iOS 2019
#TheDevConf

Quem Somos?

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O aplicativo número 1 de delivery online de comida do interior do Brasil.
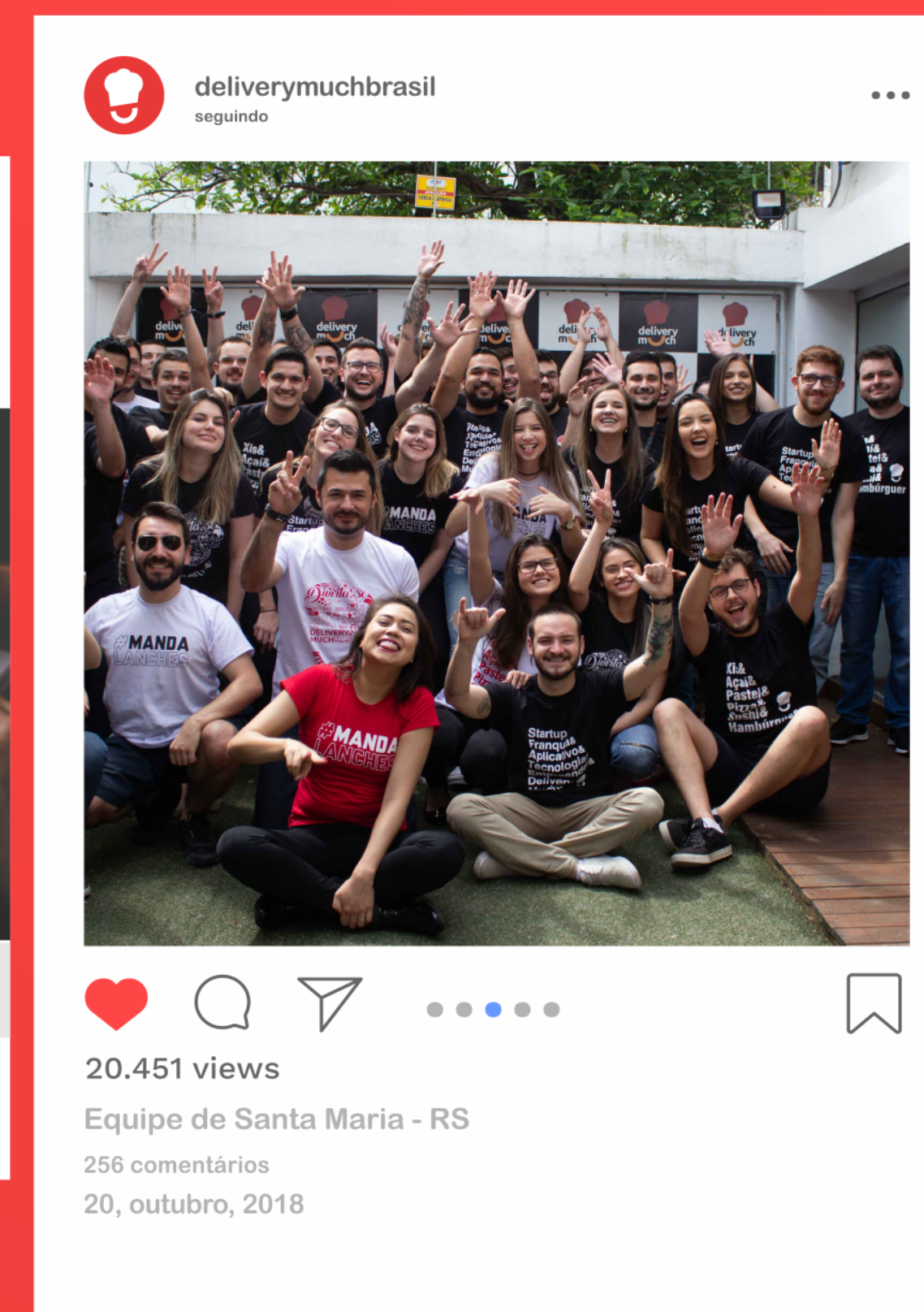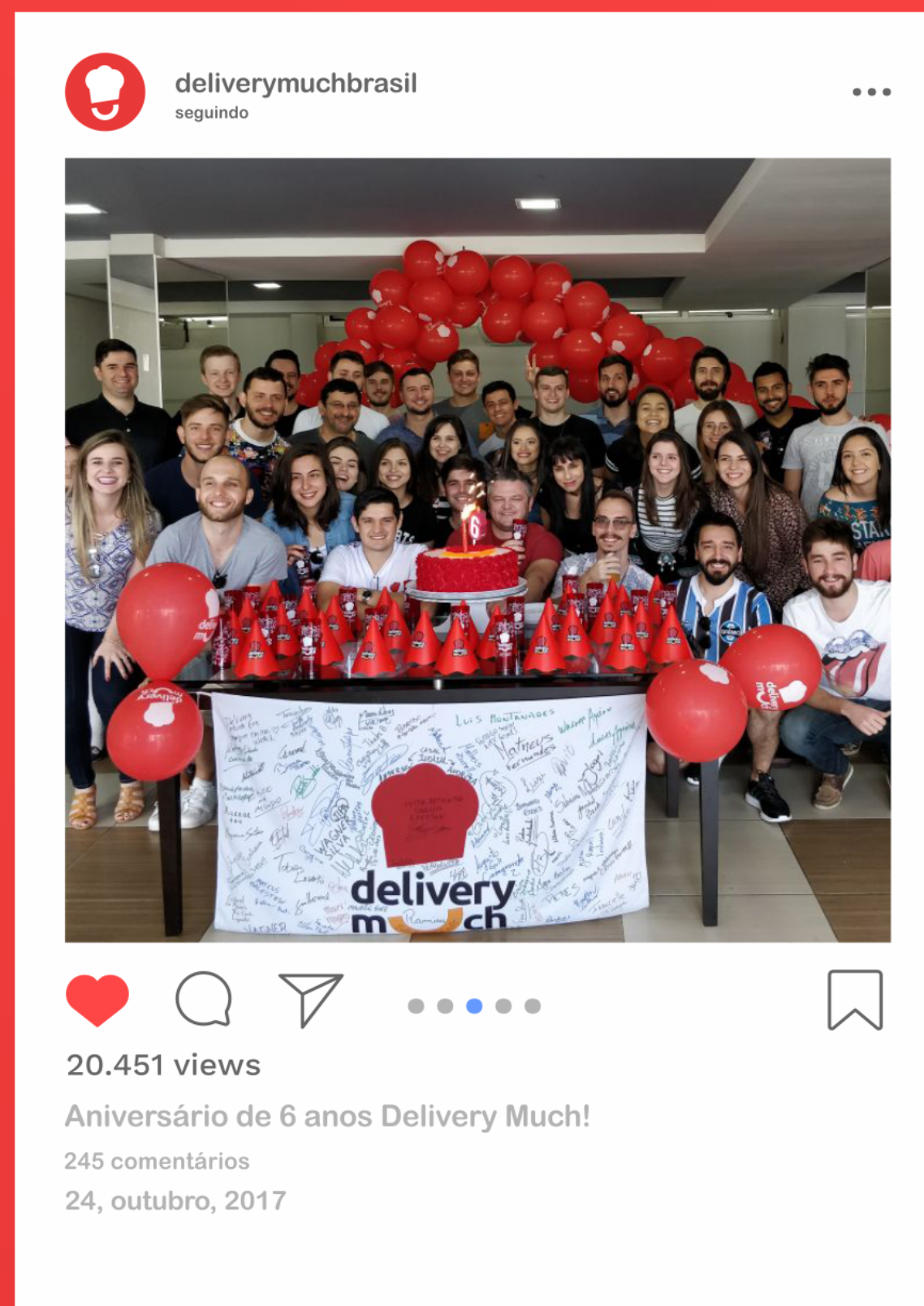
+180 CIDADES
19 ESTADOS

COMIDA de verdade DA SUA CIDADE.

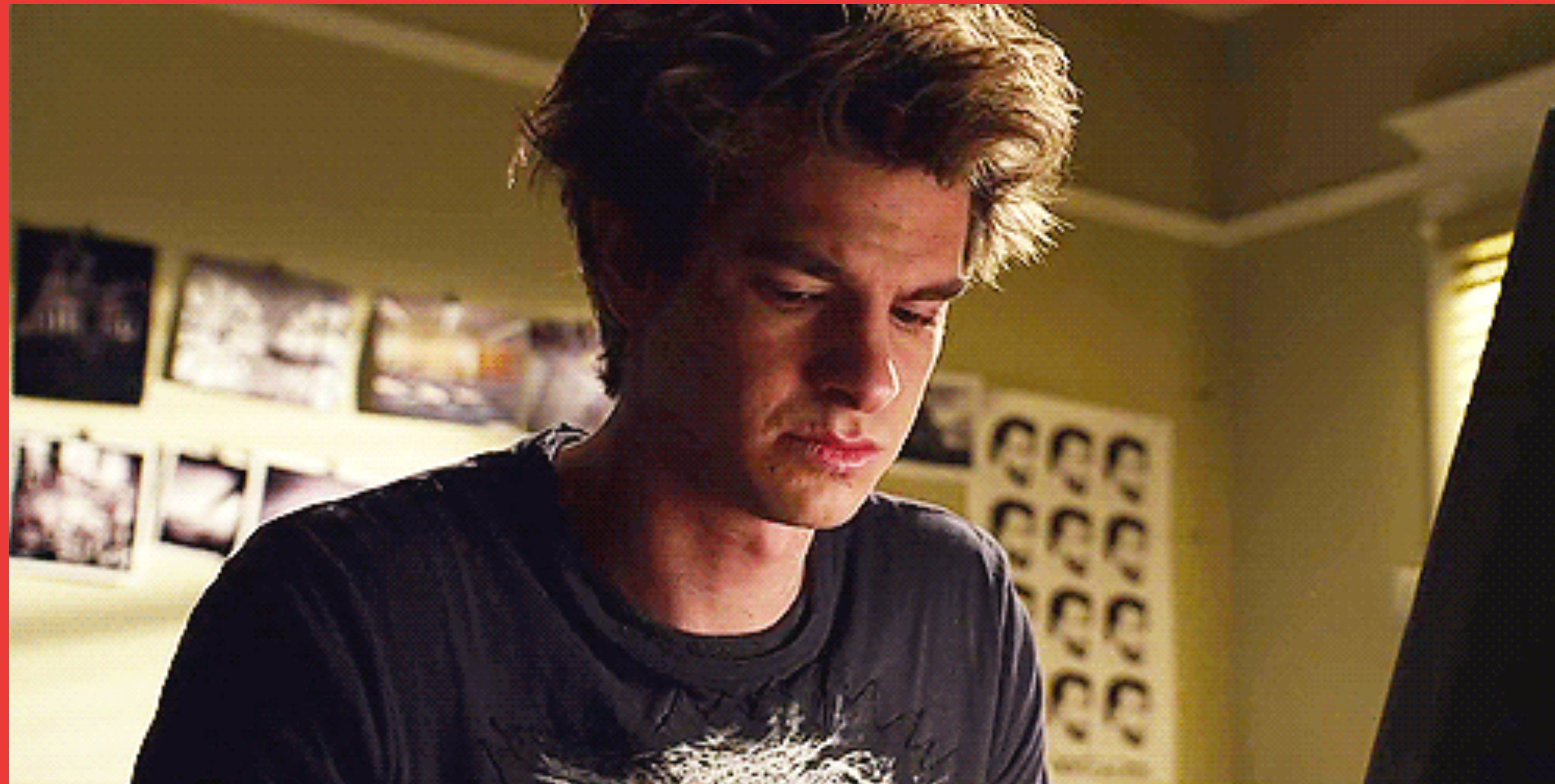# Como distribuir seu app

enquanto dorme!

O que vamos falar?

- Processo manual de distribuição e testes;

- Processo ideal;

- Primeiro passo: Padronizar e Automatizar;

- Segundo Passo: Processo Independente;

- Resultados;
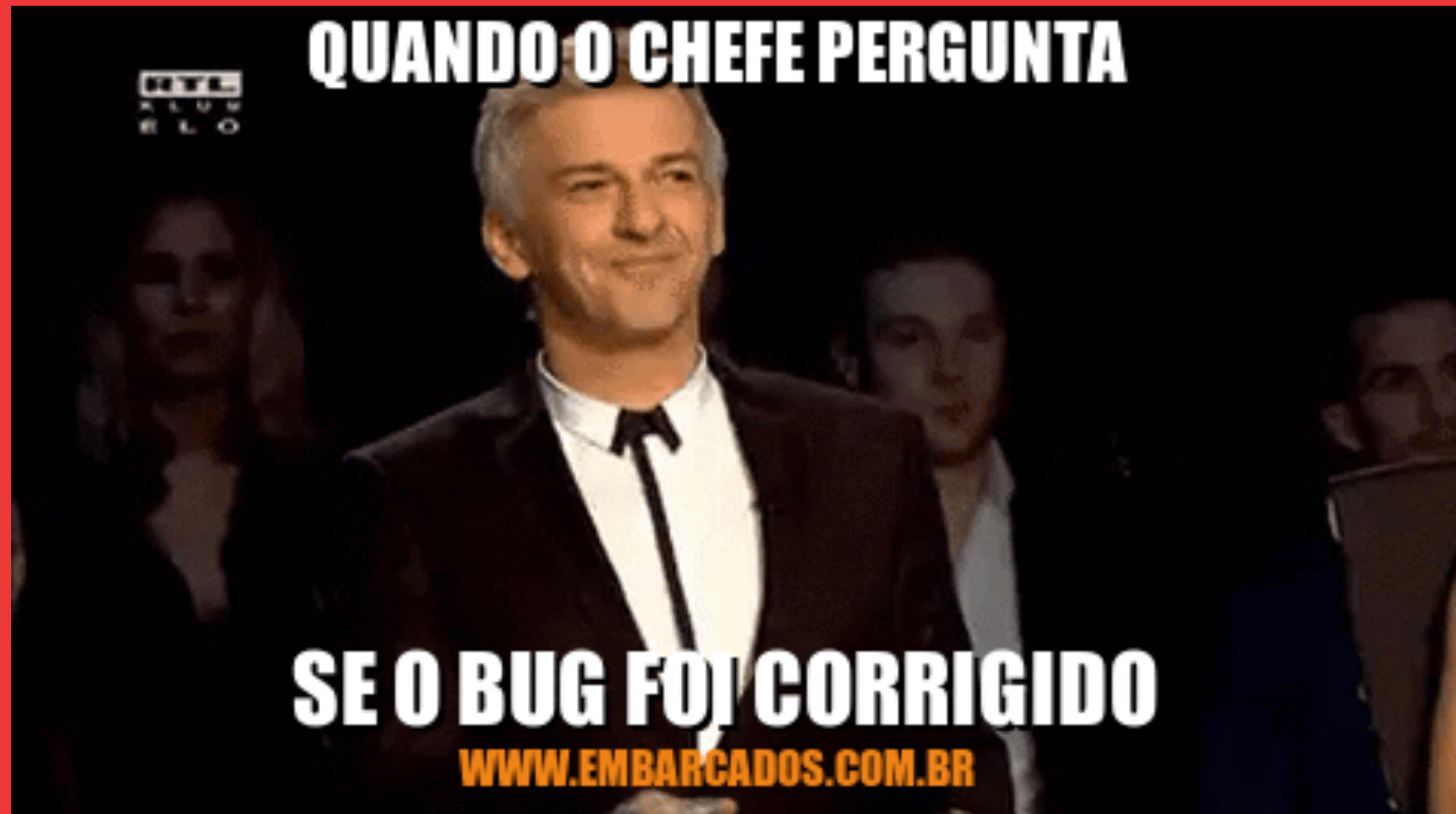
Processo manual...

Desenvolve a feature...

🕐 16:20

Executa os testes...

16:50

Começa o Archive do projeto…

🕐 **18:00**

Dai a Apple começa a processar a build…

18:30

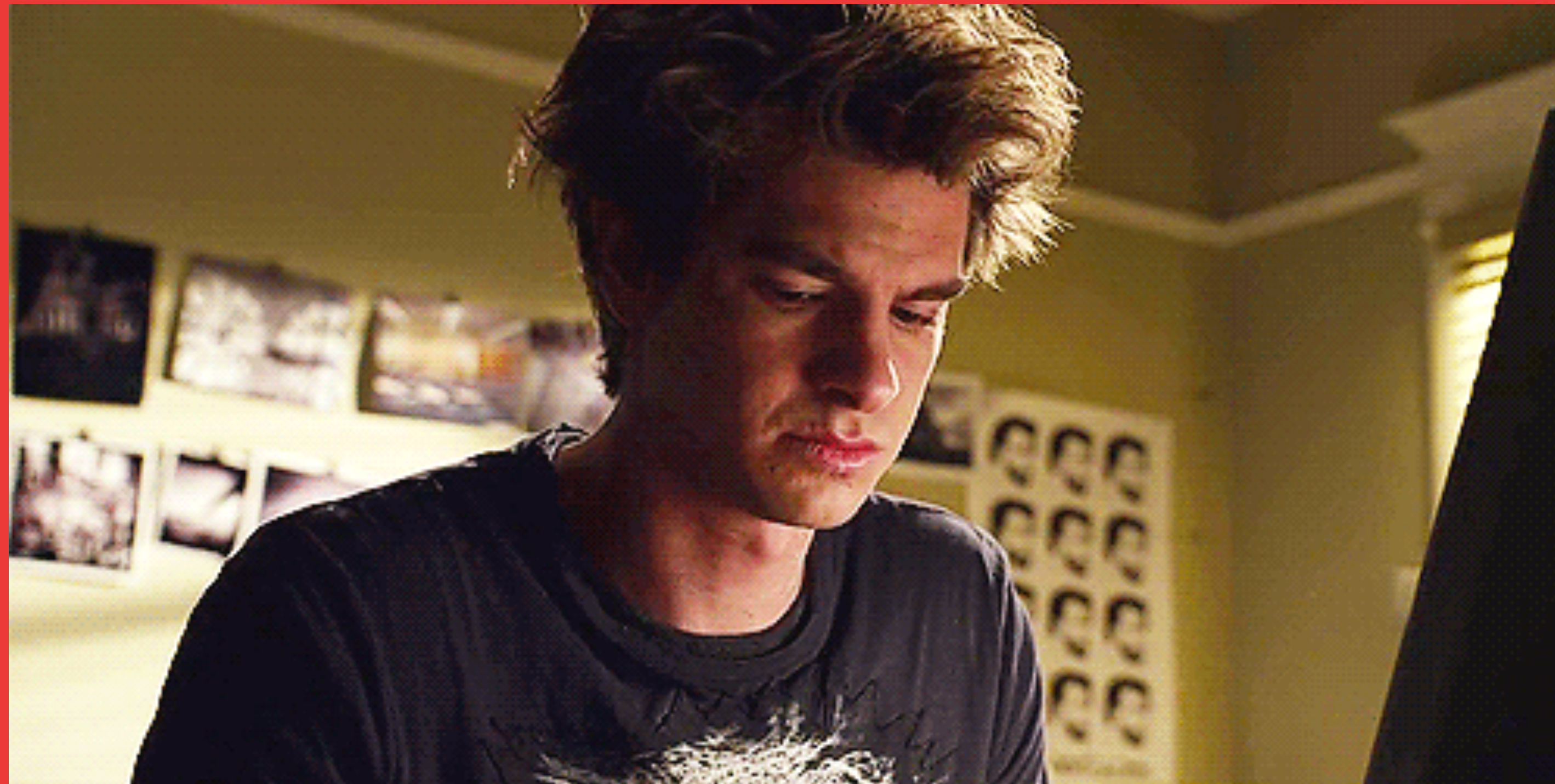# E só então você consegue distribuir a versão

19:00

Só que você precisava sair cedo aquele dia…

Processo automatizado…

Desenvolve a feature...

16:20

Executa os testes...

A cada commit dado, todos os testes rodam remotamente, assim quando você tiver gerado a release já estará tudo testado.

Fazer o deploy...

git push

🕐 **16:30**

E foi pra casa as 16:40!

Caso ocorra algum erro, você receberá uma notificação.

Na DM, liberamos sempre internamente antes, então nunca temos problema com a apple.

Por maior controle, liberamos manualmente a versão na loja.

COMO?

Primeiro passo:

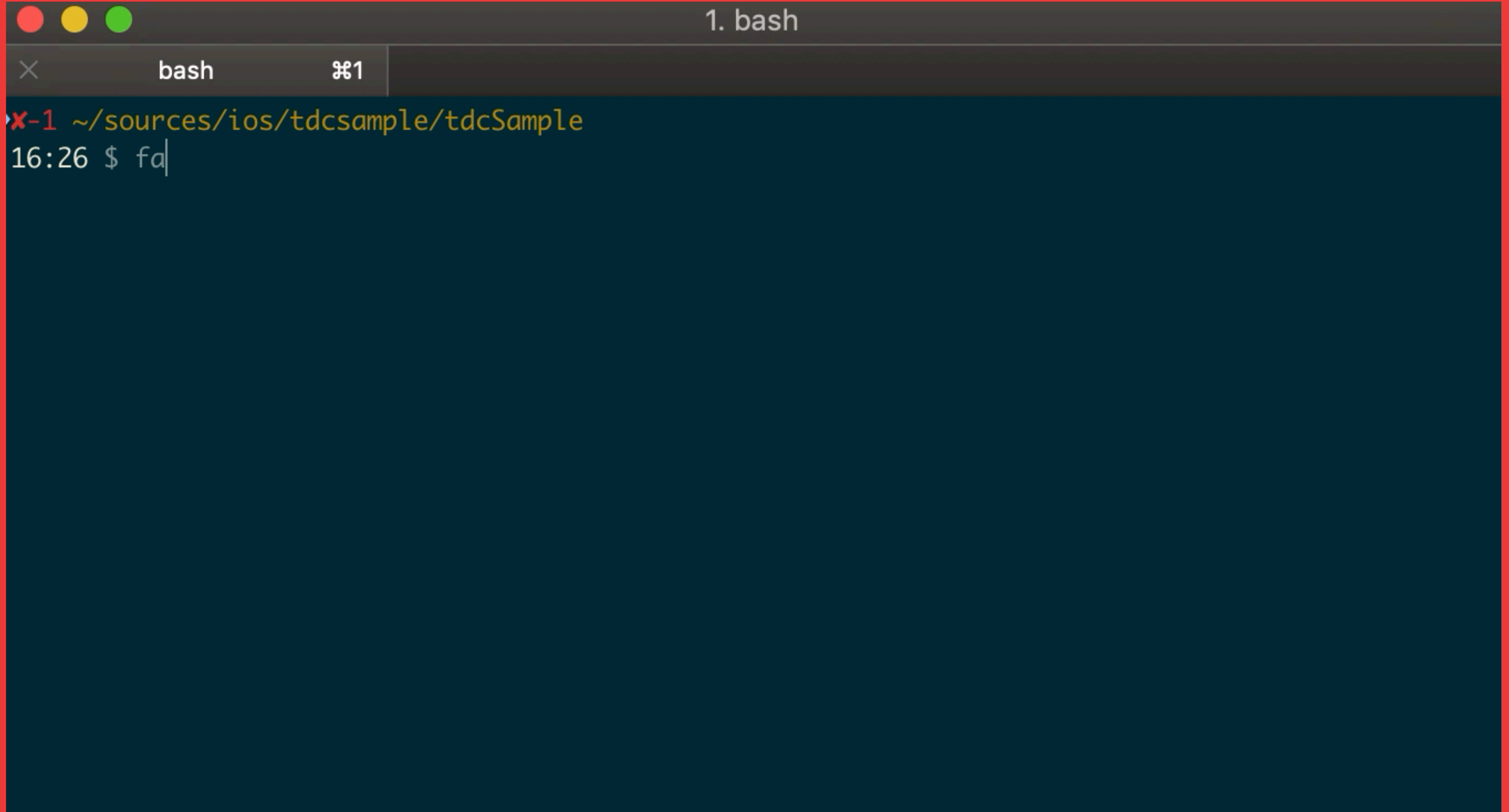# Tornar a Build padronizada e automatizada

1. Fastlane

- O fastlane automatiza localmente o processo de:

  - Testes Unitários;

  - Incrementar versão;

  - Liberar para QA;

  - Liberar Interno;

  - Liberar produção;

1.1 Fastlane setup

- Setup com: *fastlane init*

- *3 minutos para o básico*

- Código em Ruby para personalização

fastlane init

fastlane init

FASTLANE

🔴 Appfile
🔴 Fastfile
🔴 Snapfile
🟠 SnapshotHelper.swift

🔴 *Fastfile* ✕

```ruby
1   # This file contains the fastlane.tools configuration
2   # You can find the documentation at https://docs.fastlane.tools
3   #
4   # For a list of all available actions, check out
5   #
6   #     https://docs.fastlane.tools/actions
7   #
8   # For a list of all available plugins, check out
9   #
10  #     https://docs.fastlane.tools/plugins/available-plugins
11  #
12
13  # Uncomment the line if you want fastlane to automatically update itself
14  # update_fastlane
15
16  default_platform(:ios)
17
18  platform :ios do
19    desc "Generate new localized screenshots"
20    lane :screenshots do
21      capture_screenshots(scheme: "tdcSample")
22    end
23  end
```

1.2 Fastlane tests

```ruby
desc "Run Unit Tests"
lane :unitTests do
  set_bundle("release")
  run_tests(workspace: "DeliveryMuch.xcworkspace",
            devices: ["iPhone 6s"],
            scheme: "DeliveryMuch")
  coverage
end
```

- Usamos o xcov para o code coverage;

- Você pode especificar mais que um device para os testes;

- Não inicia o simulador para os testes, faz por trás dos panos.

1.3 Fastlane fabric

```ruby
desc "Deploy a new version to BETA Users in SocialBase Staging"
lane :fabric do

  set_bundle("beta")

  gym(
    workspace: "DeliveryMuch.xcworkspace",
    scheme: "DeliveryMuchDev",
    export_xcargs: "-allowProvisioningUpdates",
    export_method: "ad-hoc"
  )

  changelog = File.read("Changelog.txt")

  # upload to Beta by Crashlytics
  crashlytics(
    api_token: "XX",
    build_secret: "XX",
    groups: "QA",
    notes: changelog
  )

  notify_chat("Build *BETA* enviada para o Fabric", "https://a.slack-edge.com/7f1a0/plugins/crashlytics/assets/service_512.png")
end
```

1.4 Fastlane release

```ruby
desc "Push a new build to AppStoreConnect (Production)"
lane :release do
  set_bundle("release")
  # increment_build_number
  gym(
    workspace: "DeliveryMuch.xcworkspace",
    scheme: "DeliveryMuch",
    export_xcargs: "-allowProvisioningUpdates",
    export_method: "app-store"
  )
  deliver(
    skip_screenshots: true,
    skip_metadata: true
  )
  upload_symbols_to_crashlytics
  notify_chat("Build *PRODUÇÃO* enviada para o AppStoreConnect",
    "https://comocriarumaplicativo.com.br/wp-content/uploads/2017/04/App-store-icon-1-1.png")
end
```

```ruby
def notify_chat (msg, thumb)
  version = get_version_number(xcodeproj: "DeliveryMuch.xcodeproj", target: ENV["SCHEME"])
  build = get_build_number(xcodeproj: "DeliveryMuch.xcodeproj")

  rocket_chat(
      rocket_chat_url: "https://XXXX/hooks/XXXX",
      message: "**iOS** -> " + msg,
      success: true,
      payload: {
        'Build Date' => Time.new.to_s,
        'Built by' => 'Fastlane',
      },
      default_payloads: [:lane, :git_branch, :git_author],
      attachment_properties: {
        thumb_url: thumb,
        fields: [{
          title: 'Versão',
          value: version + "(" + build + ")"
        }]
      }
  )
end
```

```
+--------+----------------------------------------+--------------+
|                    fastlane summary                            |
+--------+----------------------------------------+--------------+
| Step   | Action                                 | Time (in s)  |
+--------+----------------------------------------+--------------+
| 1      | default_platform                       | 0            |
| 2      | gym                                    | 783          |
| 3      | deliver                                | 1123         |
| 4      | upload_symbols_to_crashlytics          | 123          |
| 5      | get_version_number                     | 0            |
| 6      | get_build_number                       | 1            |
| 7      | rocket_chat                            | 1            |
+--------+----------------------------------------+--------------+

[15:59:59]: fastlane.tools just saved you 34 minutes! 🎉
```

Segundo passo:

Fazer o processo rodar independente e na núvem

2. Bitrise

- Iniciamos um setup no Bitrise utilizando o fastlane;

- Custo de USD 40/mês com builds ilimitadas;

- Reduz cerca de 50 horas/mês de tempo de desenvolvimento;

- Funciona tanto para iOS quanto Android.

Create New App

CHOOSE ACCOUNT

narlei_dm
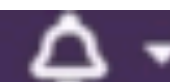
SET PRIVACY OF THE APP

○ 🔒 Private

You and organization members can see.

◉ 🗂 Public

Anyone can see your logs and configs. Use this wisely.

Next

Connect your repository

Before choosing a repository you have to give Bitrise access rights to your source code provider.

Setup repository access

Specify how Bitrise will be able to access the source code
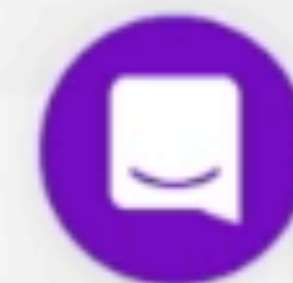
All owners

LATEST BUILDS   QUEUED BUILDS

All status

APPS   Add New App

Search apps...

YESTERDAY

DEVMUCH
app-ios-2.0   # 297   20m
                                            40s
master   unit_tests
                    Merge branch 'release/v4.6.0'
                    ...

SHOWING 1 / 1 APPS

DEVMUCH
app-ios-2.0

DEVMUCH
app-ios-2.0   # 296   32m
                                            22s
master   unit_tests
                    Merge branch 'release/v4.6.0'
                    ...

DEVMUCH
app-ios-2.0   # 295   45m

develop   qa
                    Merge tag 'v4.6.0' into develop
                    ...

DEVMUCH
app-ios-2.0   # 294   29m
                                            28s

Discard ✓ Saved

| ≔ **Workflows** | ◪ Code Signing | 🔒 Secrets | $ Env Vars | ⚡ Triggers | ⬚ Stack | <> bitrise.yml |

| WORKFLOW | deploy ⌄ | + Workflow | ↰ Add Workflow before | ↳ Add Workflow after | ↕ Rearrange |

✕ **Delete Workflow**

| deploy | ⬚ **Xcode 10.1.x, on macOS 10.13 (High Sierra)** DEFAULT |

+

🔒 Activate SSH key (RSA privat... ✓
4.0.3

≡ **DEPLOY WORKFLOW'S DESCRIPTION**

+

Click here to add a description...

Git Clone Repository ✓
always latest (4.0.14)

+

⑦ How to setup Code Signing ⌃

Export your code signing files with Codesigndoc

Paste this script into your terminal and follow the instructions

```
bash -l -c "$(curl -sfL https://raw.githubusercontent.com/bitrise-tools/codesigndoc/master/_scripts/install_wrap.sh)"
```

Upload all exported files below

You'll have the .p12 Identity file including the Certificate and Private Key, and the required Provisioning Profiles ready for upload. More info

Don't forget to add the Certificate and Provisioning Profile Installer step

You'll need this step in your workflow to make code signing work for your project

Your secrets are safe with us

- Your secrets are not shown in the bitrise.yml
- Your secrets are stored encrypted
- You can prevent exposing secrets on the UI by making them protected
- Note that anyone might be able to do a workaround and log the value of secrets with a pull request, thus we advise **not to expose secrets in PRs**

Secret Environment Variables

$ | FASTLANE_PASSWORD | = | ****** ⌀ | ✏ Edit

❌ Replace variables in inputs?   ✅ Expose for Pull Requests?

$ | FTP_URL | = | ****** ⌀ | ✏ Edit

❌ Replace variables in inputs?   ❌ Expose for Pull Requests?

$ | FTP_USER | = | ****** ⌀ | ✏ Edit

You should **not** add private information here.

These Environment Variables will also be available in builds triggered by pull requests and bitrise.yml. For private info use <u>Secrets</u>.

App Environment Variables
App Environment Variables will also be available in builds triggered by pull requests. You should NOT add any private information here.

$ | FASTLANE_XCODE_LIST_TIMEOUT | = | 120 | ...

✓ Replace variables in inputs?

$ | FASTLANE_WORK_DIR | = | . | ...

✗ Replace variables in inputs?

$ | FASTLANE_USER | = | narlei.moreira@deliverymuch.com.br | ...

✗ Replace variables in inputs?

≔ Workflows   ☑ Code Signing   🔒 Secrets $ Env Vars   ⚡ Triggers   ≋ Stack   <> bitrise.yml

PUSH	PULL REQUEST	TAG

+ ADD TRIGGER

Push branch
develop   →   Workflow
                                         qa

+ ADD TRIGGER

Push branch
*   →   Workflow
                                         unit_tests

+ ADD TRIGGER

Access control

All platforms

Activate SSH key (RSA private key)

Setup the SSH Key to use with the current workflow

Authenticate host with netrc

Adds your authentication config to the .netrc file

Xamarin User Management

This step helps you authenticate your user with Xamarin.

Artifact info

Android Manifest Info

APK info

IPA info

Resultados

- Testes contínuos! Cada push roda os testes.

- Não gastamos processamento e tempo da máquina local fazendo deploy;

- Time recebe notificação de versão automaticamente.

- Reduzimos cerca de 100 horas entre testes, deploy para qa e produção;

- Criamos um atalho na Siri para disparar os deploys.
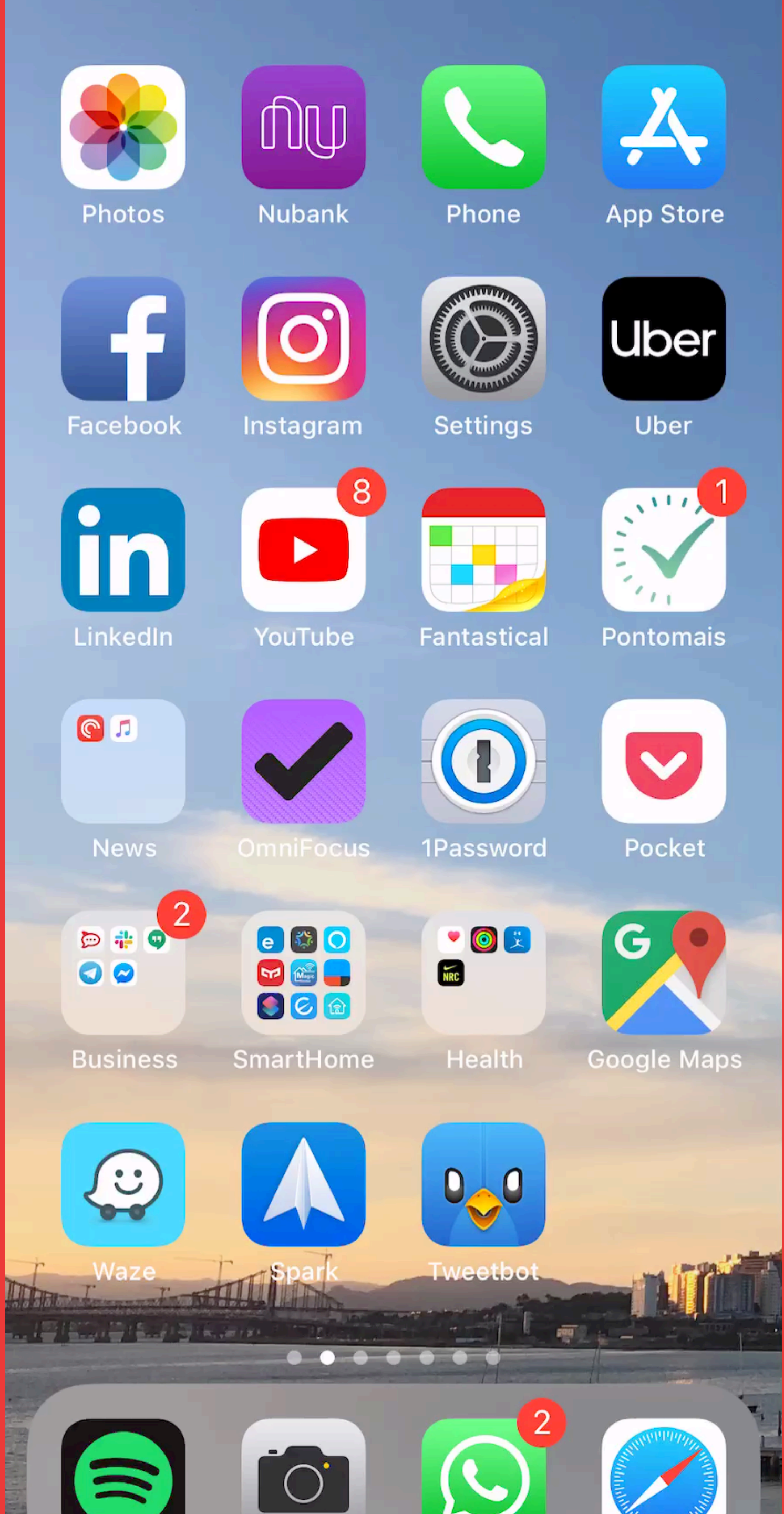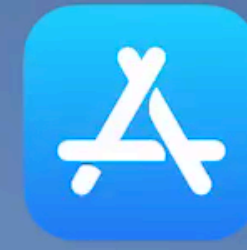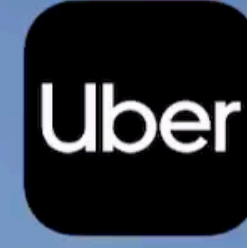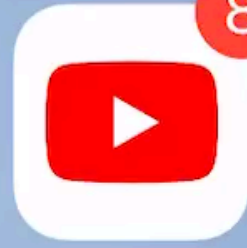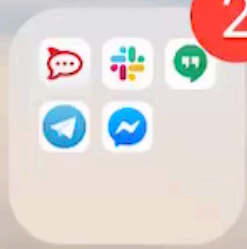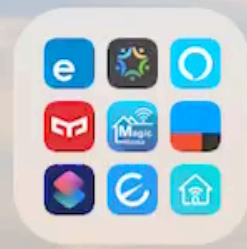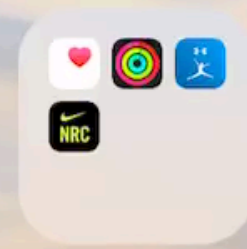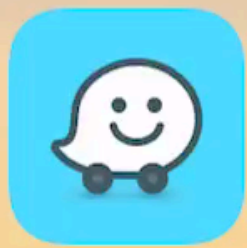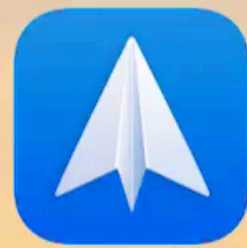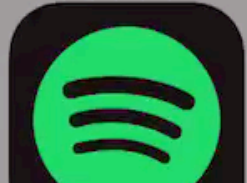
DÚVIDAS?

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