build, test & deploy Apps automatically
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David Linsin
the Problem(s)
works on my machine certificates provisioning profiles running tests
tool chain to the rescue
integration
github

Topic
Branches
Pull Requests
Releases
Topic Branches

build individually

test individually

monitor in github
github statuses API
Releases

git tag
release notes
artifacts
Jenkins
clone
build, analyze & test
deploy
Clone

branch name

git tag
This build requires parameters:

TAG

TAG to build

Build

This build requires parameters:

BRANCH

Branch name to pull from

Build
Build, Analyze & Test

PlistBuddy
xcodebuild & xcrun
xctool
Clang Scan-Build
Deploy

success-only
ipa & dsym
meta-data
HockeyApp
downloads
crash reporting
feedback
Downloads

download page
versioning
Crash Reporting

Crashes to issues

Meta data
<table>
<thead>
<tr>
<th>Count</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>'NSInvalidArgumentException', reason: '-[__NSArrayM handleGesture:] unrecognized selector sent to instance 0x17ecf660'</td>
</tr>
<tr>
<td>1</td>
<td>'NSInvalidArgumentException', reason: 'Can't add self as subview'</td>
</tr>
<tr>
<td>14</td>
<td>SIGSEGV - Full stack trace includes libobjc.A.dylib, UIKit, CoreFoundation, GraphicsServices.</td>
</tr>
</tbody>
</table>
Feedback

via App
via web
via email
automate the automation
Automate github API HockeyApp API Jenkins API
Automate with CURL
Thank You!

David Linsin

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