



UI Testing

Upon completion of this module, a student will be able to

- understand and explain the purpose of UI Testing
- configure an app to be tested with espresso
- setup to test an activity
- create an espresso test
- create a custom matcher for testing



Assignment

- Task
 - Add and test a UI to your calculator
- Repo
 - <https://github.com/LambdaSchool/AndroidUITesting>
- Submission
 - Fork on github and submit pull request





A Student Can

understand and explain the purpose of UI
Testing

User Interface Testing

- Run on Android OS
- Can see tests being run on device





A Student Can

configure an app to be tested with
espresso

Preparing to test UI with Espresso

- Disable animations in Developer Settings
- Add dependency to gradle





A Student Can
setup to test an activity

Test Setup

- New test in androidTest
- @Rule
 - `new ActivityTestRule<>(/* Activity under test */)`
- @Before





A Student Can
create an espresso test

Get a Handle to a UI

- `onView(withId())`



Perform Action in UI

- `perform()` - `ViewInteraction`
 - `click()` - `ViewActions`
 - `typeText(String)`



Check Result

- `check()` - `ViewInteraction`
 - `matches()` – `ViewAssertions`
 - `withText()` – `ViewMatchers`
 - `isChecked()`
 - `isDisplayed()`





A Student Can
create a custom matcher for testing

Custom Matcher

- <https://medium.com/@dbottillo/android-ui-test-espresso-matcher-for-imageview-1a28c832626f>

