#### **View Matchers**

# accessibility PROPERTIES grey\_accessibilityElement() grey\_accessibilityFocused() grey\_accessibilityHint(...) grey\_accessibilityID(...) grey\_accessibilityLabel(...) grey\_accessibilityTrait(...) grey\_accessibilityValue(...)

```
UI PROPERTIES
grey_buttonTitle(...)
grey_datePickerValue(...)
grey_enabled()
grey_firstResponder()
grey_interactable()
grey_layout(...)
grey_minimumVisiblePercent(...)
grey_notVisible()
grey_pickerColumnSetToValue(...)
grey_progress(...)
{\tt grey\_scrollViewContentOffset(...)}
grey_selected(...)
grey_sliderValueMatcher(...)
grey_stepperValue(...)
grey_sufficientlyVisible()
grey_switchWithOnState(...)
grey_text(...)
grey_userInteractionEnabled()
```

## HIERARCHY grey\_ancestor(...) grey\_descendant(...)

```
grey_kindOfClass(...)
grey_respondsToSelector(...)
grey_conformsToProtocol(...)
```

```
COMPARISON
grey_closeTo(...)
grey_equalTo(...)
grey_lessThan(...)
grey_greaterThan(...)
```

```
OTHER

grey_anything()
grey_keyWindow()
grey_nil()
grey_notNil()
grey_systemAlertViewShown()
```

```
object matchers - objective-c
grey_allof(...)
grey_anyOf(...)
grey_not(...)
object matchers - swift
grey_allofMatchers(...)
grey_anyOfMatchers(...)
```

## **View Actions**

```
CLICK/PRESS
grey_tap()
grey_tapAtPoint(...)
grey_doubleTap()
grey_doubleTapAtPoint(...)
grey_longPress()
grey_longPress()
grey_longPressWithDuration(...)
grey_multipleTapsWithCount(...)
```

```
grey_pinchFastInDirection(...)
grey_pinchSlowInDirection(...)
grey_scrollInDirection(...)
grey_scrollInDirectionWithStartPoint(...)
grey_scrollToContentEdge(...)
grey_scrollToContentEdgeWithStartPoint(...)
grey_swipeFastInDirection(...)
grey_swipeFastInDirectionWithStartPoint(...)
grey_swipeSlowInDirection(...)
grey_swipeSlowInDirectionWithStartPoint(...)
```

```
TEXT
grey_replaceText(...)
grey_typeText(...)
grey_clearText()
```

```
OTHER
grey_moveSliderToValue(...)
grey_setStepperValue(...)
grey_turnSwitchOn(...)
grey_setDate(...)
grey_setPickerColumnToValue(...)
grey_javaScriptExecution(...)
grey_snapshot(...)
```

### **Assertions**

```
ASSERTIONS

GREYAssert(...)

GREYAssertEqual(...)

GREYAssertEqualObjects(...)

GREYAssertFalse(...)

GREYAssertNil(...)

GREYAssertNotEqual(...)

GREYAssertNotEqualObjects(...)

GREYAssertNotNil(...)

GREYAssertTrue(...)

GREYAssertTrue(...)

GREYFail(...)

GREYFailwithDetails(...)
```