

Calabash cross-platform tests

Adapted from LessPainful's sample

<https://github.com/calabash/x-platform-example>

Feature

login.feature

Feature: Login

As a user I'll be able to add wordpress hosted blogs. To authenticate, I'll provide email and password. I'll see appropriate error messages if I enter a bad username and password combination.

@invalid_login

Scenario: Invalid login to WordPress.com blog

Given I am about to login

When I enter invalid credentials

Then I am presented with an error message to correct credentials

@add_blog

Scenario: Adding a WordPress.com blog

Given I am on the Welcome Screen

When I add the WordPress.com blog

Then I should be logged in

@invalid_login

Scenario: Invalid login to WordPress.com blog

Given I am about to login

When I enter invalid credentials

Then I am presented with an error message to correct credentials

Step definitions

login_steps.rb

```
Given /^I am about to login$/ do
  welcomeScreen = page(WelcomeScreen)
  welcomeScreen.await
  @screen = welcomeScreen.open_wordpress_blog
end

When /^I enter invalid credentials$/ do
  @screen = @screen.login(USERS[:invalid])
end

Then /^I am presented with an error message to
correct credentials$/ do
  @screen.assert_invalid_login_message
end
```

Step definition

login_steps.rb

```
Given /^I am about to login$/ do
```

```
  welcomeScreen = page(WelcomeScreen)
```

```
  welcomeScreen.await
```

```
  @screen = welcomeScreen.open_wordpress_blog
```

```
end
```

```
When /^I enter invalid credentials$/ do
```

```
  @screen = @screen.login(USERS[:invalid])
```

```
end
```

```
Then /^I am presented with an error message to correct  
credentials$/ do
```

```
  @screen.assert_invalid_login_message
```

```
end
```

Create a WelcomeScreen object as a **runner** for the real welcome page

wait for the screen to show up

Move to login screen; Point @screen to the runner of the new screen

Call methods of current screen to perform actions and assertions

Runners - iOS

```
Given /^I am about to login$/ do
  welcomeScreen = page(WelcomeScreen)
  welcomeScreen.await
  @screen = welcomeScreen.open_wordpress_blog
End
```

await is inherited from IBase
(WelcomePage's superclass)

welcome_screen_ios.rb

```
require 'calabash-cucumber/ibase'

class WelcomeScreen < Calabash::IBase
  def trait
    "button marked: 'Add WordPress.com Blog'"
  end

  def open_wordpress_blog
    transition(:tap => trait, :page => WordPressComPage)
  end
end
```

Function **trait** will be called by
await

open_wordpress_blog's
definition

Runners - Android

```
Given /^I am about to login$/ do
  welcomeScreen = page(WelcomeScreen)
  welcomeScreen.await
  @screen = welcomeScreen.open_wordpress_blog
End
```

ABase is the superclass

welcome_screen_android.rb

```
require 'calabash-android/abase'

class WelcomeScreen < Calabash::ABase
  def trait
    "android.widget.Button marked: 'Add blog hosted at WordPress.com Blog'"
  end

  def open_wordpress_blog
    touch(trait)
    page(WordPressComPage).await
  end
end
```

Android app specific
implementation of
the same functions

