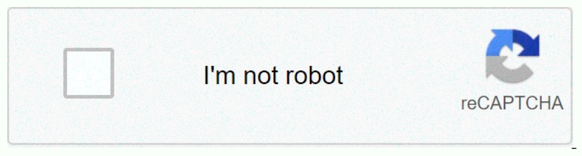

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Monkeyrunner tutorial android

Monkeyrunner provides an API for writing programs that control your Android device or emulator outside the Android code. With monkeyrunner, you can write a Python program that installs an Android app or test package, starts it, sends it keystrokes, takes screenshots of its user interface, and stores screenshots on the workstation. The monkeyrunner tool is primarily designed to test applications and devices at a functional/framework level and to run test unit packages, but you can use it for other purposes. Monkeyrunner tool is not associated with UI/application exerciser monkey, also known as monkey tool. The monkey tool works in adb shells directly on the device or emulator and generates pseudo-random flows of users and event systems. By comparison, monkeyrunner controls devices and emulators from the workstation by sending specific commands and events from the API. Monkeyrunner provides these unique features for Android testing: Multiple device controls: Monkeyrunner API can apply one or more test packages to multiple devices or emulators. You can physically attach all devices or run all emulators (or both) at once, connect to each in turn programmally, and then run one or more tests. You can also run an emulator configuration programmally, run one or more tests, and then turn off the emulator. Functional testing: Monkeyrunner can run an automated test from the beginning to the end of the Android app. You use keystrokes or touch events to provide input values, and you view the results as screenshots. Regression Testing - Monkeyrunner can test the stability of an app by launching an app and comparing its outgoing screenshots with a set of screenshots known to be accurate. Extensive automation - Since monkeyrunner is an API tool, you can develop a whole system of Python-based modules and programs to manage Android devices. In addition to using the MONKEYRUNNER API itself, you can use standard Python os and subprocess modules to call android tools such as Android Debug Bridge. You can also add your classes to the monkeyrunner API. This is described in more detail in the Section Extension of monkeys with an appendix. Monkeyrunner uses Jython, a Python implementation that uses Java programming language. Jython allows monkeyrunner API to interact easily with android box. With Jython, you can use Python syntax to access API constants, classes, and methods. A simple monkeyrunner program Here is a simple monkeyrunner program that connects to the device, creating a MonkeyDevice object. Using monkeydevice, the program installs an Android application package, launches one of its activities and sends key events to the activity. The program then captures a screenshot of the results, creating the MonkeyImage object. From this object, the program writes .png file that contains the screenshot. # Imports monkeyrunner uses this program from com.android.monkeyrunner import MonkeyRunner, MonkeyDevice # Connects to the current device, restoring MonkeyDevice object device = MonkeyRunner.waitForConnection() # Installs Android package. Note that this method returns the boolean, so you can test # to see if the installation worked. device.installPackage('myproject/bin/MyApplication.apk') # sets a variable with an internal package name package = 'com.example.android.myapplication' # sets a variable called Activity in the package activity = 'com.example.android.myapplication.MainActivity' # sets the component name to start startupComponent = package + '/' + activity # Starts the component device.startActivity(component=runCompon # Presses the device button menu.press ('KEYCODE_MENU', MonkeyDevice.DOWN_AND_UP) # Takes screenshot result = device.takeSnapshot() # Writes screenshot on file result.writeToFile('myproject /shot1.png','png') Monkeyrunner API Monkeyrunner API is found in three modules in com.android.monkeyrunner: MonkeyRunner: A class of useful methods for monkeyrunner programs. This class provides a method for connecting monkeyrunners to a device or emulator. It also provides methods for creating AI for monkeyrunner and displaying built-in help. MonkeyDevice: Represents a device or emulator. This class provides methods for installing and uninstalling packages, starting activities, and sending keyboards or touch events to the app. Also use this class to run test packages. MonkeyImage: Presents a screen capture image. This class provides methods for capturing screens, converting bitmap images into different formats, comparing two MonkeyImage objects, and writing a picture to a file. In the Python program, you access each class as a Python module. The monkey tool does not automatically import these modules. To import a module, use Python from the statement: from com.android.monkeyrunner <module> <module>import where the class name you want to import is. You can import more than one module in the same from a statement by separating the name of the comma module. Running monkeyrunner You can run monkeyrunner programs from files, or enter monkeyrunner statements in an interactive session. You both do by referring to the monkeyrunner command found in the tools/sub-sierras of your SDK directory. If you impose filename as an argument, the monkeyrunner command runs the contents of the file as a Python program; otherwise, it starts an interactive session. The monkeyrunner command syntax is monkeyrunner -plugin <plugin_jar> <program_filename> <program_options>Table 1 explains the flags and arguments. Table 1. monkeyrunner flags and arguments. The description of the -add-in <plugin_jar>(option) specifies .jar file that contains the monkeyrunner add-in. To learn more about monkey accessories, see Extending monkeyrunner with the add-on. To specify more than one</plugin_jar> </program_options> </plugin_jar> </module> </module> </module> include the argument more than once. <program_filename>If you provide this argument, the monkeyrunner command runs the contents of the file as a Python program. If an argument is not submitted, the command starts an interactive session. <program_options>(Optional) Flags and arguments for the program in <program_file>. monkeyrunner Built-in Help You can generate an API reference for monkeyrunner by running: monkeyrunner help.py Arguments are: is the text for <format> <outfile> <format>plain text output or html for HTML output. <outfile>is the name that is qualified for the output file. Monkeyrunner extension with Plugins You can expand the monkeyrunner API with classes that you write in Java programming language and build into one or more .jar files. You can use this feature to expand ape APIs with your own classes or to expand existing classes. You can also use this feature to initialize the monkey environment. To provide the monkey-to-bee plugin, call the monkey-ed command with <plugin_jar>the add-in argument described in Table 1. In your plugin code, you can import and expand the main monkey classes MonkeyDevice, MonkeyImage and MonkeyRunner to com.android.monkeyrunner (see The monkeyrunner API). Keep in mind that plows don't give you access to the Android SDK. You can't import packages like com.android.app. This is because monkeyrunner communicates with a device or emulator below the API frame level. Plugin startup class The .jar add-in file can determine the class that currently runs before script processing starts. To specify this class, add a key MonkeyRunnerStartupRunner .jar file manifest. The value should be the name of the class that will run at startup. The following clip shows how you would do this within ant <jar jarfile=myplugin basedir=${build.dir}> <manifest> <attribute name=MonkeyRunnerStartupRunner value=com.myapp.myplugin></attribute> </manifest> </jar> build scripts: To gain access to the monkeyrunner startup environment, the startup class can implement com.google.common.base.Predicate<PythonInterpreter>. For example, this class sets some variables in the default namespace: package com.android.example; import com.google.common.base.Predicate; import org.python.util.PythonInterpreter; Main Public Class Conducts Predicate<PythonInterpreter> { @Override Public Boolean Application (PythonInterpreter anInterpreter) { /* * Examples of creating and initializing variables in a space with the name of a monkeyrunner environment. During execution, the monkeyrunner program can refer to variables newtest * and use_emulator * */ anInterpreter.set(newtest, enabled); anInterpreter.set(use_emulator, 1); return true; } } Android has some built-in UI testing tools. These tools can be used for automated AI testing. However, the tools are not so easy to use. This post is an attempt to set a guideline by usage alata. Dostupna su 2 glavna alata za testiranje UI-ja1.monkey</PythonInterpreter> </PythonInterpreter> </plugin_jar> </outfile> </format> </outfile> </format> </program_file> </program_options> </program_filename> </program_filename> UI/ Application Exerciser Monkey)This tool is a command-line-based tool that can primarily be used to test AI applications. It is the simplest tool to use. Here's how. Running monkey as application UI stress tester (runs random set of commands on the app. useful for UI stress testing)- Open the command console.- First direct the console to the location of the adb (Android Debug Bridge) program in android sdk. You can usually use the following command to do so.. $cd path_to_android_sdk/ platform-tools / path_to_android_sdk should be the way to sdk on your computer - Now make sure that the device is connected to the application that works on it or that the emulator is running the application.- To test on the device, issue the following command in the console $./adb -d shell monkey -p package_name - -v 1000(replace -d with -e to test on emulator.package_name the name of the application package abnd usually starts with com.-v specifies the number of AI events to be generated, in this case we ask him to generate 1000 random events)Now you will see monkey stress testing your app. If you get a force close to the message while running a monkey you just discovered a bug that needs fixing. You can run./adb log on to the console to generate relevant logs. Running certain commands in monkey Monkey Tool can also be used to run a specific set of commands on the application. However, it is easier to use monkeyrunner for this purpose. On the connected device (to run on the emulator simply replace -d with -e)./adb -d shell monkey -p package_name --port 1080 &./adb -d forward tcp:1080 tcp:1080telnet localhost 1080The following will be printed on the CMD line.. Try ::1...Try 127.0.0.1...Connected to Locality. The getaway character is '^]'. You can now type your instructions>tap 150 200 you can write all the instructions in the script (script.txt) as below.. # monkeytap 100 180type 123tap 100 280press DELpress DELpress DELtype -460.3now running.../adb -d shell monkey -p package_name --port 1080 &./adb -d forward tcp:1080 tcp:1080nc localhost 1080 < script.txt2. monkeyrunner Monkeyrunner tool is an API for writing automated UI tests. You can use it to write specific scripts that run a series of commands and view output by taking screenshots, etc. The Android SDK includes two special scripts written using monkeyrunners that help run automated UI tests. The scripts are. monkey_recorder.pymonkey_playback.pyCopy these scripts on the /tools folder in android sdk. Set the console path to the tool directory. Open the app on the emulator. You can run the recorder as follows.../monkeyrunner monkey_recorder.pyBelow is a screenshot monkey_recorder for the calculator. Use the Export Actions button to export a set of actions to cal.mr script (e.g. (first make sure the emulator is turned off)./monkeyrunner calc.mrFor proper start playback, you must take precautions to set the correct wait time and use the correct pressure, fling, type methods into the recorder. Bottom line: Android has a good collection of tools designed to enable AI test automation. However, they still have a lot more room to improve especially in terms of ease of use and efficiency.References: //developer.android.com/guide/developing/tools/monkeyrunner_concepts.htmlAndroid Application Testing Guide - Diego Torres Milan Milano

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