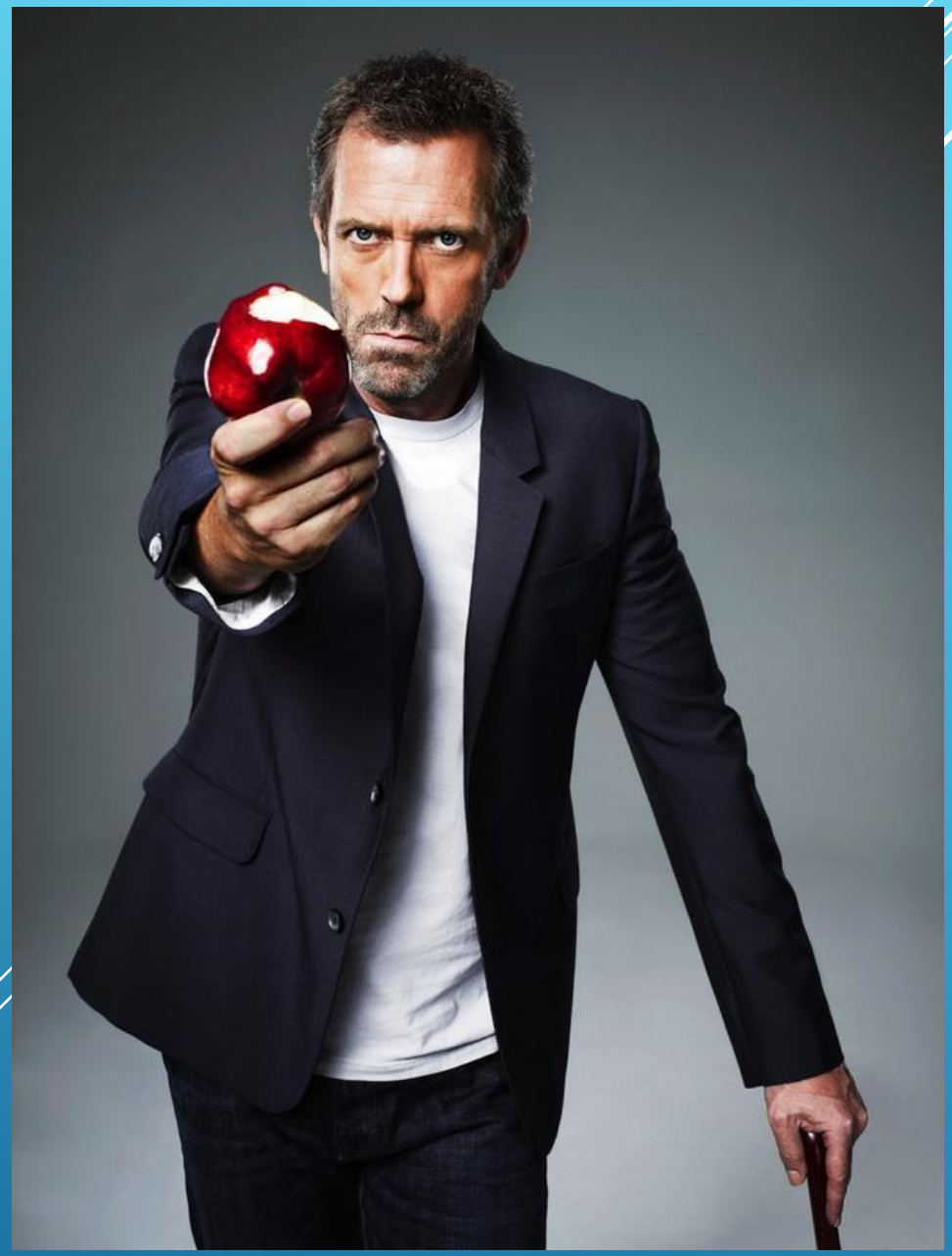
Исповедь "Яблочного" тестировщика

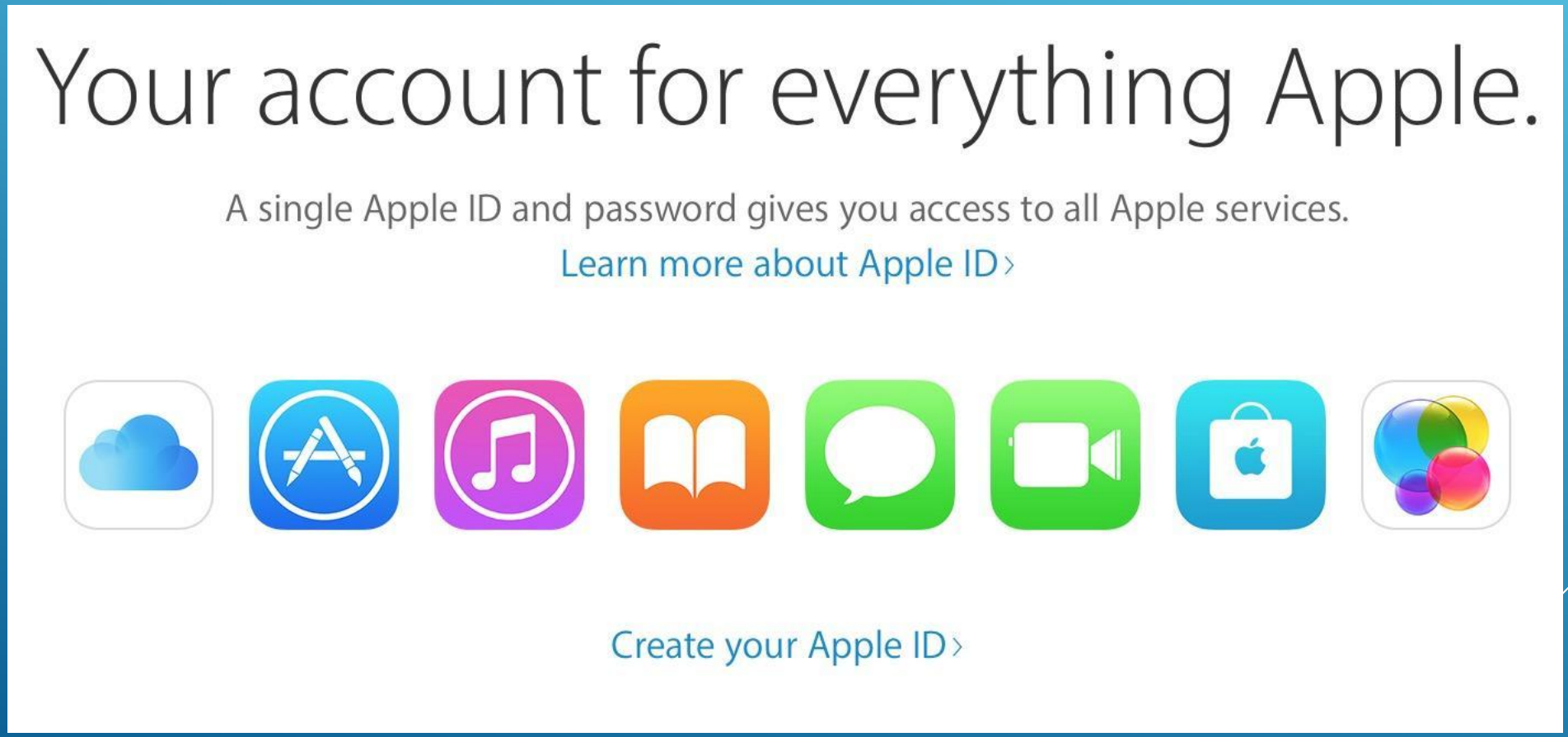
Или как тестировать iOS приложения



Шарипов Александр
QA Lead дизайн студии 7-40

ТЕСТИРОВАНИЕ ПРИЛОЖЕНИЯ ДЛЯ IOS. С ЧЕГО НАЧАТЬ?

ЗАВЕДИТЕ APPLE ID, ЭТО МОДНО ☺



ПРАВИЛА ВЫКЛАДЫВАНИЯ ПРИЛОЖЕНИЯ В STORE

App Store Review Guidelines

https://developer.apple.com/app-store/review/guidelines/

App Store Review Guidelines

Introduction

Apps are changing the world, enriching people's lives, and enabling developers like you to innovate like never before. As a result, the App Store has grown into an exciting and vibrant ecosystem for millions of developers and more than a billion users. Whether you are a first time developer or a large team of experienced programmers, we are excited that you are creating apps for the App Store and want to help you understand our guidelines so you can be confident your app will get through the review process quickly.

The guiding principle of the App Store is simple - we want to provide a safe experience for users to get apps and a great opportunity for all developers to be successful. We have updated the App Review Guidelines with that principle in mind. The guidelines themselves haven't changed, but they are better organized and provide more context. On the following pages you will find guidelines arranged into five clear sections: Safety, Performance, Business, Design, and Legal. A few other points to keep in mind:

- We have lots of kids downloading lots of apps. Parental controls work great to protect kids, but you have to do your part too. So know that we're keeping an eye out for the kids.
- If your app looks like it was cobbled together in a few days, or you're trying to get your first practice app into the store to impress your friends, please brace yourself for rejection. We have lots of serious developers who don't want their quality apps to be surrounded by amateur hour.
- We will reject apps for any content or behavior that we believe is over the line. What line, you ask? Well, as a Supreme Court Justice once said, "I'll know it when I see it". And we think that you will also know it when you cross it.

Table of Contents

Before You Submit – a pre-review checklist

1. **Safety**
   - 1.1 Objectionable Content
   - 1.2 User Generated Content
   - 1.3 Kids Category
   - 1.4 Physical Harm
   - 1.5 Developer Information

2. **Performance**
   - 2.1 App Completeness
   - 2.2 Beta Testing
   - 2.3 Accurate Metadata
   - 2.4 Hardware Compatibility
   - 2.5 Software Requirements

3. **Business**
   - 3.1 Payments
     - 3.1.1 In-App Purchase
     - 3.1.2 Subscriptions
     - 3.1.3 Content-based "Reader" Apps
     - 3.1.4 Content Codes
     - 3.1.5 Physical Goods and Services Outside of the App
     - 3.1.6 Apple Pay
   - 3.2 Other Business Model Issues
     - 3.2.1 Acceptable
     - 3.2.2 Unacceptable

4. **Design**
4.1 Copycats
4.2 Minimum Functionality
4.3 Spam
4.4 Extensions
4.5 Apple Sites and Services

5. **Legal**
5.1 Privacy
5.1.1 Data Collection and Storage
5.1.2 Data Use and Sharing
5.1.3 Health and Health Research
5.1.4 Kids
5.1.5 Location Services

5.2 Intellectual Property
5.3 Gaming, Gambling, and Lotteries

After You Submit – what to expect

Before You Submit

To help your app approval go as smoothly as possible, review the common missteps listed below that can slow down the review process or trigger a rejection. This doesn't replace the guidelines or guarantee approval, but making sure you can check every item on the list is a good start.

Make sure you:

А ЧТО ЖЕ ДЕЛАТЬ С UI?

ТРЕБОВАНИЯ К UI ПРИЛОЖЕНИЯ

iOS Human Interface Guidelines

https://developer.apple.com/ios/human-interface-guidelines/overview/design-principles/

iOS Human Interface Guidelines

The world's most advanced mobile OS offers everything you need to design beautiful, engaging apps that radiate power and simplicity.

Overview
- Design Principles
- What's New in iOS 10
- Interface Essentials

Interaction
Features
Visual Design
Graphics
UI Bars
UI Views
UI Controls
Extensions
Technologies
Resources

As an app designer, you have the opportunity to deliver an extraordinary product that rises to the top of the App Store charts. To do so, you'll need to meet high expectations for quality and functionality.

Three primary themes differentiate iOS from other platforms:

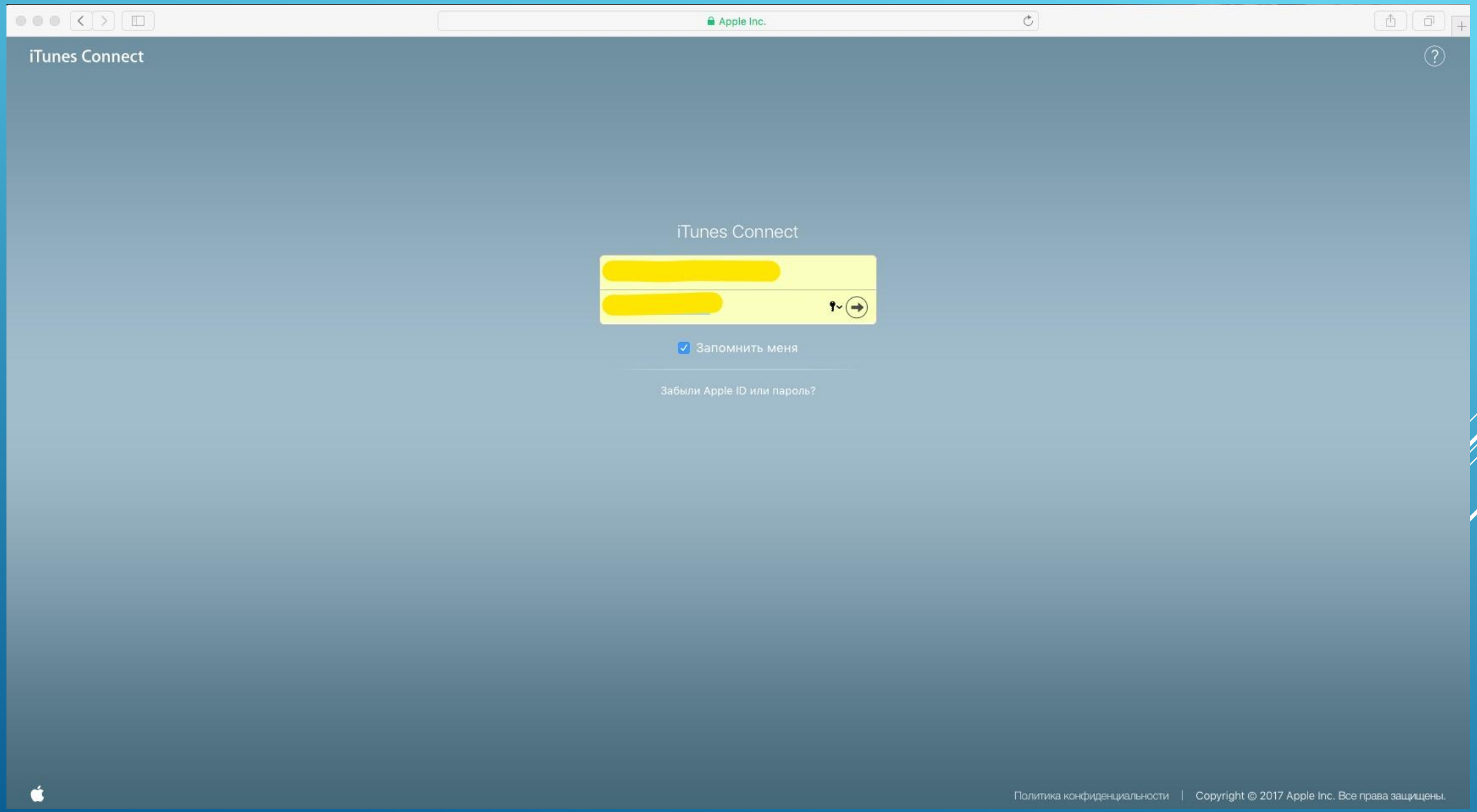
- **Clarity.** Throughout the system, text is legible at every size, icons are precise and lucid, adornments are subtle and

У ВАС ЕСТЬ ЗНАНИЯ, У ВАС ЕСТЬ IPHONE

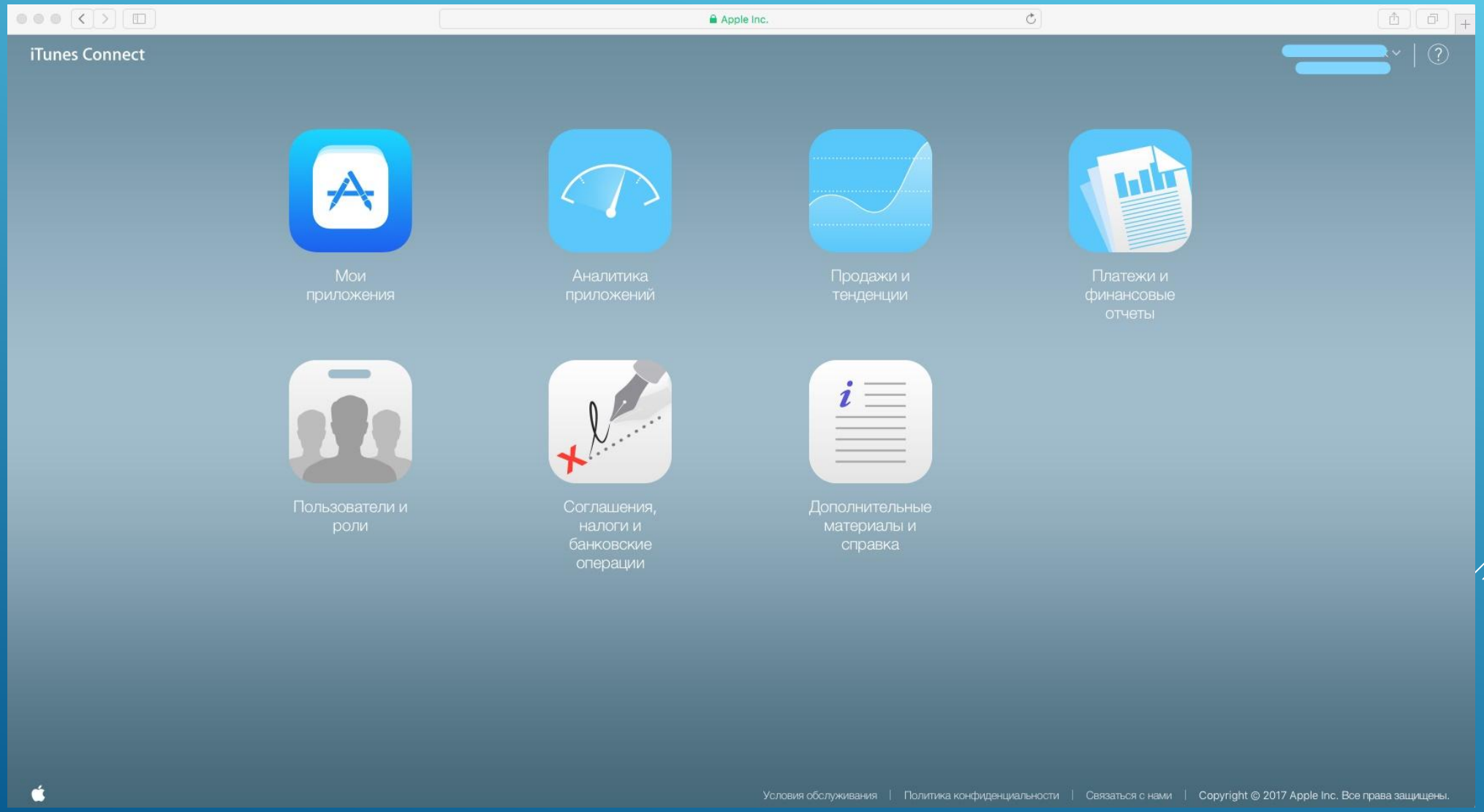
НАЗНАЧАЕМ РОЛИ, УПРАВЛЯЕМ ПРИЛОЖЕНИЕМ

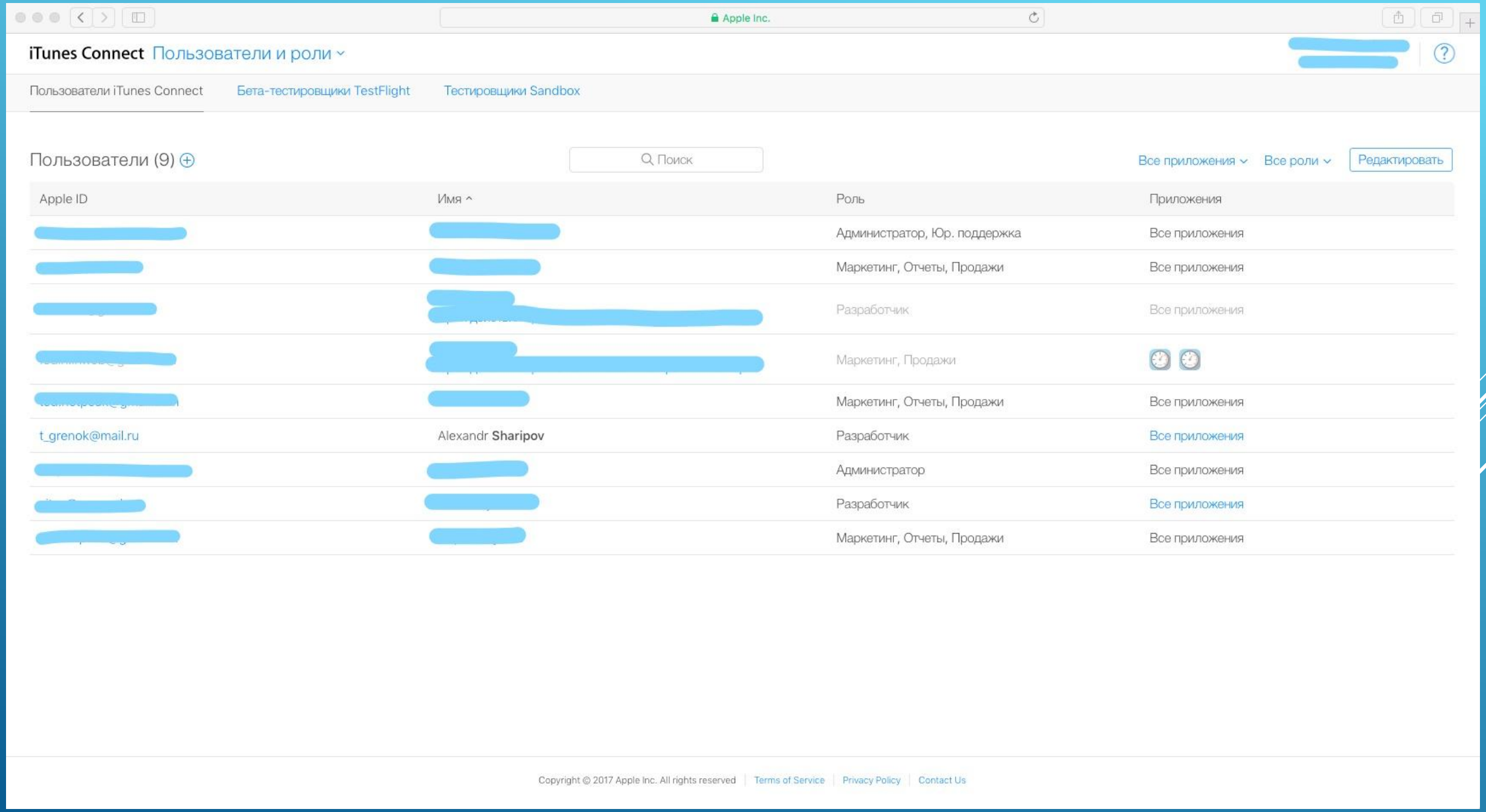
Знакомимся с iTUNES CONNECT

https://itunesconnect.apple.com/login

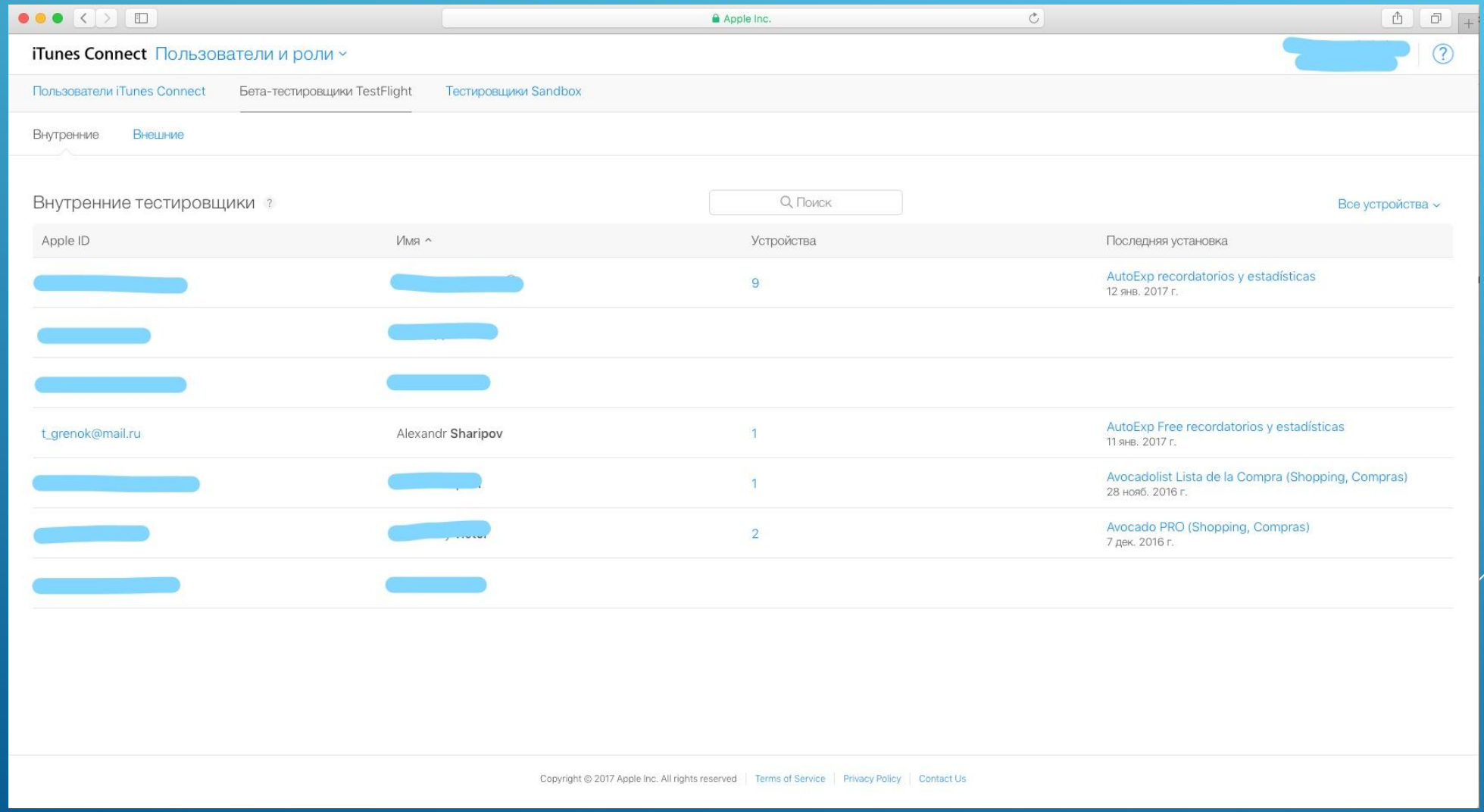

Apple Inc.
iTunes Connect
iTunes Connect
Запомнить меня
Забыли Apple ID или пароль?
Политика конфиденциальности | Copyright © 2017 Apple Inc. Все права защищены.

НАЗНАЧАЕМ РОЛИ



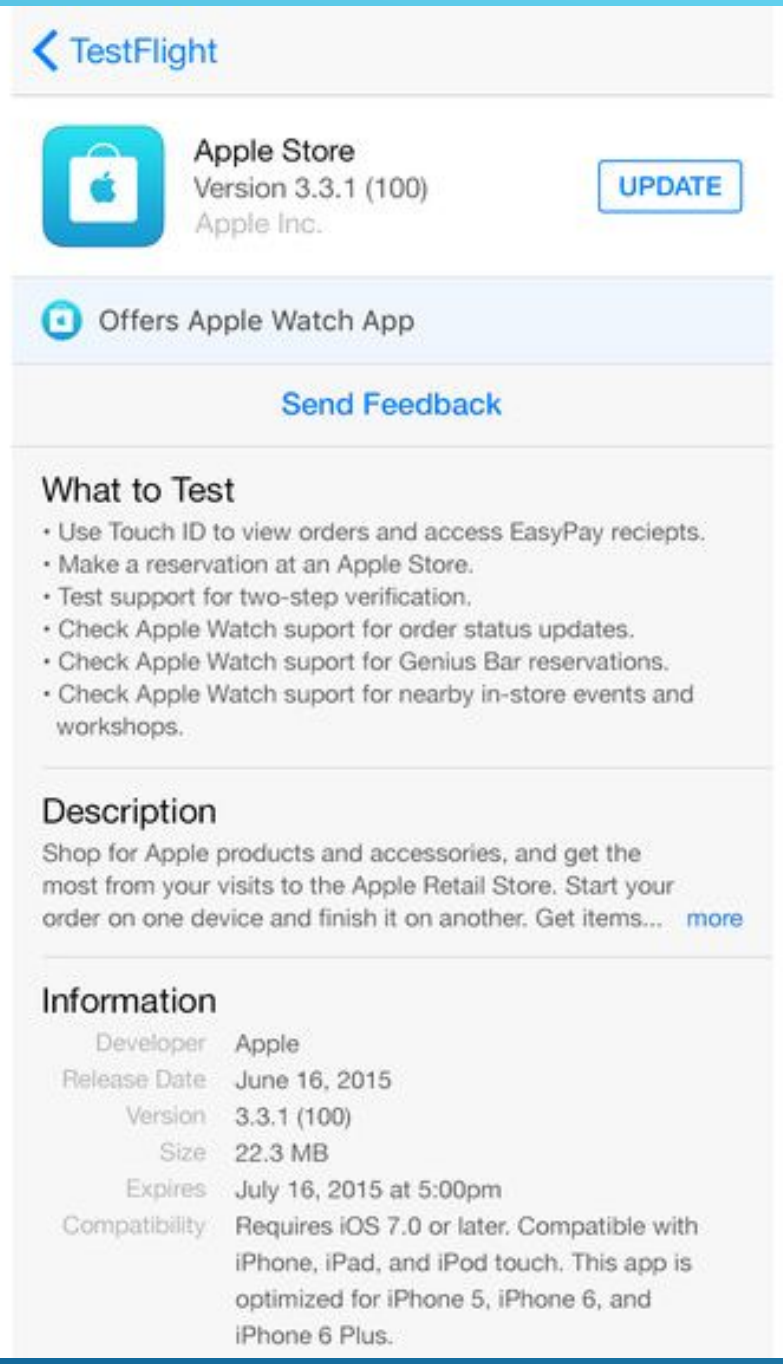

Apple Inc.
iTunes Connect Пользователи и роли
Пользователи iTunes Connect
Бета-тестировщики TestFlight
Тестировщики Sandbox
Пользователи (9)
Поиск
Все приложения
Все роли
Редактировать
Apple ID
Имя
Роль
Приложения
Администратор, Юр. поддержка
Все приложения
Маркетинг, Отчеты, Продажи
Все приложения
Разработчик
Все приложения
Маркетинг, Продажи
Маркетинг, Отчеты, Продажи
Все приложения
t_grenok@mail.ru
Alexandr Sharipov
Разработчик
Все приложения
Администратор
Все приложения
Разработчик
Все приложения
Маркетинг, Отчеты, Продажи
Все приложения
Copyright © 2017 Apple Inc. All rights reserved
Terms of Service
Privacy Policy
Contact Us

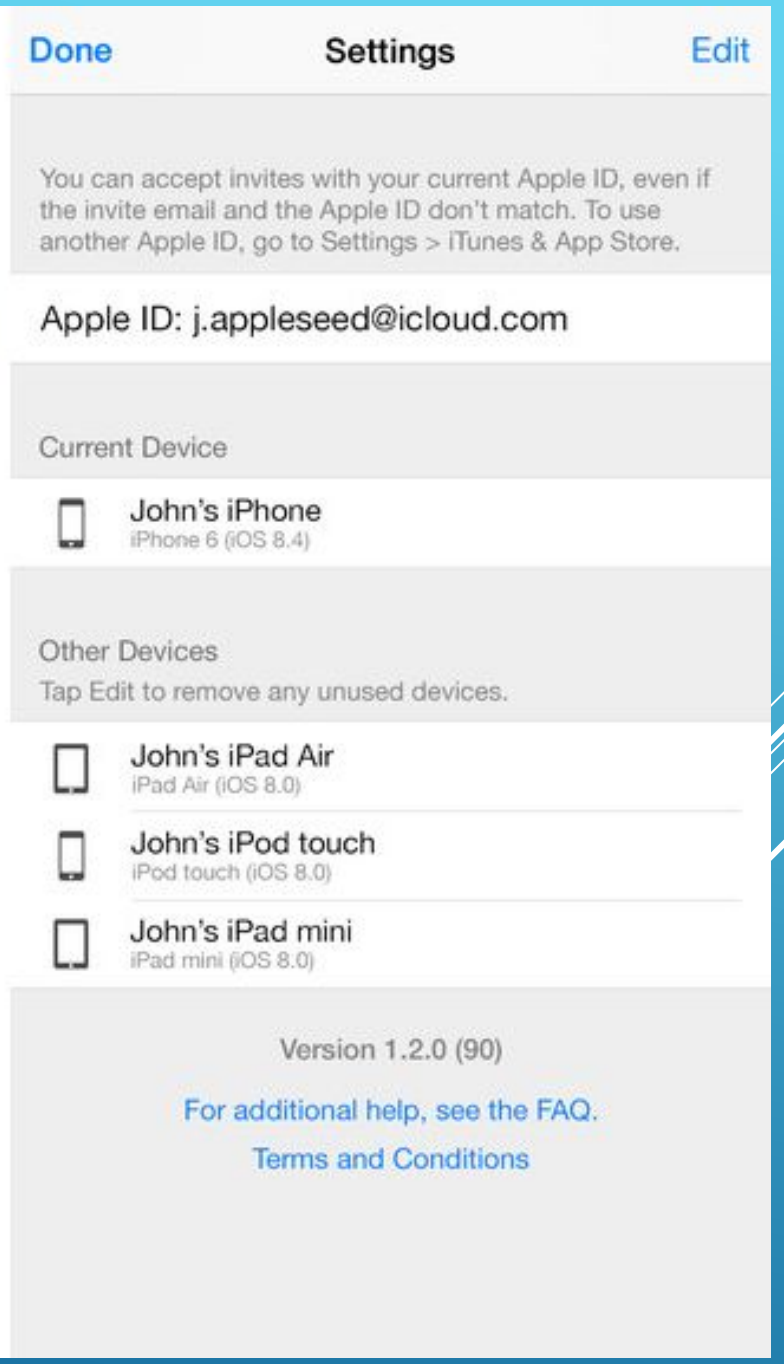
ДОБАВИМ ТЕСТИРОВЩИКА TESTFLIGHT



ЧТО ТАКОЕ TESTFLIGHT?

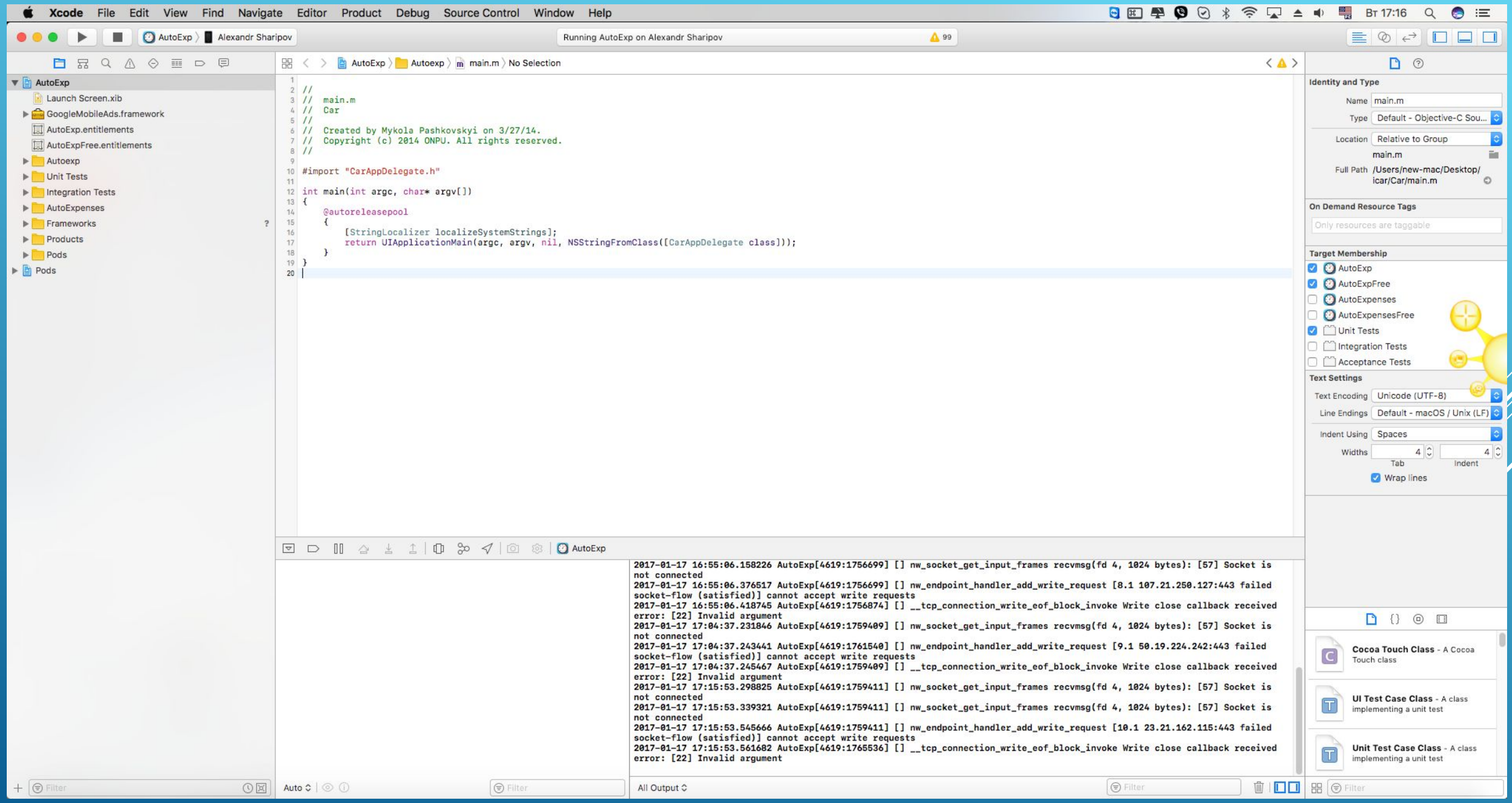
TestFlight
Updates 1
Apple Store
Expires in 29 days
Apple Inc.
UPDATE
Testing 4
Pages
Expires in 24 days
Apple Inc.
OPEN
Numbers
Expires in 18 days
Apple Inc.
OPEN
Keynote
Expires in 5 days
Apple Inc.
OPEN
GarageBand
Expires in 3 days
Apple Inc.
OPEN
Apple ID: emily@icloud.com
Terms and Conditions >

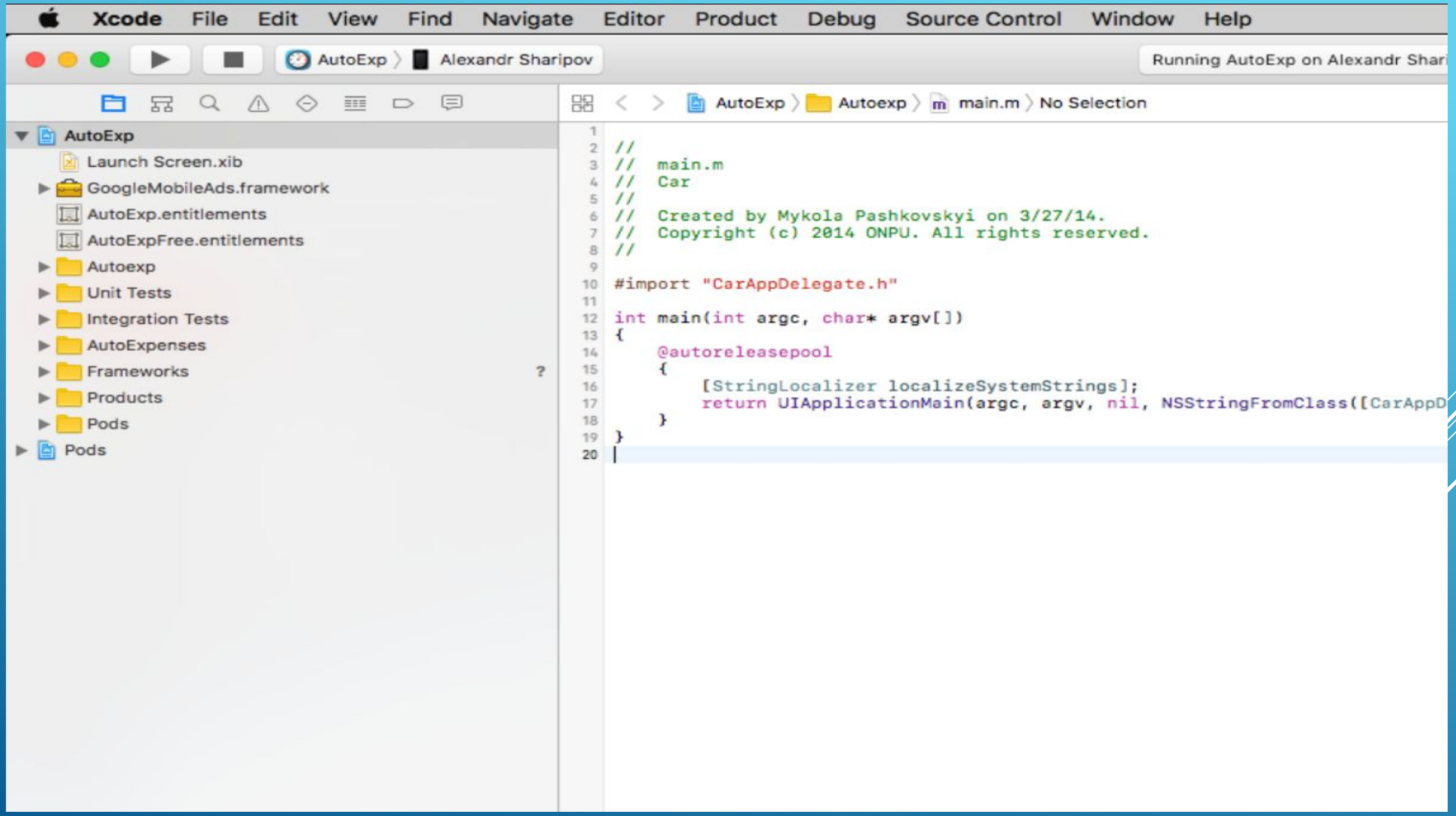

TestFlight
Apple Store
Version 3.3.1 (100)
Apple Inc.
UPDATE
Offers Apple Watch App
Send Feedback
What to Test
• Use Touch ID to view orders and access EasyPay reciepts.
• Make a reservation at an Apple Store.
• Test support for two-step verification.
• Check Apple Watch suport for order status updates.
• Check Apple Watch suport for Genius Bar reservations.
• Check Apple Watch suport for nearby in-store events and workshops.
Description
Shop for Apple products and accessories, and get the most from your visits to the Apple Retail Store. Start your order on one device and finish it on another. Get items... more
Information
Developer Apple
Release Date June 16, 2015
Version 3.3.1 (100)
Size 22.3 MB
Expires July 16, 2015 at 5:00pm
Compatibility Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.

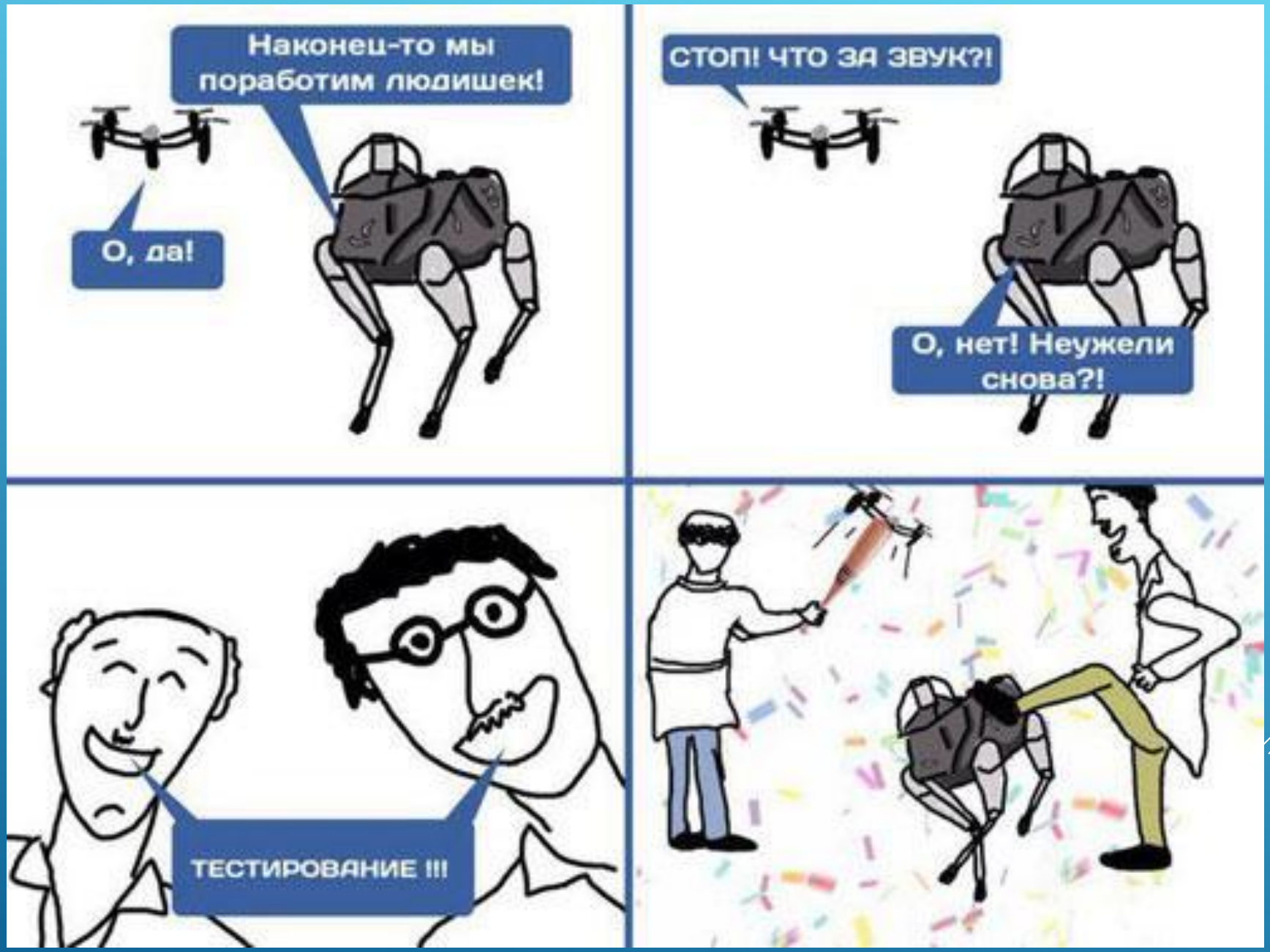

Done
Settings
Edit
You can accept invites with your current Apple ID, even if the invite email and the Apple ID don't match. To use another Apple ID, go to Settings > iTunes & App Store.
Apple ID: j.appleseed@icloud.com
Current Device
John's iPhone
iPhone 6 (iOS 8.4)
Other Devices
Tap Edit to remove any unused devices.
John's iPad Air
iPad Air (iOS 8.0)
John's iPod touch
iPod touch (iOS 8.0)
John's iPad mini
iPad mini (iOS 8.0)
Version 1.2.0 (90)
For additional help, see the FAQ.
Terms and Conditions

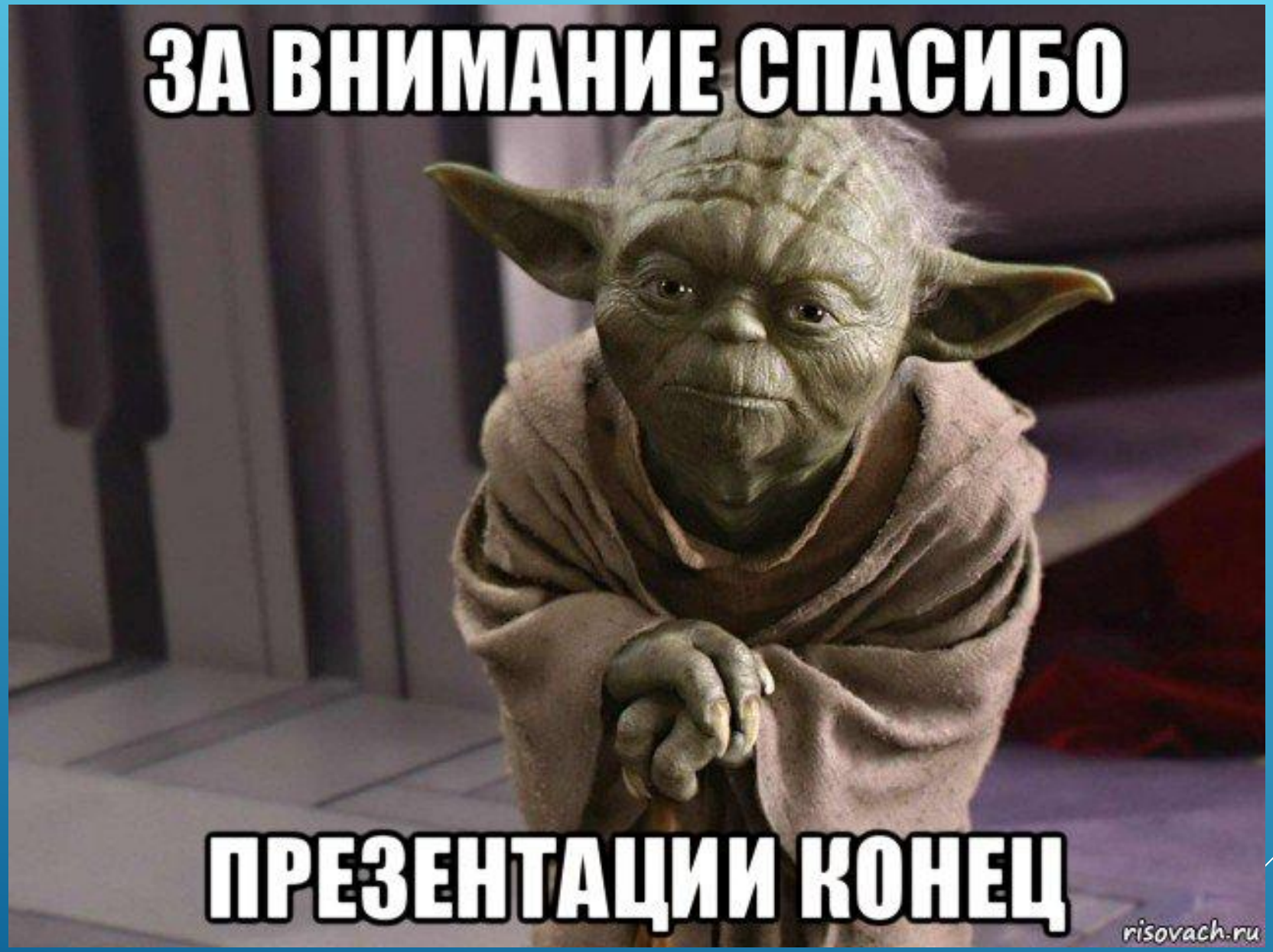
Я ПРОДВИНУТЫЙ QA И МОГУ САМ ДЕПЛОИТЬ БИЛДЫ НА ДЕВАЙСЫ

XCODE – ЧТО ЭТО, И КАК ~~САОМАТЬ~~ ИСПОЛЬЗОВАТЬ


Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help
AutoExp Alexandr Sharipov
Running AutoExp on Alexandr Sharipov
AutoExp Autoexp main.m No Selection
AutoExp
Launch Screen.xib
GoogleMobileAds.framework
AutoExp.entitlements
AutoExpFree.entitlements
Autoexp
Unit Tests
Integration Tests
AutoExpenses
Frameworks
Products
Pods
Pods
//
// main.m
// Car
//
// Created by Mykola Pashkovskyi on 3/27/14.
// Copyright (c) 2014 ONPU. All rights reserved.
//
#import "CarAppDelegate.h"
int main(int argc, char* argv[])
{
@autoreleasepool
{
[StringLocalizer localizeSystemStrings];
return UIApplicationMain(argc, argv, nil, NSStringFromClass([CarAppDelegate class]));
}
}
Identity and Type
Name main.m
Type Default - Objective-C Sou...
Location Relative to Group
main.m
Full Path /Users/new-mac/Desktop/icar/Car/main.m
On Demand Resource Tags
Only resources are taggable
Target Membership
AutoExp
AutoExpFree
AutoExpenses
AutoExpensesFree
Unit Tests
Integration Tests
Acceptance Tests
Text Settings
Text Encoding Unicode (UTF-8)
Line Endings Default - macOS / Unix (LF)
Indent Using Spaces
Widths 4 4
Tab Indent
Wrap lines
2017-01-17 16:55:06.158226 AutoExp[4619:1756699] [] nw_socket_get_input_frames recvmsg(fd 4, 1024 bytes): [57] Socket is not connected
2017-01-17 16:55:06.376517 AutoExp[4619:1756699] [] nw_endpoint_handler_add_write_request [8.1 107.21.250.127:443 failed socket-flow (satisfied)] cannot accept write requests
2017-01-17 16:55:06.418745 AutoExp[4619:1756874] [] __tcp_connection_write_eof_block_invoke Write close callback received error: [22] Invalid argument
2017-01-17 17:04:37.231846 AutoExp[4619:1759409] [] nw_socket_get_input_frames recvmsg(fd 4, 1024 bytes): [57] Socket is not connected
2017-01-17 17:04:37.243441 AutoExp[4619:1761540] [] nw_endpoint_handler_add_write_request [9.1 50.19.224.242:443 failed socket-flow (satisfied)] cannot accept write requests
2017-01-17 17:04:37.245467 AutoExp[4619:1759409] [] __tcp_connection_write_eof_block_invoke Write close callback received error: [22] Invalid argument
2017-01-17 17:15:53.298825 AutoExp[4619:1759411] [] nw_socket_get_input_frames recvmsg(fd 4, 1024 bytes): [57] Socket is not connected
2017-01-17 17:15:53.339321 AutoExp[4619:1759411] [] nw_socket_get_input_frames recvmsg(fd 4, 1024 bytes): [57] Socket is not connected
2017-01-17 17:15:53.545666 AutoExp[4619:1759411] [] nw_endpoint_handler_add_write_request [10.1 23.21.162.115:443 failed socket-flow (satisfied)] cannot accept write requests
2017-01-17 17:15:53.561682 AutoExp[4619:1765536] [] __tcp_connection_write_eof_block_invoke Write close callback received error: [22] Invalid argument
Auto
All Output
Cocoa Touch Class - A Cocoa Touch class
UI Test Case Class - A class implementing a unit test
Unit Test Case Class - A class implementing a unit test


Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help
AutoExp Alexandr Sharipov
Running AutoExp on Alexandr Shari
AutoExp
Launch Screen.xib
GoogleMobileAds.framework
AutoExp.entitlements
AutoExpFree.entitlements
Autoexp
Unit Tests
Integration Tests
AutoExpenses
Frameworks
Products
Pods
Pods
AutoExp Autoexp main.m No Selection
1
2 //
3 // main.m
4 // Car
5 //
6 // Created by Mykola Pashkovskyi on 3/27/14.
7 // Copyright (c) 2014 ONPU. All rights reserved.
8 //
9
10 #import "CarAppDelegate.h"
11
12 int main(int argc, char* argv[])
13 {
14 @autoreleasepool
15 {
16 [StringLocalizer localizeSystemStrings];
17 return UIApplicationMain(argc, argv, nil, NSStringFromClass([CarAppD
18 }
19 }
20


Наконец-то мы поработим людишек!
О, да!
СТОП! ЧТО ЗА ЗВУК?!
О, нет! Неужели снова?!
ТЕСТИРОВАНИЕ !!!


ЗА ВНИМАНИЕ СПАСИБО
ПРЕЗЕНТАЦИИ КОНЕЦ
risovach.ru

Всю информацию вам оформлял (до 3-х ночи) и рассказал

Шарипов Александр

QA Lead дизайн студии «7-40»

E-mail: sharipoff.alexandr@gmail.com

Skype: t_grenok

LinkedIn: https://ua.linkedin.com/in/alexandr-sharipov-b87468103

Facebook: https://www.facebook.com/profile.php?id=100004765262746

Пожалуй, хватит инфы… и так лишнего сболтнул☺