build,
test &
deploy **Apps**
automatically

build, test & deploy Apps automatically

David Linsin

the Problem(s)

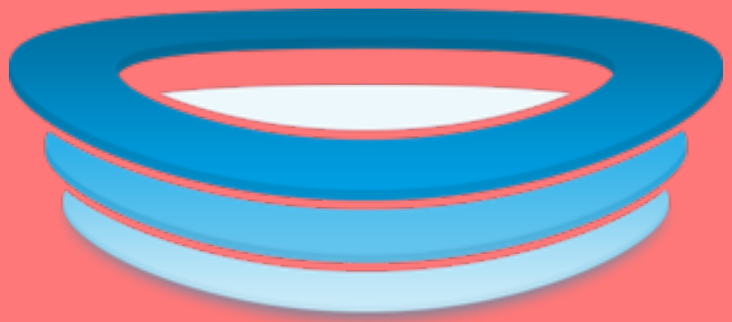
works on my machine

certificates

provisioning profiles

running tests

tool chain to the rescue



HOCKEYAPP

integration

github

Topic Branches

Pull Requests

Releases

Topic Branches

build individually

test individually

monitor in github

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

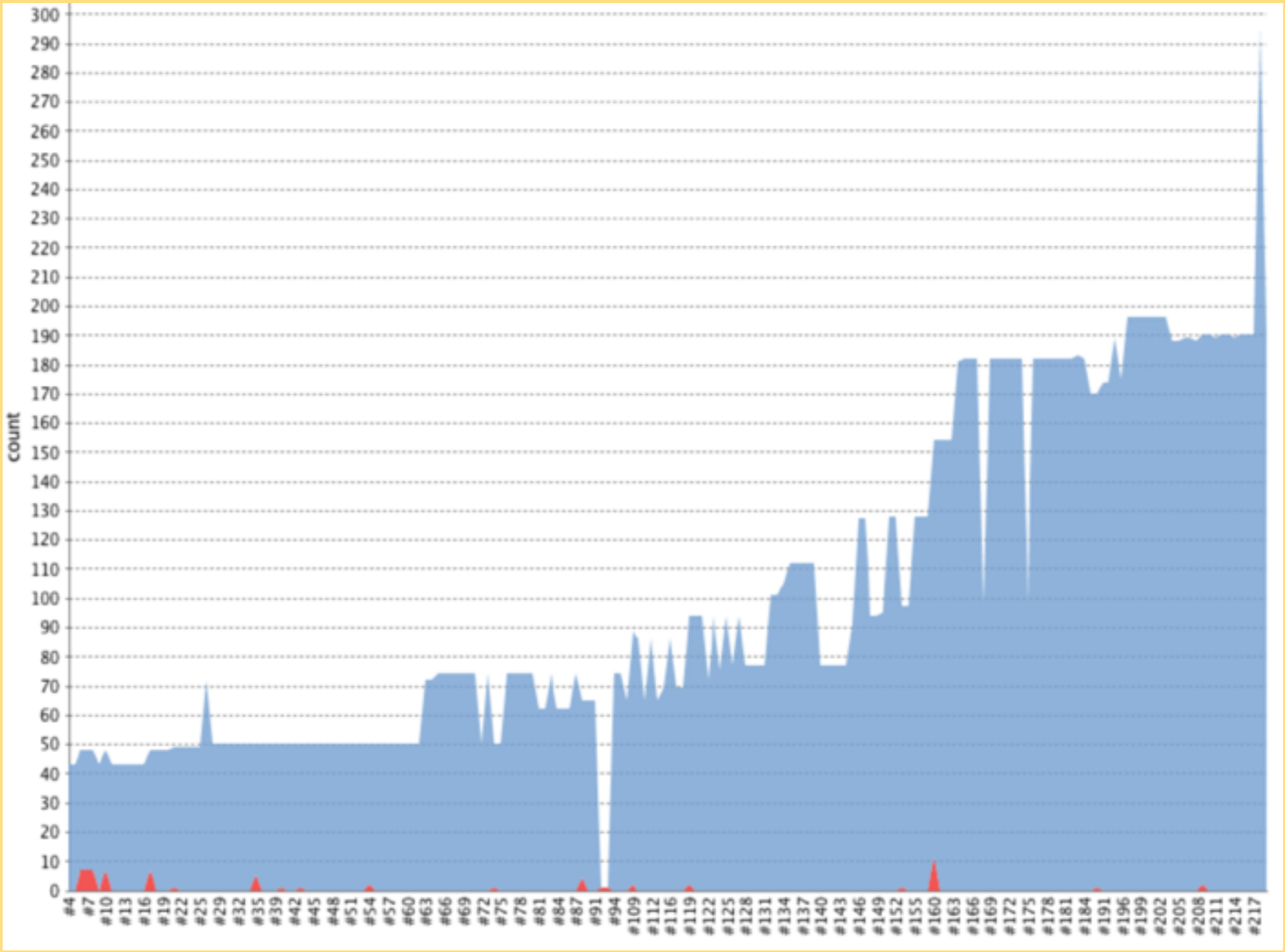
Build, Analyze & Test

PlistBuddy

xcodebuild & xcrun

xctool

Clang Scan-Build


count
300
290
280
270
260
250
240
230
220
210
200
190
180
170
160
150
140
130
120
110
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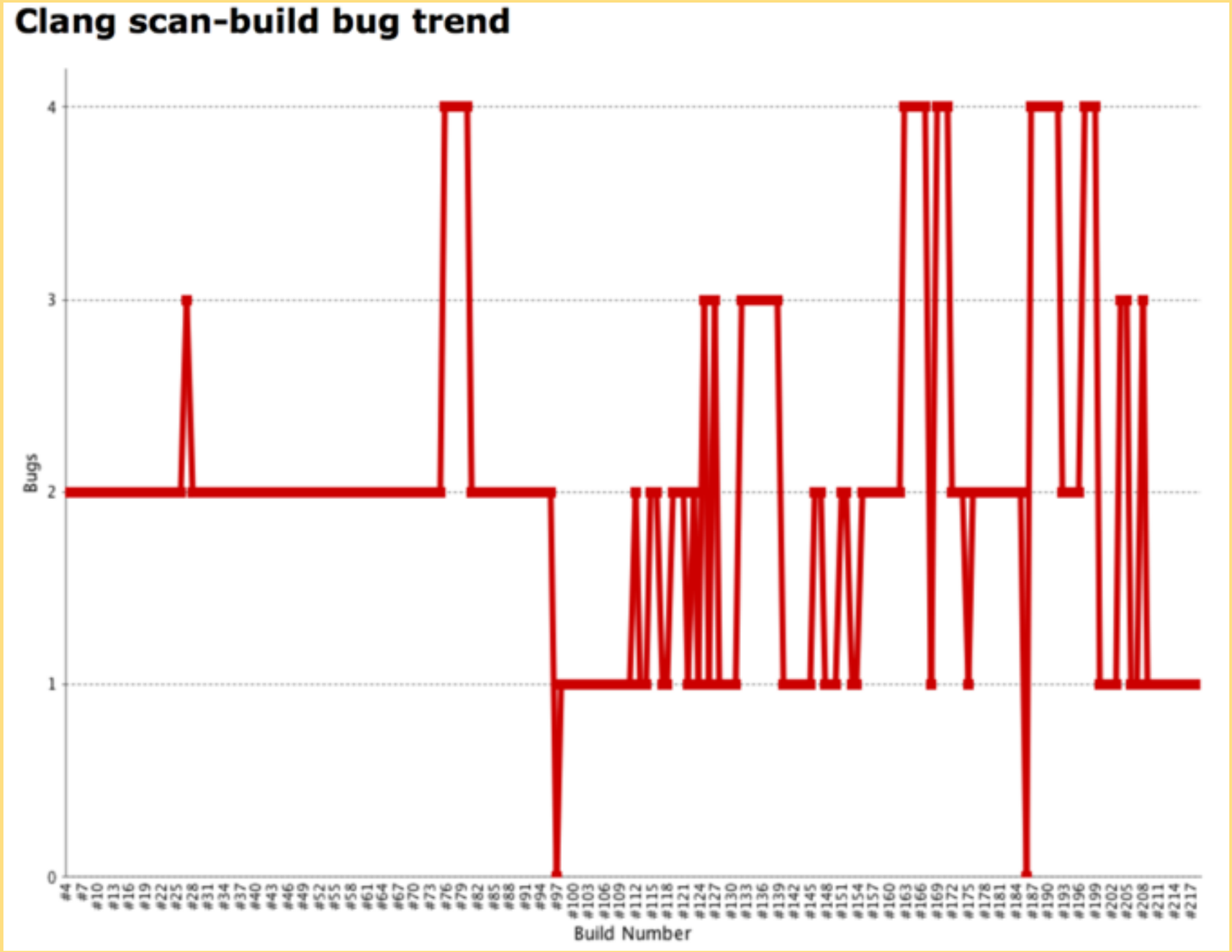
#205
#208
#211
#214
#217


Clang scan-build bug trend
Bugs
0
1
2
3
4
Build Number

Deploy

success-only

ipa & dsym

meta-data

HockeyApp

downloads

crash reporting

feedback

Downloads

download page

versioning

Crash Reporting

crashes to issues

meta data

All | Unresolved | Resolved | Ignored

Count	Description
5 tracked	**main** line 14 'NSInvalidArgumentException', reason: '-[__NSArrayM handleGesture:]: unrecognized selector sent to instance 0x17ecf660'
1 tracked	**main** line 14 'NSInvalidArgumentException', reason: 'Can't add self as subview'
14 open	**main** line 14 SIGSEGV - Full stack trace includes libobjc.A.dylib, UIKit, CoreFoundation, GraphicsServices.

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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