

Mobile Recorder Guide

Contents

1.	Introduction	. 3
2.	Pre-requisites	.3
3.	Configurations	. 3

1. Introduction

Festina**Whiz**

Recording Test scenarios is the fastest approach to perform automation testing whether it is on web or mobile applications, however manually identifying objects on applications is a tedious process.

Using **TestingWhiz Mobile Recorder** feature, user can easily record and run automated scripts from Recorded Actions

2. Pre-requisites

• Android Studio Installation

In order to work with Mobile Recorder, it is required to have Android Studio installed in your machine.

Download Android Studio

- Set Environment Variable
 - Set ANDROID_HOME and path for platform-tools to configure Android in your system
 - Restart the TestingWhiz Application

3. Configurations

Follow the below Steps to record your Test cases with TestingWhiz Mobile recorder

Step 1: Click on 'Mobile Recorder' to start recording, from record functionality available on tool bar

Note:

- 1. To begin recording, it is required to have either emulator or any real device to be active
- 2. It is required to start recording with 'Install App' command under Test commands \rightarrow Mobile

Click on Mobile Recorder to start recording





Install application

TC01 - M	201 - Mobile Testcase												
#	Test Command	Action	Object	Value	Screenshot	Description							
1	Mobile	Install App				Install application on Device							

Step 2: Connect/Disconnect Device from the available list of devices connected via USB cable

List of available Android devices

TestingWhiz Er	nterprise - New File			
e Edit Settin	gs Scheduler Support View H	elp		
1			\mathbf{i}	
Sector Test Project	📄 Objects			
eviceID	Device Name	Туре	Status	
nulator-5554	Android_SDK_built_for_x86	Emulator	Idle	
nulator-5556	Android_SDK_built_for_x86	Emulator	Idle	

Click on 'Disconnect' to disconnect the device

🖉 TestingWhiz Enterprise - New File											
File Edit Settin	gs Scheduler Support View H	elp									
😢 Test Project	🛑 Objects iii Android Devices										
DeviceID	Device Name	Туре	Status								
emulator-5554	Android_SDK_built_for_x86		- cted								
emulator-5556	Android_SDK_built_for_x86	Disconnec	t								
		Refresh Lis	t								

List of Android devices includes the below details

- Device ID
- Device Name
- Type (emulator or Real device)
- Status (Connected, offline, Idle, unauthorized)





Step 3: Click the 'Device Screenshot' icon to load application GUI on TestingWhiz Viewer

5 📓 💵 🙊 💀 🗰 🕸		
I Viewer ☆		
	UI Object	Click on this icon to take screenshot
	UI Node Detail	

Step 4: A screenshot of the device screen opens on the Viewer

🈂 TestingWhiz E	nterprise - New File							- 5
<u>File Edit Settin</u>	ngs <u>S</u> cheduler S <u>u</u> pport <u>V</u> iew <u>H</u>	elp						
	<u> • · ▷ · []</u>		\mathbf{i}		📲 💵 🗄 🚖 🚳 🗄 🗰	¢۶		
C Test Project	🧧 Objects ଲି Android Devices		- 0	Viewer	r 🛙			
DeviceID	Device Name	Туре	Status					G
emulator-5554	Android_SDK_built_for_x86	Emulator	Idle				1001	
emulator-5556	Android_SDK_built_for_x86	Emulator	Connected				UI Object	
4	"				Monday, Sep 9	//////////////////////////////////////	▲ (0) FrameLayon ▲ (0) FrameLayon ▲ (0) FrameLayon ▲ (0) Frame ▲ (0) FrameLayon ▲ (0) FrameLayon	ut (0.0][480,683] yout (0.0][480,683] eLayout (0.0][480,683] FrameLayout (0.0][480,683] (0) View (0.0][480,683] (1) ScrollView (0.0][480,683] (2) OVIEW (0.0][480,683] (0) ViewGroup [12,183][466,615] (0) FrameLayout [12,183][460,615] (0) FrameLayout [12,183][460,615] (0) FrameLayout [12,183][460,615] (0) TextViewMonday, Sep 9 (Monday, 5 (2) View (0.597][480,633] (3) FrameLayout [10,633][480,683]
堶 Test Editor 🖇	3 🔍 🗶 関 (•	
							UI Node Detail	0
# Test C	ommand Action	Object	Va				taxt	
. ch e							resource-id	com google android apps peyuslauncherid/
							class	android.view.ViewGroup
							package	com.google.android.apps.nexuslauncher
							content-desc	
							checkable	false
							checked	false
						•	clickable	false
						•	*	
•	III		P.					

As shown in the above image, on the right side of the window there are two panels

- Upper Panel 'UI Object' includes the node hierarchy the way UI components are arranged
- Clicking on each node gives properties of UI elements in the lower Panel 'UI Node detail'



Step 5: Select the element, once the element is selected, the available actions dialog box will be enabled on double click as shown below

👺 TestingWhiz E	nterprise - New File									
<u>File Edit Settin</u>	ngs <u>S</u> cheduler S <u>u</u> pport <u>V</u> iew <u>H</u>	elp								
1						🚖 强 🗄	🀳 🕸			
😢 Test Project	🧧 Objects			Viewer	×					- 0
DeviceID	Device Name	Туре	Status							
emulator-5554	Android_SDK_built_for_x86	Emulator	Idle							
emulator-5556	Android_SDK_built_for_x86	Emulator	Connected						UI Object	
									(0) ه ه	FrameLayout [0,0](480,683] (0) FrameLayout [0,0](480,683] (0) View (0,0](480,683] (1) ScrollView (0,0](480,683] (1) ScrollView (0,0](480,683] (1) View Group [12,183](466,615] (1) View Group [12,183](466,615]
			Select	Action				×		4 (0) FrameLayout [20,183][460,291]
			?	Select any act	ion					(0) LinearLayout [109,183][371,291] (0) TextView:Monday, Sep 9 (Mondz (2) View (0,597][480,633] (3) FrameLayout [0,633][480,683] (0) ViewGroup [0,633][480,683]
				тар	Input	Scroll To	Tap by Co-ol	dinates		a (0) ViewGroup [20,633][460,683]
										(0) TextView:Phone {Phone} [20,633][130,6
										(1) TextView:Messages {Messages} [130,63
•	III		•							(2) Textview:Chrome (Chrome) [240,055][:
Test Editor 🖇		BH - A							•	() () () () () () () () () () () () () (
-									UI Node Detail	
									index	1
# Test Co	ommand Action	Object	Va						text	Messages
									resource-id	=
									class	android.widget.TextView
									package	com.google.android.apps.nexuslauncher
									content-desc	Messages
									checkable	false
									checked	false
					G		••		clickable	true
•			•						•	

for e.g. Click on Tap to perform Tap action, once tap action was performed, it will be listed in the Test Editor as a Recorded action

≽ Тар

(0								
FestingWhiz I	Interprise - New File							
File Edit Setti	ngs Scheduler Support View He	lp			A			
			N i		😒 🐏 🗄 兼	9		
😢 *Test Project	t 🧧 Objects बि Android Devices	- 0	■ Viewer ⊠					
DeviceID	Device Name	Туре		3:02 🌣 🔕 🖻	0 🗸			6
emulator-5554	Android_SDK_built_for_x86	Emulator					ULOPERA	
							OI OBJECT	
				Thursda	av. Sep 12		⊿ (0) LinearLa	ayout [0,0][768,1184]
					Sto colo col		⊿ (0) Fram	eLayout [0,0][/68,1184]
							⊿ (0) Fr	ameLayout [0,0][/68,1184]
							⊿ (0) FrameLayout [0,0][/68,1184]
							Þ	(1) View [0,0][768,1184]
							_ ^	(1) Scroliview [0,0][768,1184]
								a (0) ViewGroup [10,84][752,888]
								b (0) ViewGroup [29,04][739,800]
	Recorded Actions							(2) VIEW [0,842][708,890]
							· ·	(0) ViewGroup [0,000][769,1194]
								a (0) ViewGroup [0,050][700,1104]
								(0) TextViewDhans (Dhans) [20 200][171.1
	ᆋᅜ							(1) TextView/Merszaes (Merszaes) (171.90
								(2) TextView.Messages (Messages) [171,09
	$\mathbf{\nabla}$							(1) Framel avout (Search) [36 1068][732 1180]
1		•						• (1) Hamerayour (Scarch) [50,2000][752,2200]
🍢 Test Editor	× Q X D C + -						•	III.
New Test Case	L						UI Node Detail	
New rest cuse							index	2
# Test C	command Action	Object					text	Chrome
1 Mobil	e Tap	//android.w					resource-id	
							class	android.widget.TextView
							package	com.google.android.apps.nexuslauncher
							content-desc	Chrome
					•		checkable	false
					•		checked	false
							clickable	true
							enabled	true
								•



> Input

Select Input and enter the user input as shown below TestingWhiz Enterprise - New File

	•											
👺 TestingWhiz E	nterprise - New File											
<u>File Edit Settin</u>	ngs <u>S</u> cheduler S <u>u</u> pport <u>V</u> iew <u>H</u> e	lp										
			\mathbf{i}			H i 🔶		i 🕸				
🖗 Test Project	🧧 Objects		- 0	Viewer	23							- 0
DeviceID	Device Name	Туре	Status									
emulator-5554	Android_SDK_built_for_x86	Emulator	Idle									
emulator-5556	Android_SDK_built_for_x86	Emulator	Connected							UI Object		
										4	(0) FrameLayout [0,0][480,683]	*
											4 (0) FrameLayout [0,0][480,683]	
											b (0) View [0,0][480,683]	
											(1) ScrollView [0,0][480,683]	
			8						×		(0) ViewGroup [12,183][468,615]	
											▲ (0) ViewGroup [20,183][460,615]	
			You	r inputs please	e.							91]
			Yo	ur inputs plea	se.						 (0) LinearLayout [109,183][3 (0) Tastivian Mandau Sa 	71,291]
											(2) View (0.507)[490.622]	p 9 (Monus
											(2) View [0,557][400,055] 4 (3) Framel avout [0.633][480,683]	-
											4 (0) ViewGroup [0 633][480 683]	
							OK				(0) ViewGroup [20.633][460.683]	
							UK	Cancel			(0) TextView:Phone {Phone} [2]	0,633][130,6
											(1) TextView:Messages (Messag	ges} [130,63
4	m		•								(2) TextView:Chrome {Chrome	} [240,633][:
											(1) FrameLayout {Search} [0,0][0,0]	~
Test Editor 🖇	3 9 1 2 1	BHFF								•	m	•
										UI Node Deta	il	
										index	1	<u>^</u>
# Test C	ommand Action	Object	Va							text	Messages	
										resource-id		=
										class	android.widget.TextView	
										package	com.google.android.apps.nexuslau	ncher
										content-desc	Messages	
								STATE OF STATE		checkable	false	
										checked	false	
								••		clickable	true	-
								-		*		- F

> Swipe

Select and swipe the element to Record swipe action using Mobile Recorder

FestingWhiz En	terprise - C:\Users\amborana\Deskto	p\MR\MobileRec	order(Allcommand).tw	izx						
Edit Setting	gs Scheduler Support View H	elp								
	: • • •			8 🔤	10 1 🖻		¥	Ø		
*Test Project	📁 Objects		- 8	Viewer 🛛						- E
riceID	Device Name	Туре	Status	6.24	0.6			2.41		5
ulator-5554	Android_SDK_built_for_x86	Emulator	Idle	0.24				10.41.8		
				0	O				UI Object	
				~	Search app	S				(7) TextView:Drive {Drive} [313,598][456,758]
										(8) TextView/Files [Files] [430,598][598,738] (9) TextView/Grazil (Grazil) [598,509][741,759]
					G	M				(10) TextView:Google {Google } [27,758][170.9
							\sim	99		(11) TextView:Maps {Maps} [170,758][313,918
				Photos	Maps	Gmail	Clock	selendroi		(12) TextView:Messages {Messages} [313,758]
										(13) TextView:Phone {Phone} [456,758][598,91
						All apps				(14) TextView:Photos {Photos} [598,758][741,9
							-			(15) TextView:Play Movies & TV (Play Movies
						9	$\left(\cdot \right)$			(10) TextView:Play Music (Play Music) [170,91 = (17) TextView:play draid text app (selendraid)
							-	V		(19) TextView Settings (Settings) [456 918][59]
				Appium 3	5_ Calculator	Calendar	Camera	Chrome		(19) TextView:WebView Browser Tester (Web)
					_					(20) TextView:YouTube {YouTube} [27,1078][:
								M		4 (1) LinearLayout [0,120][768,438]
				Olask	Graduate	Daine	Film	Consil		(0) LinearLayout [0,192][768,438]
				Clock	Contacts	Drive	Files	Gmail	1000	(0) TextView:Photos {Photos} [27,192][169, *
Test Editor 🖂	Q X			6	G				•	4
/ Test Case							0		UI Node Detail	-
Test Co		Ohinst	Value 🏟	Google	Maps	Messages	Phone	Photos	index	0
Test Co	Action	Object	Value						text	
2 Mobile	Tap	//android.v	widget.i		0	SP	68		resource-Id	com.googie.android.apps.nexusiaun.cner.id
A Insut	Tap by Co-ordinates	//andenial.c	المالية المسابق			-	V	W.	class	android.widget.cinearcayout
4 Input	Tan	//android.v	widget hello	Play Mov	i Play Music	selendroi	Settings	WebView	package	com.googie.android.apps.nexusiauncher
6 Mobile	Swine	// anuroid.v							checkable	false
7 Mobile	Swipe		ž						checked	false
8 Mobile	Swipe								clickable	false
			-	YouTub	•	•			enabled	true
	m		F.						L	

Step 6: After finishing with your desired list of actions, you can stop the recording by clicking on the 'Record' button provided in the tool Bar



Step 7 : Execute the recorded Test case on Android by clicking on the 'Execute' button shown below

