



Cloud Environment for Mobile Applications Testing

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Plan

- 1 Introduction
 - What is CEMAT
 - Why CEMAT
 - Why Android
 - MobApp Testing Market
- 2 Android Testing Environment
- 3 CEMAT
 - Architecture and Implementation
 - Link Emulators to CEMAT Server
 - Link Real Mobile Phones to CEMAT Server
 - Remote Real Phones (on road)
 - Heterogeneous Environment
- 4 Automation / Scenarios



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CEMAT

- Cloud Environment for Mobile Applications Testing
- Facilitates testing of all kinds of application
- Specialized in Location-Based Applications
- Works with Emulators, Devices or both



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CEMAT Advantages

- Java application
- Platform independent

First Application Testing Framework

- Can work with any Android-OS device
- Distributed using Tree Hierarchy Model
- Offers Location-Based Testing
- Offers Heterogeneous Environment



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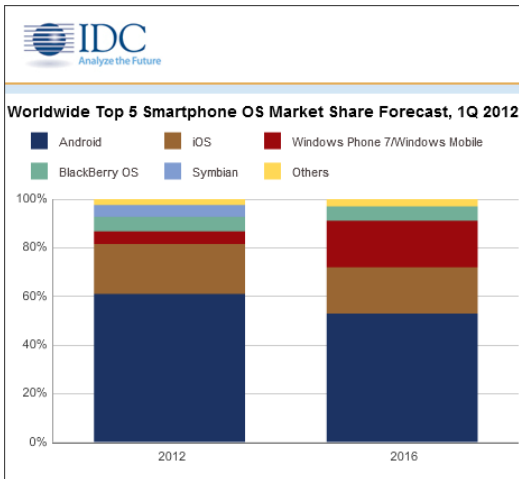


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Smart Phone OS Comparison





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Top Testing Frameworks Comparison

| Name | In-House Sever | Auto-Test | Devices Count | Distributed | Description |
|---------------------------|----------------|-----------|---------------|---|---|
| Perfecto Mobile | No | Yes | 500 | U.S., Canada, U.K., France, Germany, Switzerland Israel and India | Cloud-based, plugs into QTP, Selenium, web-based |
| Device Anywhere | No | Yes | 258 | 275 locations | Cloud-based, Integrated with QTP |
| UTest | No | No | - | All Over the World | 60,000+ professional testers, 190 countries, web, mobile and desktop applications |
| TestDroid | Yes | Yes | 128 | - | An Eclipse plugin for automation |
| Paca Mobile Center | No | No | 300 | France | |



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Application Categories

- **Stand-alone Applications**
- Network Dependent Applications
- Location Applications
- Location-Network Dependent Applications



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Android Testing Environment

- **Android Emulators**
- Android Computer (Virtual/Computer)
- Connected Real Devices
- Remote Real Devices



Android Emulators

- Emulators
- Emulator Networking
- Local Networking Limitations
- Sending a Voice Call or SMS to Another Emulator
- Network, Power, Geo Location, Hardware Events, System



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Emulator Networking

| Network Address | Description |
|---|---|
| 10.0.2.1 | Router/Gateway address |
| 10.0.2.2 | Special alias to your host loopback interface (i.e., 127.0.0.1 on your development machine) |
| 10.0.2.3 | First DNS server |
| 10.0.2.4 / 10.0.2.5 / 10.0.2.6 | Optional second, third and fourth DNS server (if any) |
| 10.0.2.1 | The emulated device's own network/ethernet interface |
| 127.0.0.1 | The emulated device's own loopback interface |

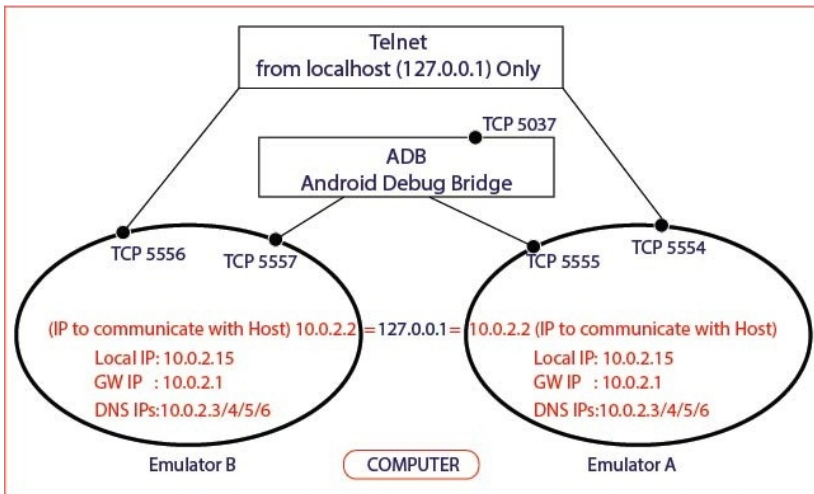


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Local Networking Limitations





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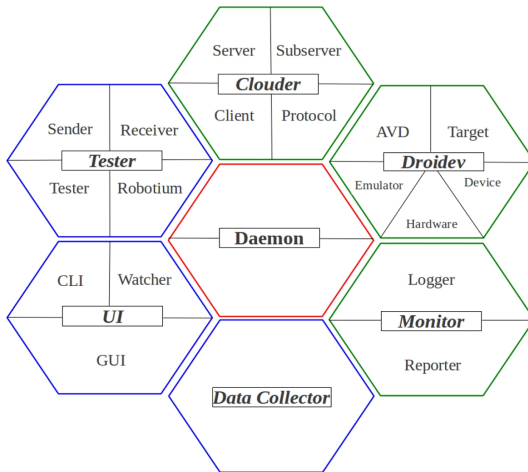


Architecture and Implementation

- CEMAT Server
- CEMAT Data Collector
- CEMAT Client



CEMAT Server



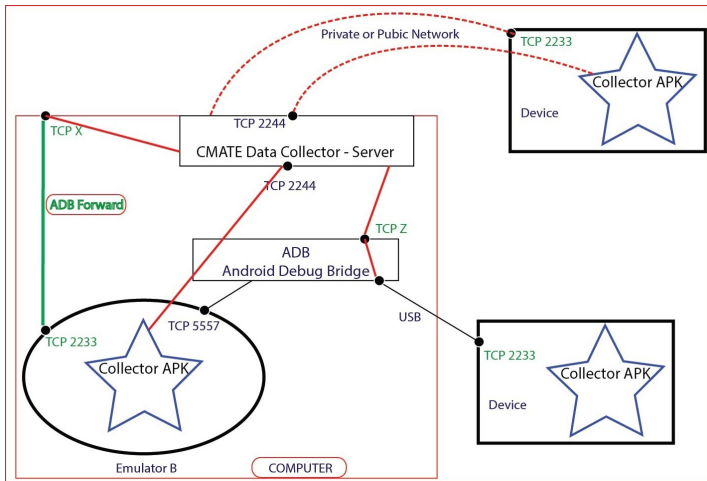


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CEMAT Data Collector





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CEMAT Client

- Lightweight java application
- Connect to one of the servers in the cloud
- Limited to android application testing functions
- Can't manage the cloud



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- **List of Managed Emulators**
- Unique name to be used in the session
- Shell session to the emulator
- Read the log and the output of the emulator
- Send the "CEMAT Data Collector" to the emulators
- Maintain a live connection to the Collector to read the data



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- **List of Managed Devices**
- Unique name to be used in the session
- Forward port on the server to a port on the device
- Send the "CEMAT Data Collector" to the device.



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Consideration

- No formal method to communicate with remote devices from Android
- private IP addressing
- Lack of Internet



Remote Real Phones (on road)

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- Remote Real Phones (on road)
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 - Connection to the Data Collector on the device
 - Accept the connection from the Data Collector
 - Send queries to the application to get the updated values
 - Receive the queries results with the updated values



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- Automation

- Robotium
- Direct Events Sender

- Scenarios

- Environment Scenarios
- Droidev (Emulators/Devices) Scenarios

- Results



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Thank You

Questions ?