iOS Environment Setup for Mobile Test Execution

- **Setup to be done on iOS Device.**

Enable the following settings in iOS Device Settings **>>**
Safari **>>** Advanced **>>** Web Inspector

- **Setup to be done on the MAC System**

- Install Apple XCode (10.11 or higher)
- Install Appium (1.13.0) Server

- **Process to execute test cases in iOS Simulator**

Step 1: Download Simulator with iOS versions supported by Appium.

Step 2: Create and start a new iOS Simulator Device by using XCode. This will start your iOS Simulator.

Step 3: Open the Appium Server.

Step 4: In General Settings of Appium, copy the Appium Server Address and Port Number.

Step 5: Paste the copied Server Address and Port Number into TestingWhiz Server URL field - Settings >> Configuration >> iOS >> Server URL
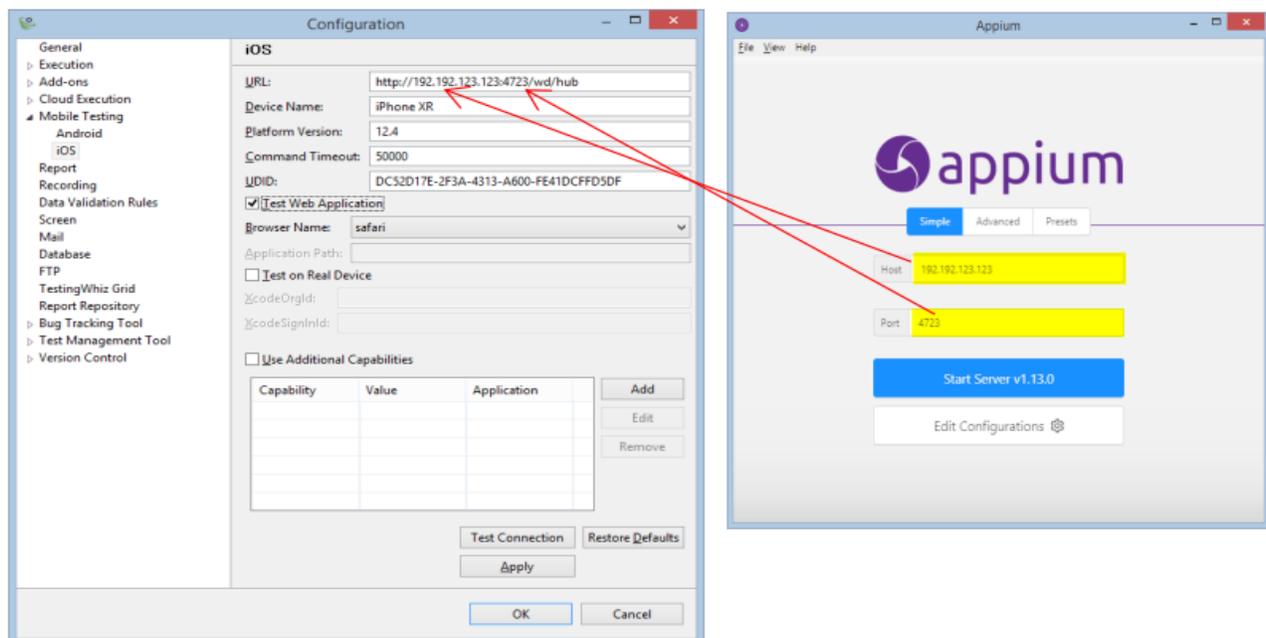
Step 6: Copy the iOS Simulator name, version and identifier and paste it into TestingWhiz - Settings >>Configuration >> iOS >> Device Name, Platform Version and UDID respectively
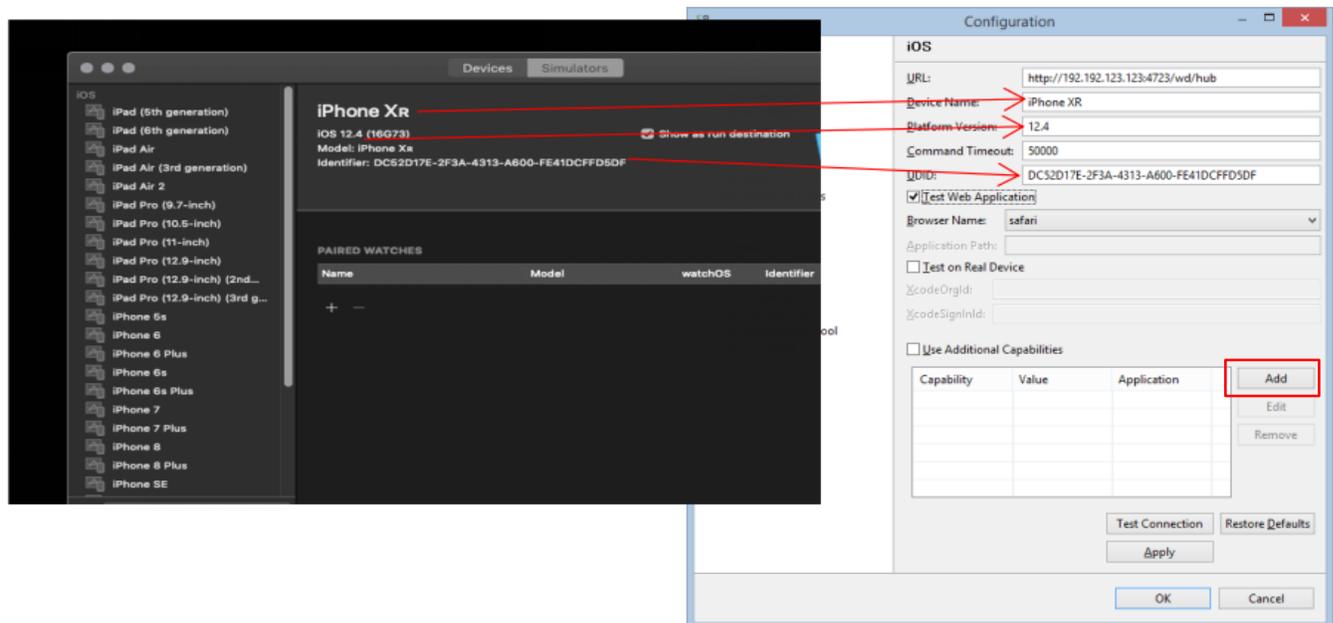
Step 7: Select the "Test Web Application" if it is web Scripts and if it is native application testing then Uncheck that check box and provide Application path
Note: That application must be available in the same system where appium installed

Note: With the latest release v7.0, you will be able to add any desired capability offered by appium

Add appium Capability details by clicking on the 'Add' Icon shown above, check 'Use Additional Capabilities' checkbox to use it in the Test scenarios

Step 8*: Close the configuration window of TestingWhiz

Step 9: Go to iOS settings of Appium and check the following:
   i.   To check the script in Web, check the Mobile Safari option
   ii. To check an application, provide .app file with Simulator name and verify the version.

Step 10: Launch Appium and now you are ready to execute your test cases in an iOS Simulator.

- **Process to execute test cases in iOS Real Device using TestingWhiz.**

   Pre-Requisites:

   1. Mac OS: 10.11 or higher
   2. XCode: 7 or higher
   3. IOS Developer Account

   4. IOS Mobile Device 9.3 or higher (it must be registered with provided developer account)

   5. Appium 1.13.0

Steps:

Step 1: Go to the "Application" folder in MAC machine >> Select Appium (Right Click on it) >> Show Package Contents >> resources >> app >> node_modules >> appium >> node_modules >> appium-xcuitest-driver

Step 2: Double click on WebDriverAgent.xcodeproj (if Xcode is configured it will open project in Xcode)

Step 3: For Appium XCUITest Driver Real Device Setup

Follow the steps from the link below

http://appium.io/docs/en/drivers/ios-xcuitest-real-devices/

Step 4: Connect the real iOS device to the Mac PC.

Step 5: After the Setup is completed,

Go to TestingWhiz >>Settings >> Configuration >> iOS

Perform the steps mentioned in the above ' **Process to execute test cases in iOS Simulator** '

Step 6: Check the "Test On Real Device option in TestingWhiz >> Settings >>Configuration>>Mobile Testing >>IOS

   Define xcodeOrgId: --> Apple Developer Portal >> Account >> Membership >> Team ID
                                           OR
   you can find it in build certificate >>Details >> Organizational Unit
   Define xcodeSigningId: --> By default it is "iPhone Developer" or "IOS Developer"

for e.g. You can also copy the details from IOS signing certificate for that application as shown below
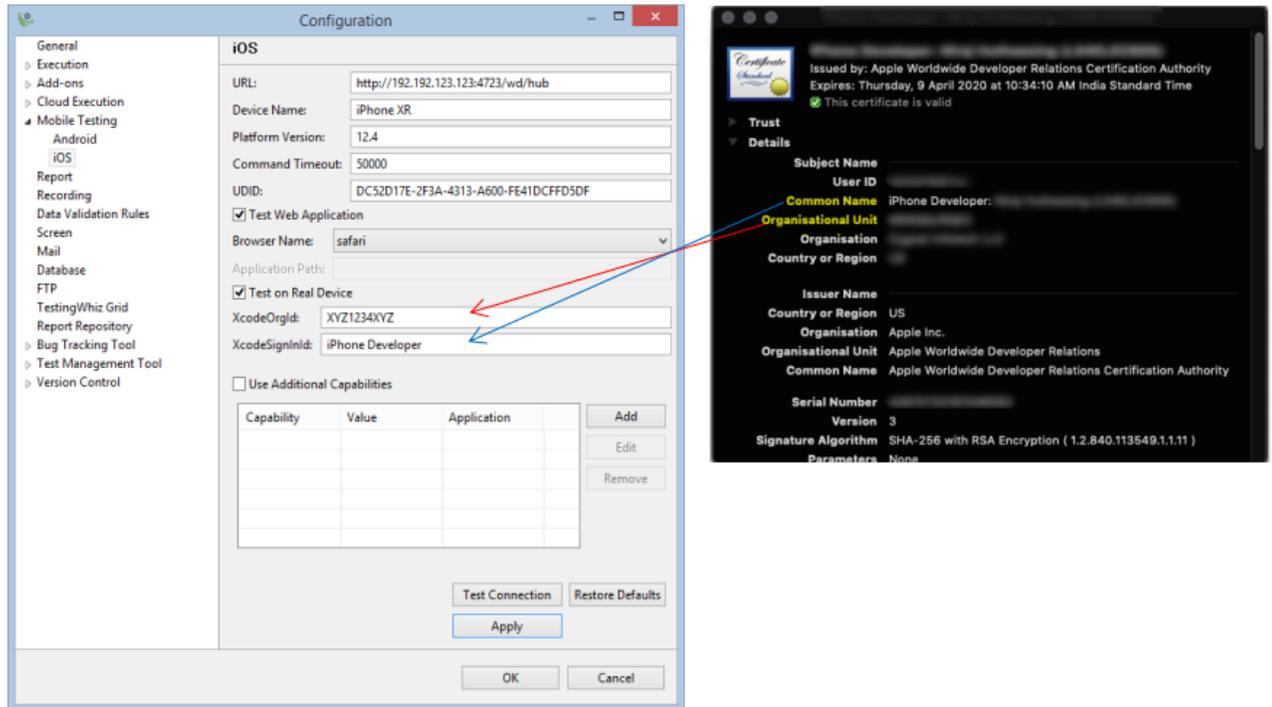
Step 7: Install **ios_webkit_debug_proxy** from " https://github.com/google/ios-webkit- debug-proxy" and follow the steps mentioned in it.

Step 8: Open Terminal and execute "**ios_webkit_debug_proxy -c "UDID of Device: 27753" -d"** command. (Only if it is a web script)

Step 9: Launch Appium and now you are ready to execute your test cases in iOS Real Device.