



Mobile Infrastructure Setup for a leading Mobile Solution Provider

About Customer

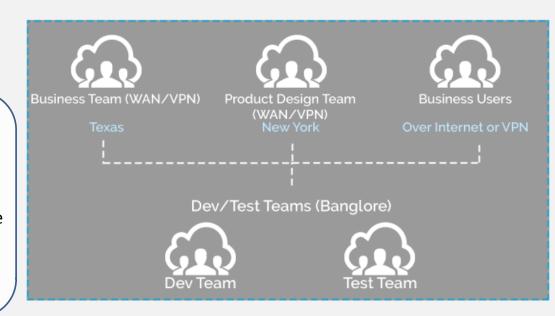
Our client is a mobile digital solutions provider focused on the middle and back office with operations in Austin, Texas and Bangalore, India. It also specializes in Cloud Enablement and Data Analytics.

INDUSTRY LEADER AND TRUSTED NAME IN MOBILE, CLOUD AND ANALYTICS

Addressing application development and strategic consulting needs of enterprises and SMEs

Challenges

Customer team was primarily using an inhouse lab of physical devices for their developers and testers to validate the Mobile Apps. To understand the challenges, it's important to understand their org structure. Their Mobile App dev and testing teams were located across various geographical locations and needed access of devices.



Challenges

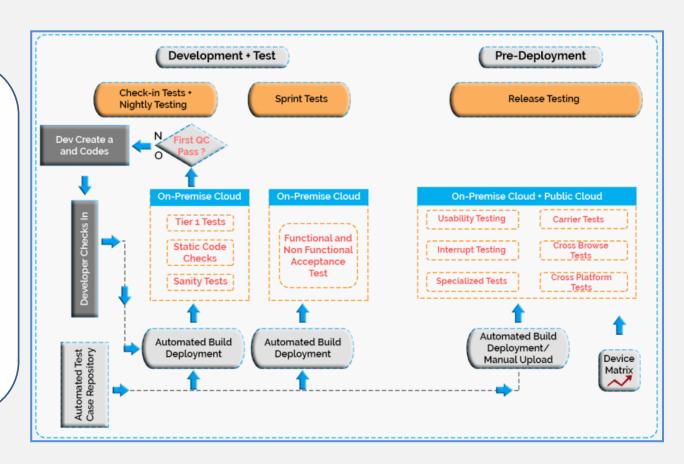
Following diagram sums the challenges teams were facing as far as Mobile lab was concerned



Solution

Keeping in mind the business need, pCloudy team devised a hybrid approach. The complete App release cycle was divided into two phases

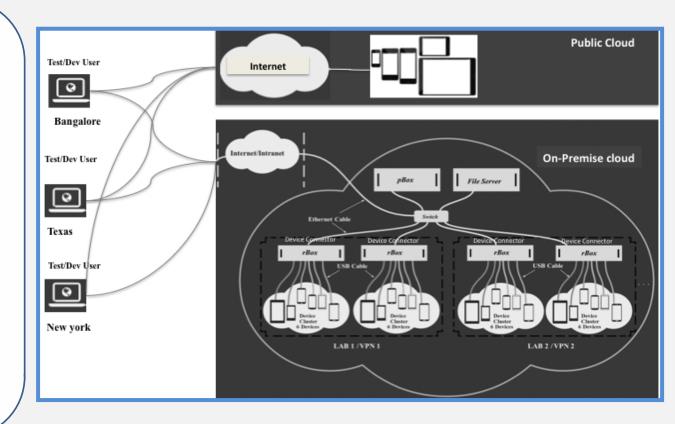
- 1. Sprints: This covers the nightly/build check-in tests as well as the new feature and regression tests for each sprint. These tests were conducted on in-house devices/lab.
- 2. Release tests: For release tests extensive testing was required on large set of devices depending upon nature of Apps. These tests were conducted on mix of in-house lab and public cloud.



Lab Setup

As depicted in the diagram, the Mobile lab setup was done in a hybrid mode:

- a) On-premise cloud: Through our lab in a box solution, we converted the existing physical device in an on-premise mobile lab over cloud. This enabled the team to access the devices from anywhere anytime. Teams were able to schedule/book devices easily. They could schedule automated runs in a continuous integrated mode and also during regression tests.
- b) Public cloud: We provided a single interface access to our public cloud to the client's teams. They could switch between public and onpremise easily depending upon their needs. This approach helped them access variety of devices during their release tests.



Benefits to the client

- **A. Increase in productivity of teams (up to 30%):** Access of devices was a huge challenge for team. It was leading to significant loss of time for developers and testers. Our on-premise lab improved productivity by efficient scheduling and booking of devices across the teams.
- **B.** Reduction in Test Cycle (up to 44%): Teams started using the lab to schedule the Automated tests. Our solution automatically looks for availability of devices and schedules accordingly. This helped in efficient use of devices during non-peak times. Also, ability to run tests parallel tests across various devices reduced testing time significantly.
- C. Increase in Test Coverage and reduction in production defects (up to 25%): Teams could plan tests on variety of devices, which are available on public cloud. This increased the test coverage of Apps and in turn the reduction in production bugs.
- **D. More business to client:** The mobile lab became one the most important asset/IP during showcase to new prospects.

About pCloudy



pCloudy is a Unified app testing platform that covers full lifecycle app testing. Over time it has transformed itself into a digital assurance platform over cloud.



20000+ users from 84 countries

250000+ device testing hours

Our Offerings



PUBLIC CLOUD

Our public device cloud gives you access to test your apps on the comprehensive list of Android and iOS mobile devices, which are available and shared globally with every client.



PRIVATE CLOUD

Hosted private device clouds give enterprises access to fully dedicated devices that are still hosted and managed by pCloudy, but set apart from other users via network or location isolation.



ON-PREMISE CLOUD

We enable corporate users to securely access a local cloud of real devices from their premises. We provide the necessary hardware and infrastructure for plug and play setup of a secure device lab.

