

DANIEL GRAHAM PHD

DEPLOYMENT AND TESTING

SHARING EXPO APPLICATION ON YOUR PROFILE

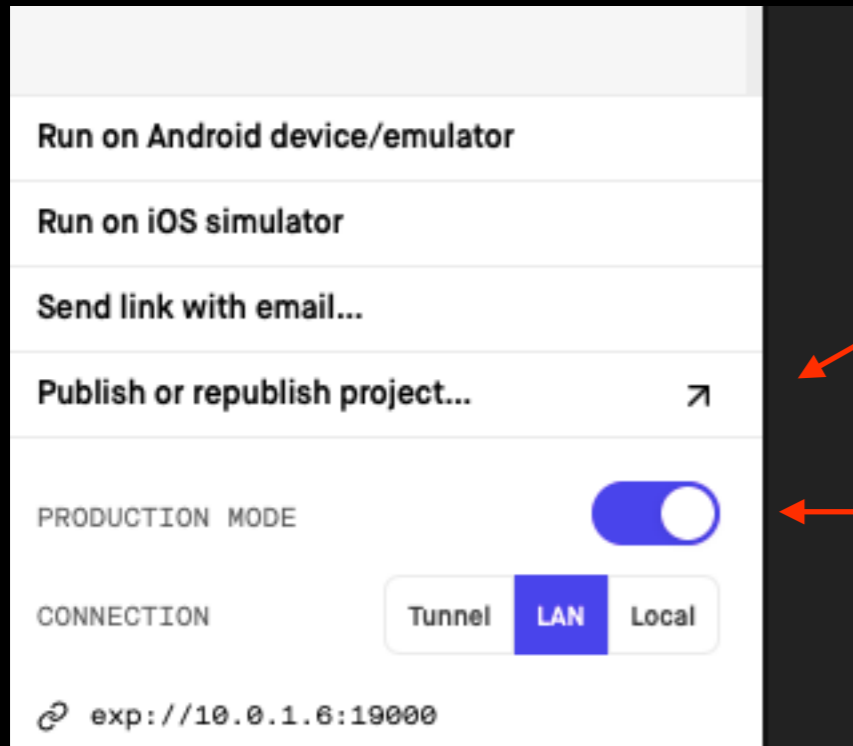
```
{  
  "expo": {  
    "name": "AckeePod",  
    "slug": "ackeePod",  
    "privacy": "public",  
    "sdkVersion": "32.0.0",  
    "platforms": [  
      "ios",  
      "android"  
    ],  
  },  
}
```

NEED TO SPECIFY IN
YOUR APP.JSON
THAT YOUR APP WITH BE PUBLIC

Options:

- Private
- Public
- Unlisted

DEPLOYING TO YOUR EXPO PROFILE



Publish to your profile

Enable production mode
Removes the bloat of

Publish or republish your project to the internet

By publishing your project, users with an Android phone will be able to access your project from our website. Users will also be able to leave comments on your project page.

NAME

AckeePod

URL SLUG

ackeePod

GITHUB SOURCE URL (OPTIONAL)

DESCRIPTION (OPTIONAL)

Confirm changes

Once you publish your project, you will be able to view it at <https://expo.io/@professorxii/ackeePod>.

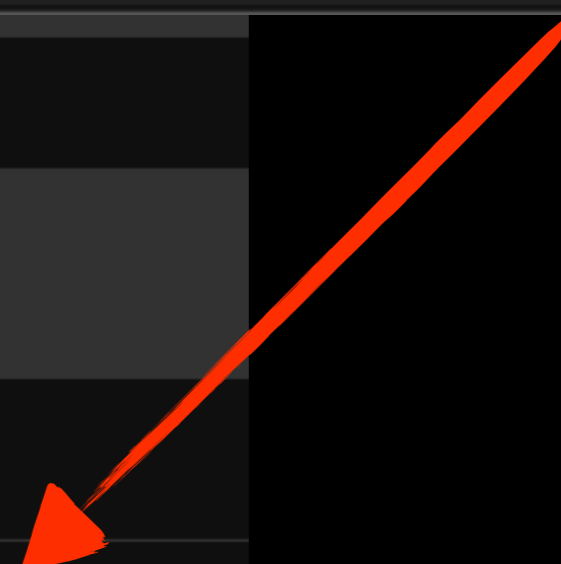
Publish project

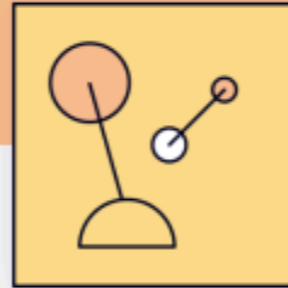
Cancel

SUCCESS



Successfully published to
<https://exp.host/@professorxii/ackeePod>.





AckeePod

BY PROFESSORXII

♥ 0

↑ SHARE

⚙ EDIT

[About](#) [Options](#) [Builds](#)

Description

This project has no description, the author can add one by updating their `app.json` in the project's directory.

Scan to open

With an Android phone, you can scan this QR code with your Expo mobile app to load this project immediately.

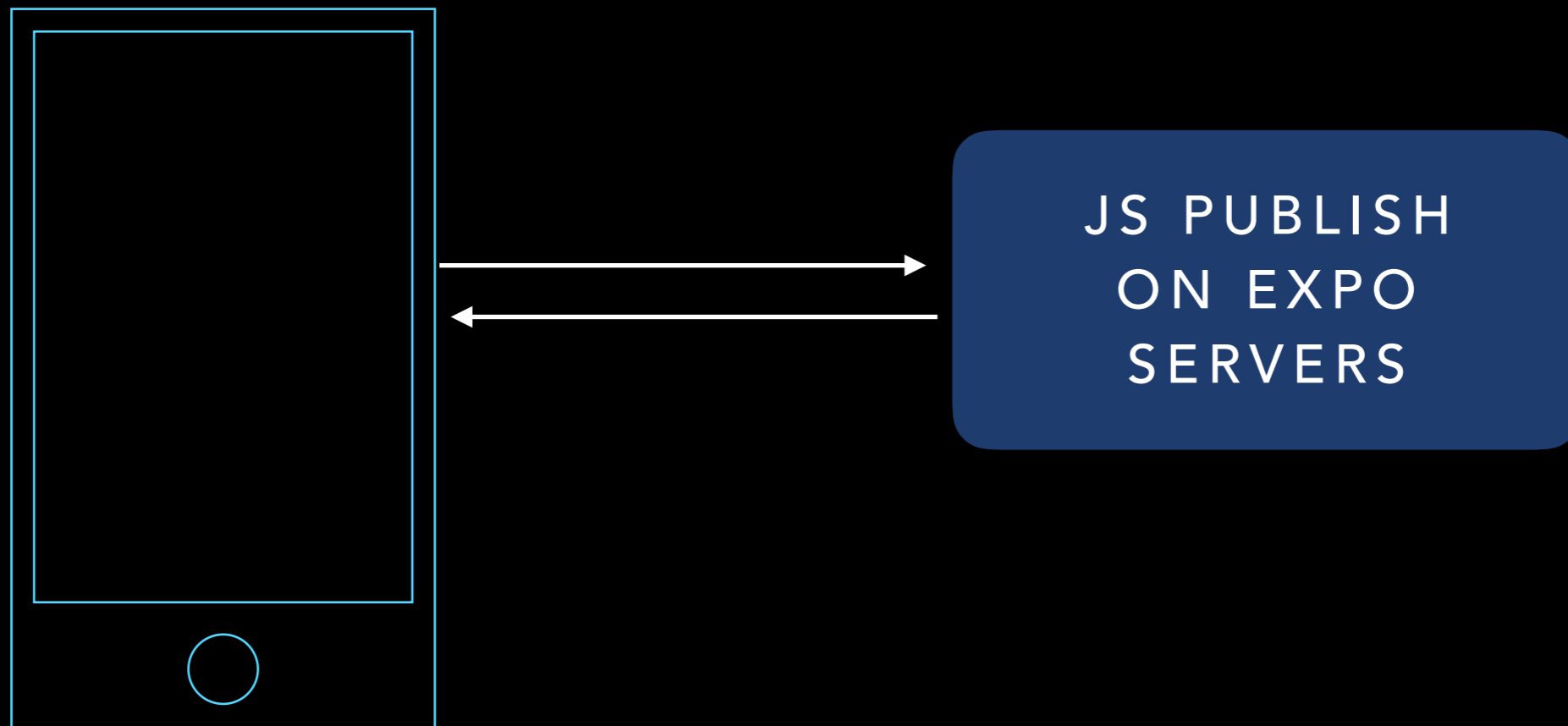


[Open project in the browser](#)

Feedback?

WHAT ABOUT DEPLOYING
TO THE APP STORES

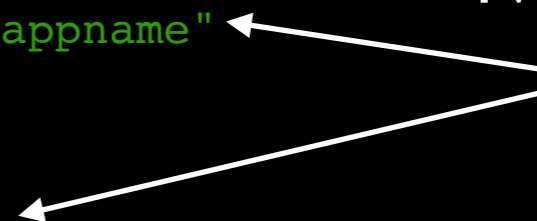
STANDALONE APPLICATION



APP.JSON

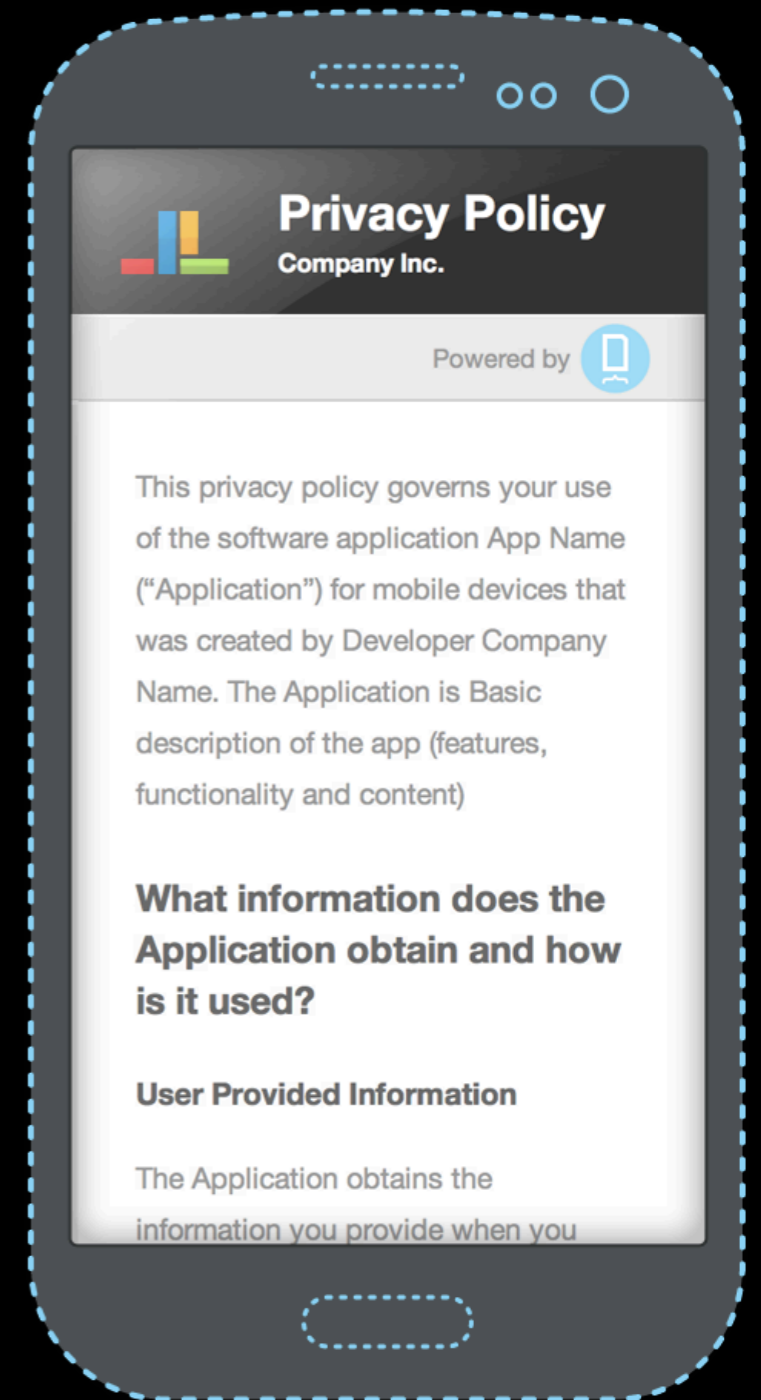
```
{
  "expo": {
    "name": "Your App Name",
    "icon": "./path/to/your/app-icon.png",
    "version": "1.0.0",
    "slug": "your-app-slug",
    "sdkVersion": "XX.0.0",
    "ios": {
      "bundleIdentifier": "com.yourcompany.yourappname"
    },
    "android": {
      "package": "com.yourcompany.yourappname"
    }
  }
}
```

Must include
these



A PRIVACY POLICY

- Several open source privacy policies
- <https://www.docracy.com/mobileprivacy/#description>
- Advertisement



BUILDING THE PLATFORM SPECIFIC BINARIES

- Building IOs binary
 - expo build:android
 - Remember to replace default icon
 - You will need an valid apple
- Building android binaries
 - expo build:android
 - (Let expo handle your keystore)

MONITORING YOUR BUILDS



Search documentation, tools and projects...



Documentation

Tools

Get Started

PR

Build logs

Download

Cancel

This is a build from [@professorxii/ackeePod](#)

In Progress Android build

+ Expand groups

- Collapse groups

- ▶ generating keystore
- ▶ starting builder
- ▶ icons setup
- ▶ reading manifest
- ▶ confirming that dynamic macros exist
- ▼ running gradle

```
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/animated-vector-drawable-27.1.1.aar/f848dd8d0f9744bdbc54bceae4f48006/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/recyclerview-v7-26.1.0.aar/f6b2d6ea2bbcd330b303466d82d9329e/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/customtabs-27.1.1.aar/4e19fed0ea2c75528692c4d8dd46e67e/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/support-core-ui-27.1.1.aar/867ab53362584a1fd2ald3a4f86ff60d/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/facebook-places-4.39.0.aar/67487d9cb0414e8f61dc41cef611f641/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/facebook-applinks-4.39.0.aar/d42a6613cd744b308739f9fbde18d3e9/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/facebook-messenger-4.39.0.aar/ea44481cf58f7beb26666d74dcd342ce/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/facebook-marketing-4.39.0.aar/b03a9b1cd7ef5a84e89ec9041969a08f/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/facebook-core-4.39.0.aar/e0a00620ad4178296a5f6beaf11dcc1b/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/support-core-utils-27.1.1.aar/48b56da7519589ac7ad9b2bf82b77c43/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/support-vector-drawable-27.1.1.aar/981b09853ba3f710a33ab32732ba2393/jars/classes.jar] (filtered)
Reading program jar [/root/.gradle/caches/transforms-1/files-1.1/support-media-compat-27.0.2.aar/43f0d00d02ab900df6c1f5defb5f174d/jars/classes.jar] (filtered)
```

Build logs

This is a build from [@professorxii/ackeePod](#)

Download

Cancel

✓ Completed  Android build



+ Expand groups

- Collapse groups

```
▶ generating keystore
▶ starting builder
▶ icons setup
▶ reading manifest
▶ confirming that dynamic macros exist
▶ running gradle
▶ verifying apk alignment
▶ verifying apk
▶ uploading to S3
```

These are the raw build logs from Xcode / Android Studio. The meaning of particular messages may not be obvious to you if you do not have experience with these tools. If you need help interpreting an error, please post it along with any other relevant information to <https://forums.expo.io>.

GOOGLE PLAY DEPLOYMENTS

- Tour of the android development console.

The screenshot shows the Google Play Developer Console interface. On the left is a navigation sidebar with options like 'All applications', 'Dashboard', 'Statistics', 'Android vitals', 'Development tools', 'Release management', and 'Store presence'. The main content area is titled 'App releases' and shows the app 'C.LINK' in a 'Published' state. Below this, there's a section for 'New release to internal test' with a progress indicator showing two steps: '1 Prepare release' (active) and '2 Review and roll-out'. A card titled 'Let Google manage and protect your app signing key' is visible, along with a section for 'Android App Bundles and APKs to add' which includes a 'BROWSE FILES' button and an 'ADD FROM LIBRARY' button.

← All applications

App releases

C.LINK
Published

Manage your app's Android App Bundles, APKs, review, release history, and roll out your app to production or testing tracks.
[Learn more](#)

← New release to internal test

1 ————— 2
Prepare release Review and roll-out

Let Google manage and protect your app signing key
App signing by Google Play enables you to upload Android App Bundles and benefit from Google Play's dynamic delivery. [Learn more](#)

Android App Bundles and APKs to add
These app bundles and APKs will be served in the Google Play Store after the rollout of this release.

ADD FROM LIBRARY

Drop your app bundles and APKs here, or select a file.

BROWSE FILES

TESTING

- One of the best frameworks for testing react native applications is called JEST
 - Delightful Javascript testing
 - By the same group that metro (Build system) & yarn(javascript package manager) at facebook
 - opencollective.com/jest
- https://www.youtube.com/watch?time_continue=4&v=cAKYQpTC7MA

GETTING SETUP INSTALL JEST

```
npm i jest-expo --save-dev
```

```
yarn add jest-expo --dev
```

```
Npm test
```

This is how we would run the JEST test

ADD TO THE PACKAGE.JSON

```
"scripts": {  
  "test": "node_modules/.bin/jest"  
},  
"jest": {  
  "preset": "jest-expo"  
}
```


WRITING MEANINGFUL TEST

JASMINE • Your test should be your spec.

8.3 The **cancel** button works: (20 points)

8.3.1 As a user, I should be able to **cancel** event by clicking on the **cancel** button. Clicking on button should completely delete this event both locally and in the database. (20 points)

```
describe("The cancel button", function() {  
  var event_manager = load_event_manager()  
  var event = load_event();  
  event_manager.cancel_event(event);  
  
  it("deletes the event locally", function() {  
    expect(event_manager.find(event)).toBe(undefined);  
  });  
  
  it("deletes the event in the database", function() {  
    expect(db_manager.find(event)).toBe(undefined);  
  });  
  
});
```

<https://jasmine.github.io/setup/nodejs.html>

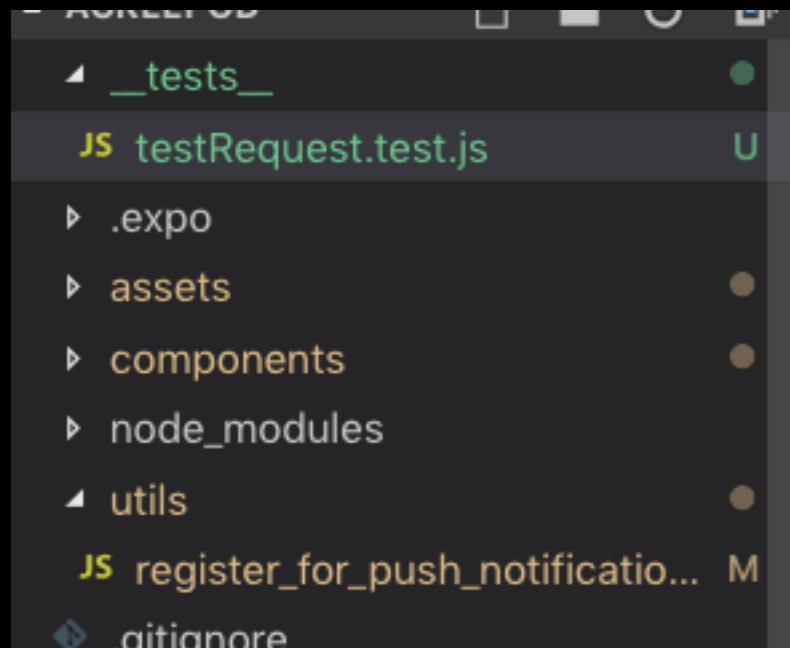
TESTING

- Integration testing
- Regression testing
- Code coverage

LETS TEST FUNCTION THAT CONVERTS MILLI SECOND IN ACKEEPOD TO MINUTE & SECONDS

```
millisToMinutesAndSeconds(millis) {  
    var minutes = Math.floor(millis / 60000);  
    var seconds = ((millis % 60000) / 1000).toFixed(0);  
    return minutes + ":" + (seconds < 10 ? '0' : '') + seconds;  
}
```

WRITE A TEST CASE FOR ACKEEPPOD



```
test('works', () => {  
  expect(1).toBe(1);  
})
```

```
it('works', () => {  
  expect(1).toBe(1);  
})
```

IT IS AN
ALIAS FOR
TEST

```
> @ test /Users/dgg6b/Documents/Classes/MobileApplicationDevelopment/Slides/08-Lecture/Code/ackeePod  
> jest
```

```
PASS __tests__/testRequest.test.js
```

```
✓ works (3ms)
```

```
✓ works (1ms)
```

```
Test Suites: 1 passed, 1 total
```

```
Tests: 2 passed, 2 total
```

```
Snapshots: 0 total
```

```
Time: 3.321s
```

```
Run all test suites
```

```
import PlayerScreen from "../components/PlayerScreen"
```

```
test('Converts mills to readable format', () => {
```

```
  expect(PlayerScreen.millisToMinutesAndSeconds(1000000)).toBe("16:40");  
});
```

```
FAIL __tests__/testRequest.test.js
```

```
✓ works (4ms)
```

```
✓ works
```

```
✗ Converts mills to readable format (1ms)
```

```
● Converts mills to readable format
```

```
TypeError: PlayerScreen.millisToMinutesAndSeconds is not a function
```

```
12 |  
13 |   test('Converts mills to readable format', () => {  
> 14 |     expect( PlayerScreen.millisToMinutesAndSeconds(1000000) ).toBe("16:40");  
    |                                     ^  
15 |   });  
16 |  
17 |
```

```
at Object.millisToMinutesAndSeconds (__tests__/testRequest.test.js:14:26)
```

```
Test Suites: 1 failed, 1 total
```

```
Tests: 1 failed, 2 passed, 3 total
```

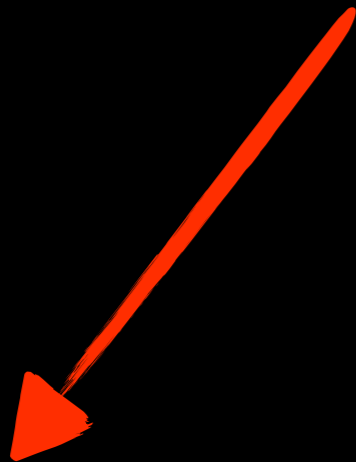
```
Snapshots: 0 total
```

TESTING THE MILLISECOND FUNCTION

```
import PlayerScreen from "../components/PlayerScreen"
```

```
test('Converts mills to readable format', () => {
```

```
  expect(PlayerScreen.millisToMinutesAndSeconds(1000000)).toBe("16:40");  
});
```



```
static millisToMinutesAndSeconds(millis) {  
  var minutes = Math.floor(millis / 60000);  
  var seconds = ((millis % 60000) / 1000).toFixed(0);  
  return minutes + ":" + (seconds < 10 ? '0' : '') + seconds;  
}
```

