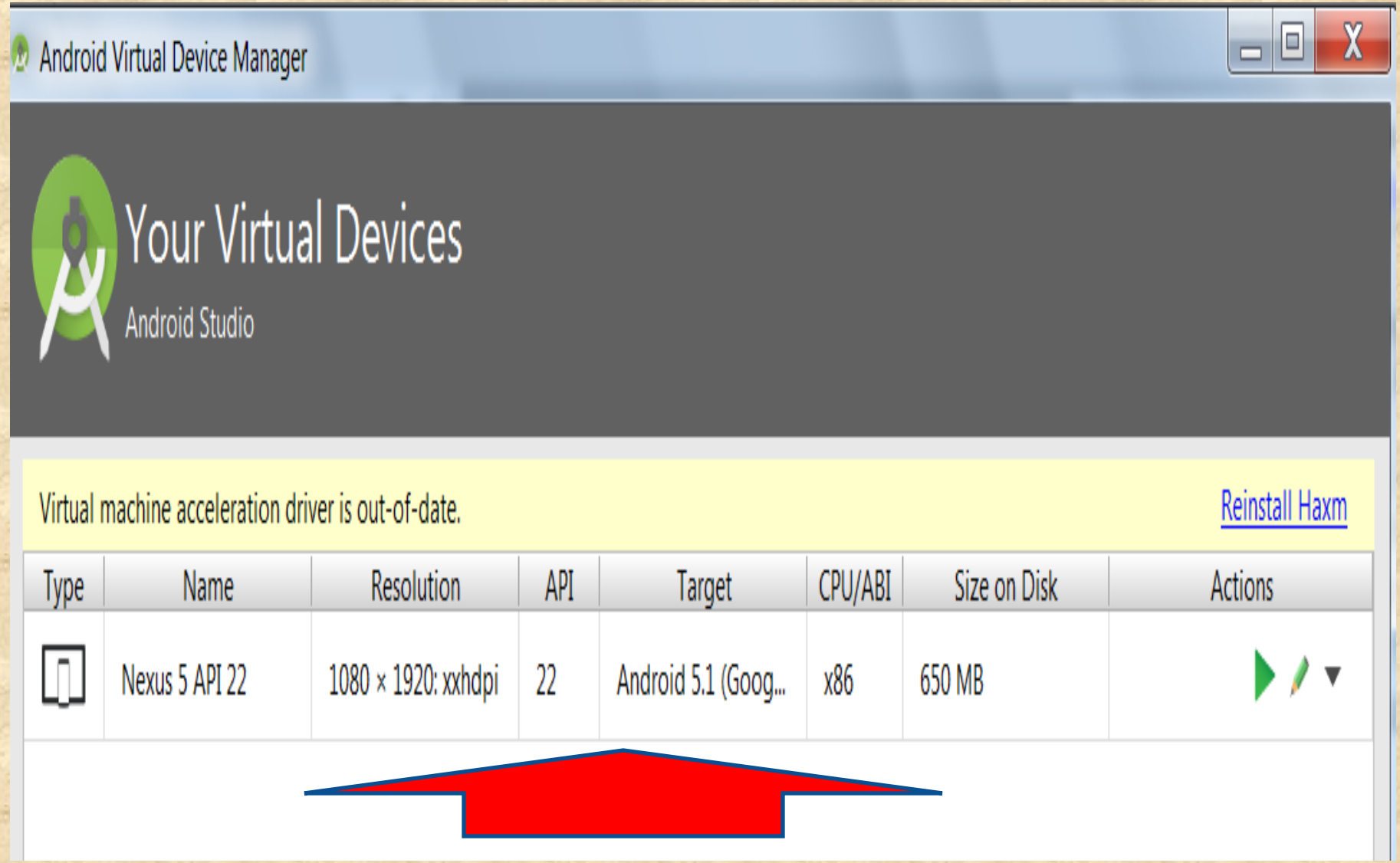

# Mobile APPS: Distribution/Installation: Android .APK

Through an App Marketplace (Google Play)

by Email (Android system recognizes the APK and displays an Install Now button in the email message )

Through a Website (host the release-ready APK file on your website and provide a download link )

Google Drive

Android Studio

Test Fairy TOOL

enable allow "Unknown Sources" on the device (Settings > Applications > Unknown Sources

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# Mobile APPS: Distribution/Installation: Android .APK

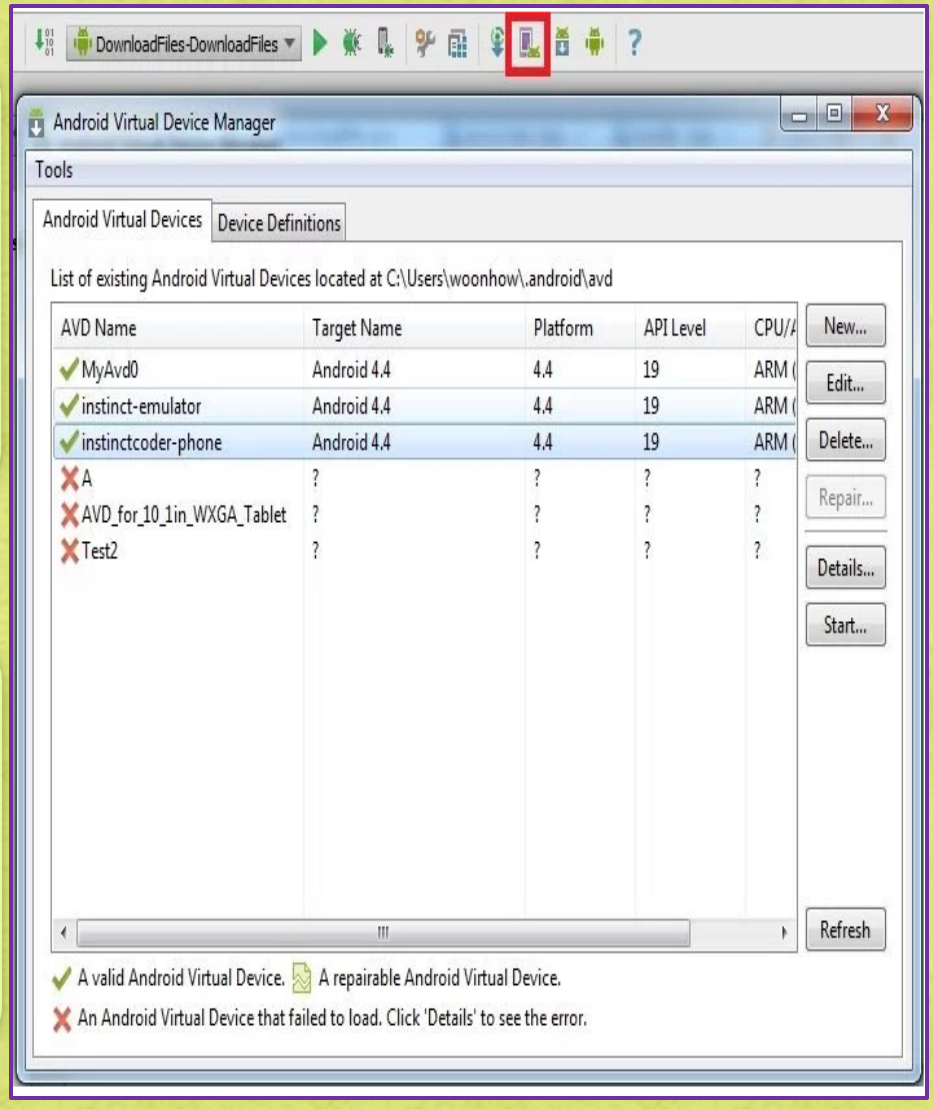
## Manually Install APK in Android Studio Emulator

1. Verify the presence of **X:\Program Files (x86)\Android\android-studio\sdk\platform-tools**

2. Copy APK file into **X:\Program Files (x86)\Android\android-studio\sdk\platform-tools**

*In this session we will use APK file get from "Candy Crush"*

3. go to **Android Studio > Run Android Virtual Device Manager (AVD) > Start emulator**

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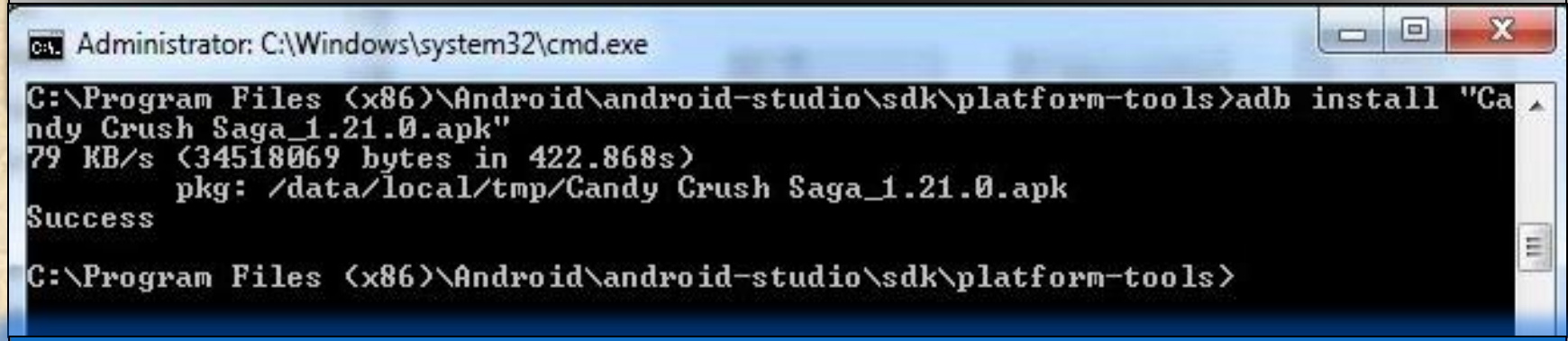
# Mobile APPS: Distribution/Installation: Android .APK

## Cont. : Manually Install APK in Android Studio Emulator

4. Go to **Start > Run > Cmd**

```
1 Type cd "C:\Program Files (x86)\Android\android-studio\sdk\platform-tools"
2 Type adb install "Candy Crush Saga_1.21.0.apk"
```

5. After successfully installed, you will see result in command prompt like below




It will take about 5-6 minutes to install successfully

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# Mobile APPS: Distribution/Installation: Android .APK

## Manually Install APK in Android Studio Emulator

6.Go to the emulator and you will see Candy Crush install in the emulator like below

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# Mobile APPS: Distribution/Installation: Android .APK

TestFairy offers some great features for app developers. One of the stand out features is client side Video recording and not just screen shots.

TestFairy provides a video recording of the exact test from the client side, including CPU, Memory, GPS, Network monitoring, logs, crash reports and more.

With Android apps you don't need to integrate any SDK or APIs into your app builds. You upload your APK (Android application file) to the TestFairy platform.

**TEST FAIRY is for ANDROID ONLY**

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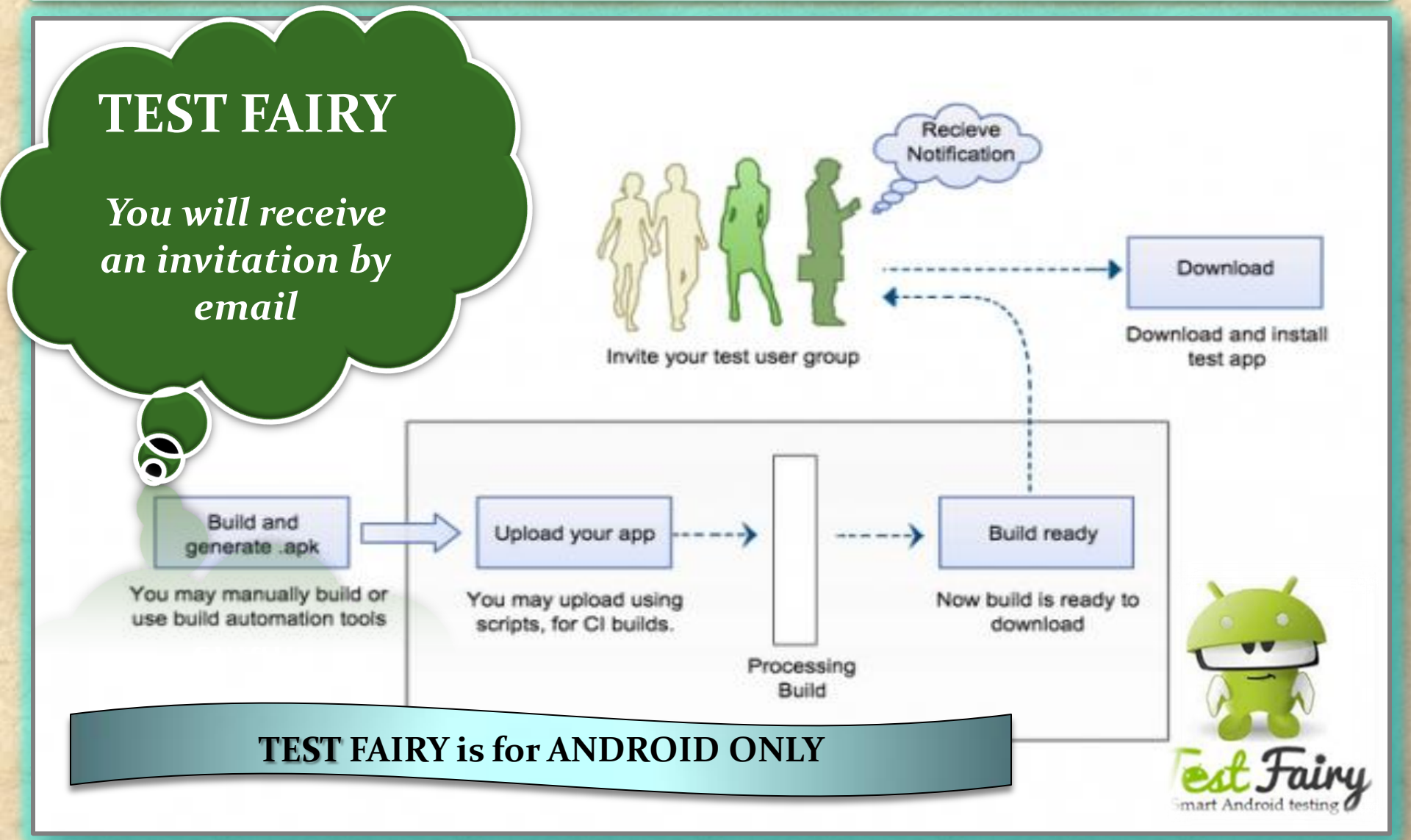
# Mobile APPS: Distribution/Installation: Android .APK

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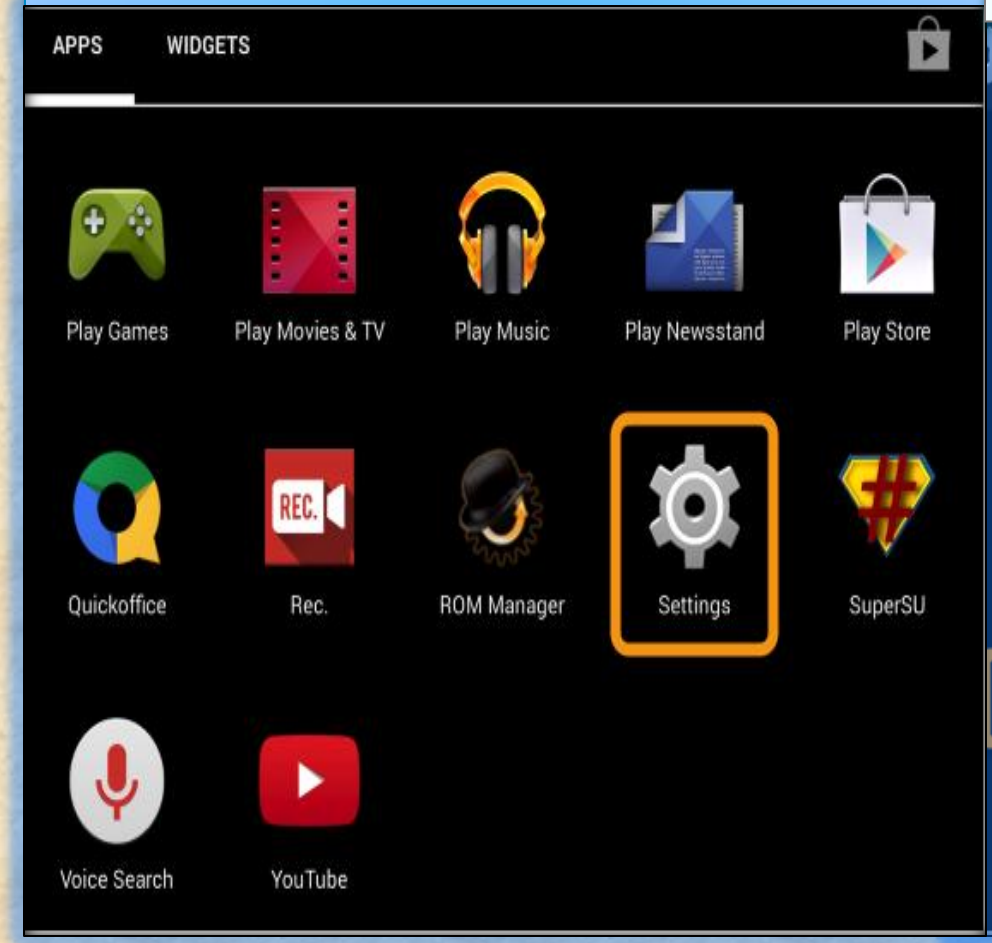
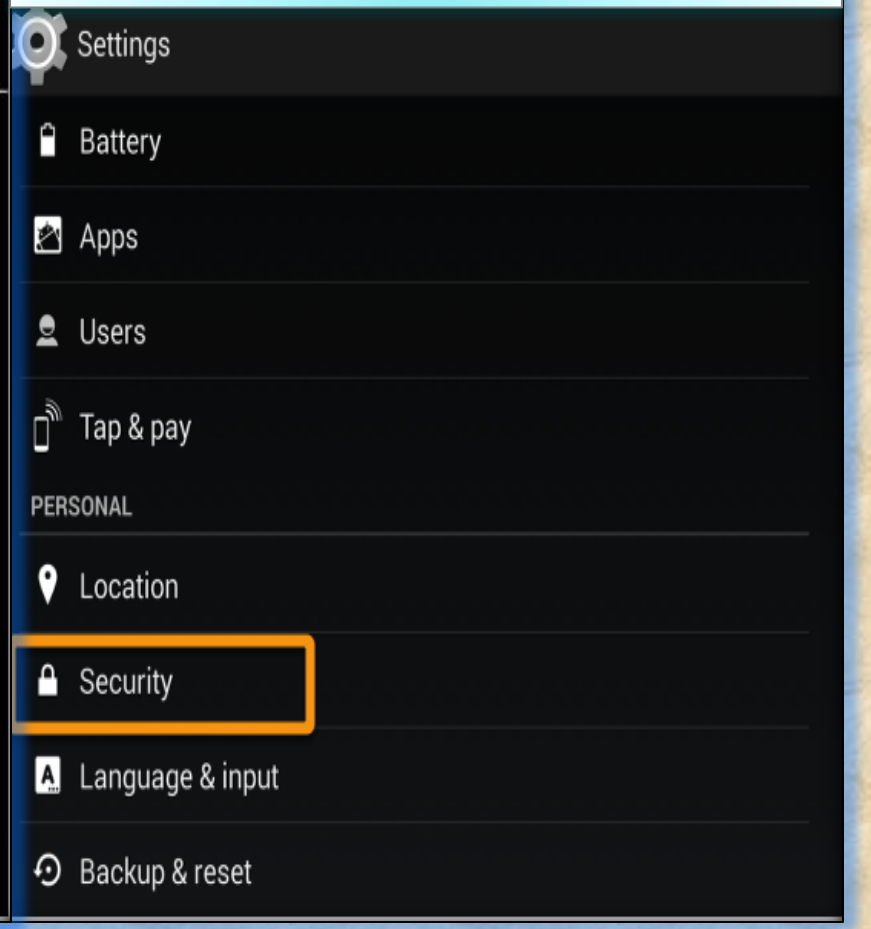
# Mobile APPS: Distribution/Installation: Android .APK

## Installing THIRD PARTY APK

1. Go to the "Settings" application on your Android device




2. Choose the "Security" option located under the heading "Personal"

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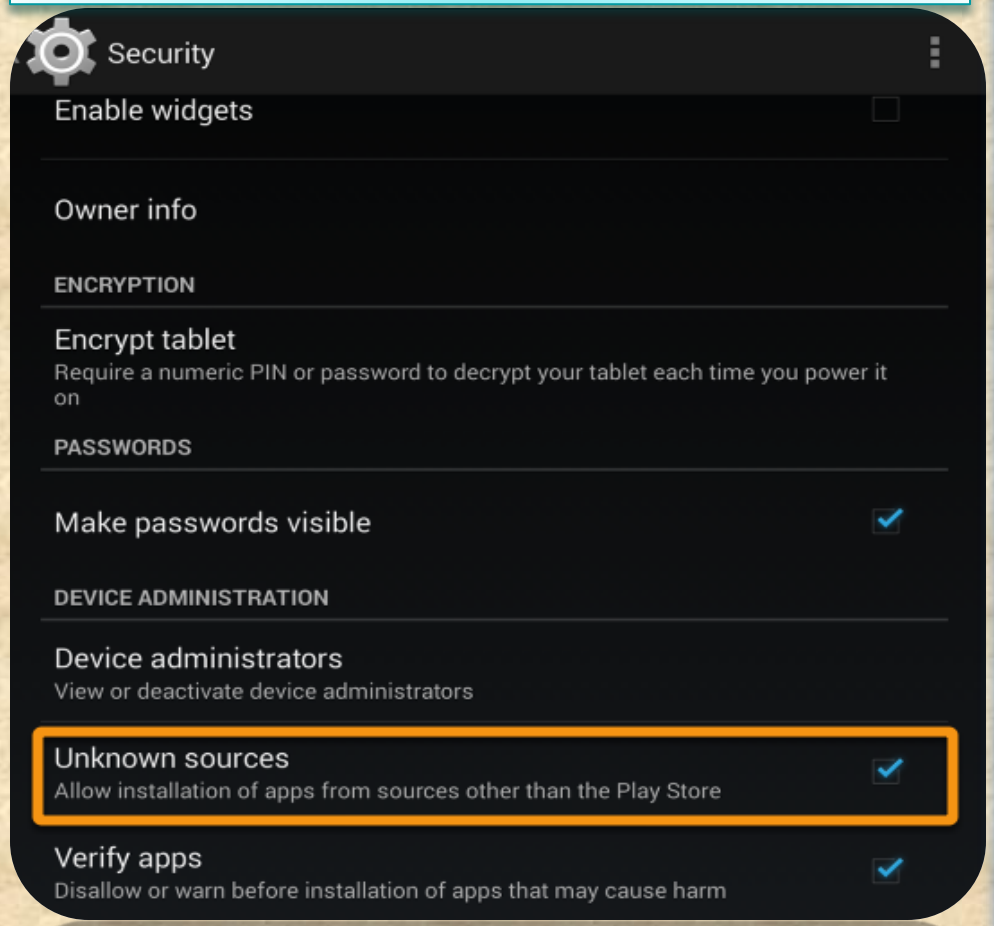
# Mobile APPS: Distribution/Installation: Android .APK

## Installing THIRD PARTY APK

3. Under "Device Administration" place a checkbox next to the option "Unknown Sources"




This allows you to install applications on your Android device that are not downloaded directly from the Google Play store

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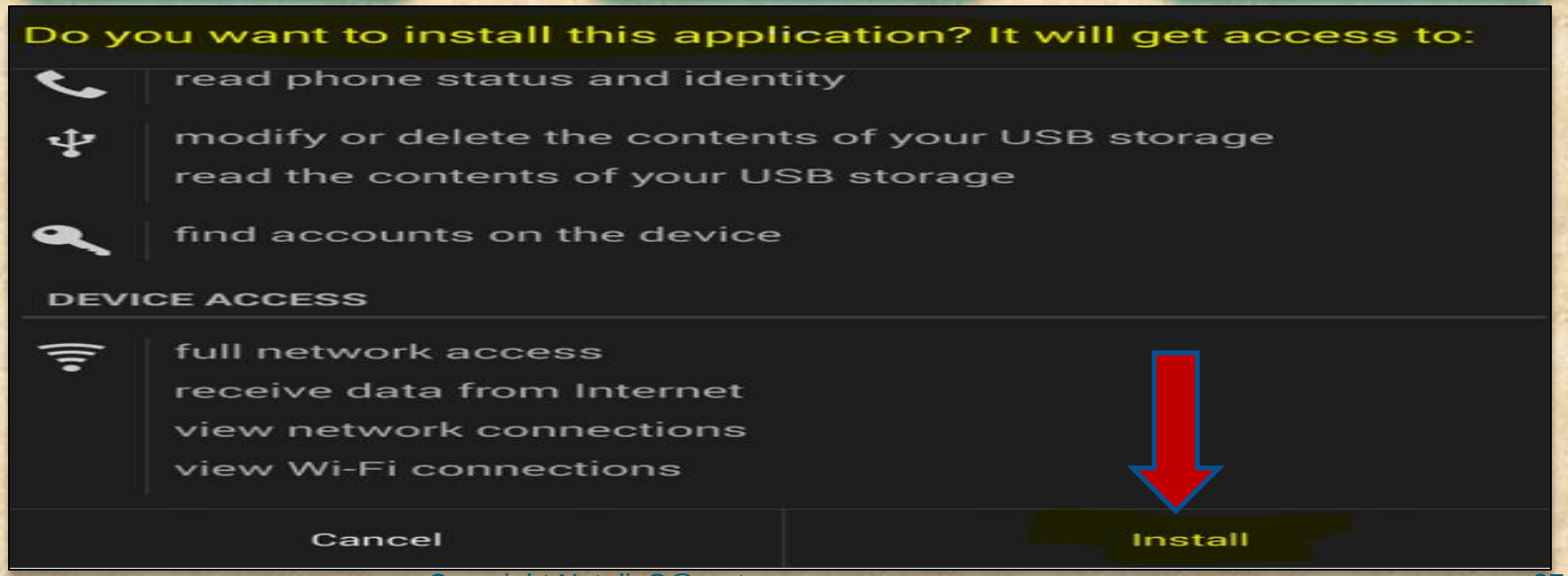
# Mobile APPS: Distribution/Installation: Android .APK

## Transferring APK to your Device

1. On your computer, attach the ".apk" file to an e-mail and send it to an account that you can access via your Android device.

2. On the Android device, click on the ".apk" attachment in the e-mail in order to download it.

3. Follow the on-screen instructions to install the application.

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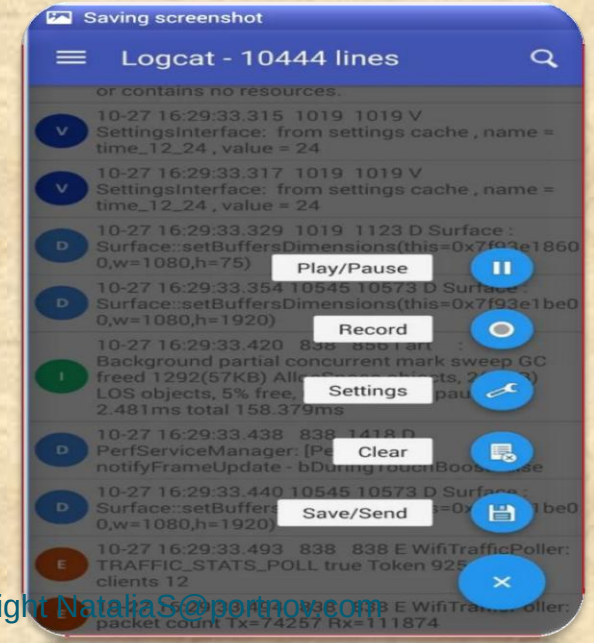
# Mobile APPS: Android LOGS : EXTRA

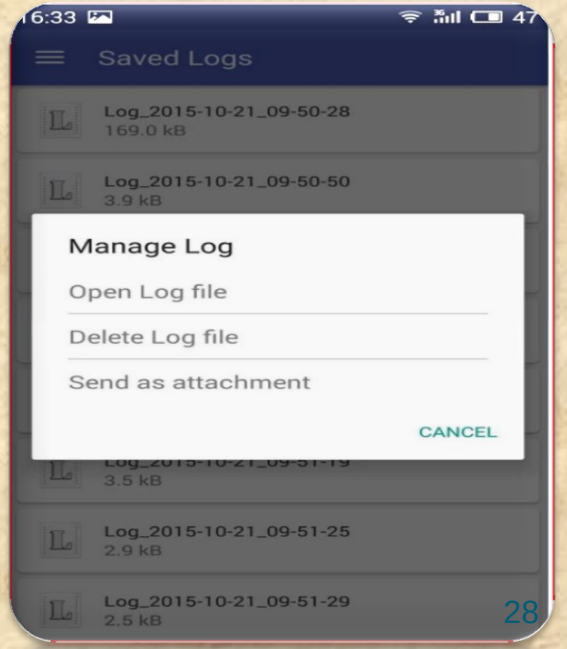
## Installing LOGCAT APP to your Device

Download **LOGCAT EXTREME** from PlayStore to your Device directly *(this is only an example, there are many other similar apps)*

***LOGCAT EXTREME*** *is* an enhanced Logcat reader and Logcat recorder which comes with a rich set of features and handy user interface.

Please note: From Android 4.1 onwards ANY logcat app needs root access in order to show logs properly.

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# Mobile APPS: Distribution/Installation: iOS .IPA

Through an App Marketplace ( APP STORE)

XCODE

ITUNES

TEST FLIGHT

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# Mobile APPS: Distribution/Installation: .IPA

What is XCode?

**Xcode is an Intergrated Development Environment by Apple containing a suite of software Development Tools for macOS, iOS, WatchOS and tvOS**

**Xcode supports source code for programing languages C, C++, Objective-C, Objective-C++, Java, AppleScript, Python, Ruby, ResEdit (Rez), and Swift**

**Also supports variety of programming models, including but not limited to Cocoa, Carbon, and Java**

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# Mobile APPS: Distribution/Installation: .IPA

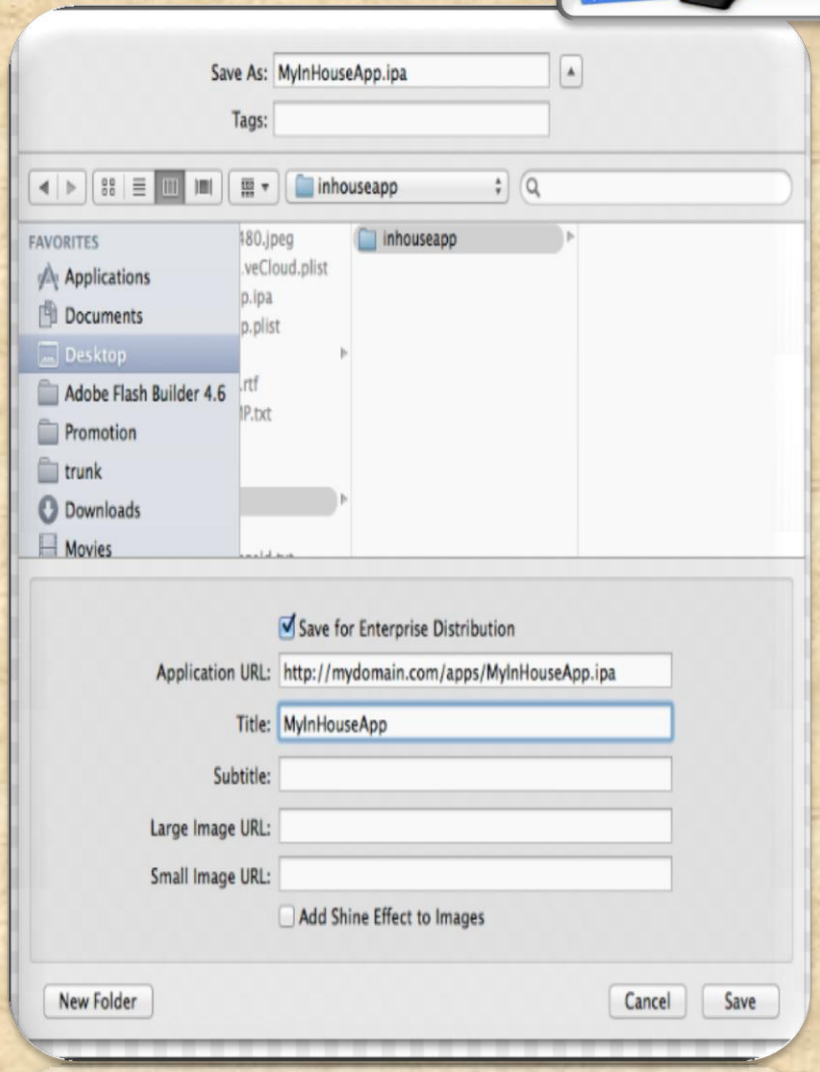
## Distributing .IPA through XCode ?

Connect the device to your Mac.

In Xcode, choose Window > Devices and select the device under Devices.

In the Installed Apps table, click the Add button (+) below the table.

In the dialog that appears, choose the iOS App file and click Open.

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