

# Android Application Testing Guide

*Von Diego Torres Milano*

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**Von Diego Torres Milano : Android Application Testing Guide** before purchasing it in order to gage whether or not it would be worth my time, and all praised Android Application Testing Guide:

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. The only introduction to Unit Tests for AndroidVon mkoRecently I have fallen for Unit Testing. They are really cool. However, it is very hard to find good books covering this topic. When it comes to Android, it is even harder. Check out any on-line store. It will turn out that this book is the only one that covers this topic. Diego tries to provide you with the basic knowledge related to application testing at Android platform. At first chapter, you are presented various kinds of tests: Unit Tests, Mock objects and UI Tests, Integration tests, Functional tests, System test, Instrumentation, etc. Each of them are slightly different from others thus it is good to know what part of software development they cover. Second chapter covers different aspects of tests execution. You will learn here how to start test for single file for the whole suite, how to group tests using annotations and eventually, how to start tests from command line. At first glance, running tests from command line might seem to be not quite good idea - after all, you have an IDE. However, this may

allow you to integrate test phase into your auto building process. This way, you can have your code build and tested at the same place. Third part makes you familiar with assertions and mock objects. Assertions make a lot of troubles for newcomers because they are slightly unintuitive at the very beginning. Diego explains this topic quite easily and provides description of most common used assertion related methods. Mock objects are something different. They allow you to pretend the actual objects. This is quite important especially in case of database related testing. Fourth chapter is devoted to Test Driven Development. This approach is really cool. At first it looks slightly awkward - you have to write something that tests things that do not exist. However, after you start using it, you won't be able to imagine any other way of development. Well, I exaggerate a little bit, but there is part of true in this statement. Keep in mind that each approach has its flaws and there is no silver bullet, how Mr. Brooks used to say. TDD may not be applicable to your particular use case. But still, it is worth considering. Chapter eight covers very interesting topic related to continuous integration. In any sufficiently large project it is more than required to have continuous integration provided by automatic build and automatic test processes. One issue here is that this topic is not covered very extensively. If you read the book, it might look like a quite easy thing to do. Believe me it is not. Usually it turns out that you have lots of exceptions from the general build rules and you have to deal with them. However, this is nice introduction to the topic. Profiling is not covered perfectly as well. This is a biggest issue of all the books that cover testing related contents. They tend to show you how to measure things but they doesn't explain how to interpret them. In fact it may end up with using R and some statistic related topics to get things well interpreted. Drawbacks? There are always some. I think, in case of this book there are few but these are not the major flaws for the content. Book is slightly outdated, it doesn't cover most recent release of Eclipse and Android related SDKs. If you will use most recent Android SDK and most recent Eclipse release you will definitely be able to tell the difference. Sometimes it is hard to follow the book because of these small differences. For example, you will notice that screen shoots represent something different from what you see on your screen. However, Diego provides you with detailed configuration he has used during book composition, this way you can install everything that is needed and you can configure environment exactly the same way as Diego did - this is a big plus for the author. Another issue are missing, so called, flavors of the topic. I miss here detailed description of how to test mock data from the database. This is really big topic. And it looks like everybody avoids it. How to create sample data, how to create good database related tests, how to combine artificial and real data during development. Diego doesn't cover this topic, however as an excuse for the author, I can say that there are very few places you can find description of this issue.

2 von 2 Kunden fanden die folgende Rezension hilfreich. Nützlich aber nicht was ich mir erhofft habe Von Martin FNun, funktionale Unittests und einen Basic-Instrumentation-Testcase habe ich schon vor dem Kauf ganz gut anhand der Android-Hilfeseiten zusammenbekommen. Angesichts der Tatsache, dass das Buch gerade mal 300 Seiten hat muss man beachten, dass relativ häufig Klassen mit Funktionen vorgestellt werden, ohne dass dies weit über das auf den Android-Seiten aufgeführte hinausgehen würde. Trotzdem ist es eine gute Zusammenstellung um zu sehen, welche Teile eines Android-Systems (Service, Network-Connection,...) sich generell simulieren / mocken lassen. Leider gibt es nur sehr wenige Beispiele oder Tips wie man die Architektur so gestaltet, dass man die Tests durchführen kann.

**Kurzbeschreibung** Android Application Testing Guide is a highly detailed book which gives step-by-step examples for a great variety of real-world cases, providing professional guidelines and recommendations that will be extremely valuable for optimizing your development time and resources. In the chapters you will find an introduction to specific testing techniques, and tools for specific situations. If you are an Android developer looking to test your applications or optimize your application development process, then this book is for you. No previous experience in application testing is required.

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Über den Autor und weitere Mitwirkende Diego Torres Milano has been involved with the Android platform since its inception, when he started exploring and researching the platform's possibilities, mainly in the areas of User Interfaces, Unit and Acceptance Tests, and Test Driven Development. This is reflected from a number of articles published mainly on his personal blog ([dtmilano.blogspot.com](http://dtmilano.blogspot.com)) and his participation as a lecturer in various conferences and courses such as Mobile Dev Camp 2008 in Amsterdam (Netherlands), and Japan Linux Symposium 2009 (Tokyo), Droidcon 2009 (London), Skillsmatter 2009 (London). He has also authored Android training courses delivered to various companies in Europe. Diego is the founder and developer of several Open Source projects, mainly CULT Universal Linux Thin Project, Autoglade, Gnome-tla, JGlade, and has been contributing to various Linux distributions such as RedHat, Fedora, and Ubuntu. Apart from giving presentations in Linux World, LinuxTag, GUADEC ES, University of Buenos Aires, etc, Diego has been

developing software, participating in Open Source projects and advising companies worldwide for more than 15 years.