Mobile Application Testing

This page covers topics related to testing native mobile applications with Sauce Labs emulators, simulators, and real devices. See the following sections for more information:

- Environment Configuration
- Getting Started
- More Information
Environment Configuration

Please visit our mobile testing admin guides to ensure you've properly configured the testing environment and that you've reviewed the platform and support requirements.

- Real Device Testing Admin Guide
- Emulator and Simulator Testing Admin Guide
Getting Started

Below are detailed guides on how to get started testing native mobile applications:

- Live Testing
- Automated Testing

However, a general process outline for automated testing goes like this:

1. Upload the application you want to test on real devices or virtual devices (emulators and simulators) to a location where Sauce Labs can retrieve it; for example, AWS S3, GitHub, Dropbox, Sauce Storage, etc. Please keep in mind that if the application you want to test isn't publicly available / behind a firewall, you'll need to set up a secure Sauce Connect Proxy Tunnel in order for Sauce Labs to connect to the application.
2. Update your test script with your Sauce Labs credentials and the path to the application you want to test, as shown in the example scripts located here:
   a. Example Appium Scripts for iOS Mobile Application Tests
   b. Example Appium Scripts for Android Mobile Application Tests
3. Set the desired capabilities of your test for the device/operating system you want to test against, and the path to your application. The topics in Test Configuration and Annotation describe the various options for desired capabilities, or you can use our Platform Configurator to set up the desired capabilities of your test.
More Information

- Live Mobile Application Testing with Sauce Labs
- Automated Mobile Application Testing with Sauce Labs
- Mobile Application Testing Admin Guide
- Mobile Testing Frameworks
- Mobile App Testing API
- Mobile Application Testing FAQs
- Troubleshooting Automated Mobile Application Tests