UI Tests with Xcode 7

Ole Gammelgaard Poulsen / Shape

UI Tests for iOS until now

- Frank

- KIF

- Subliminal

- Calabash

WWDC 2015

UI Testing in Xcode

Session 406

UI Testing in Xcode

- Find and interact with UI elements

- Validate UI properties and state

- UI recording

- Test reports

XCTest

Accesibility

iOS 9 + OS X 10.11

Objective-C and Swift

Today: Obj-C + iOS

Documentation?

Stefan Lesser <lesser_s@apple.com>   Jul 2

to me

Hi Ole,

we're still working on new revisions of the testing documentation, so nothing I can point you to right now other than the Xcode Release Notes and What's New in Xcode documents, but keep an eye on the pre-release developer library.

—Stefan

No

New XCTest classes

- XCUIApplication

- XCUIElement

- XCUIElementQuery

XCUIApplication

A proxy object for the app. Call the `–launch` method before performing tests.

XCUIElement

Represents a query that should point to a unique UI element like a button or some other view.

The query is resolved when trying to interact with the element.

If zero or multiple matches are found, an error will be raised.

XCUIElementQuery

A query for finding UI elements. Can be chained and has methods that return new queries and XCUIElement instances.

```objc
XCUIElementQuery *allButtons = [app descendantsMatchingType:XCUIElementTypeButton];
XCUIElementQuery *allButtons = [app buttons]; // shorthand notation

[allButtons[@"Submit"] tap];
```

XCUIElementQuery can match using type, identifiers or predicates.

Demo

Test reports

- Pass/fail

- Failure reason

- Screenshots

- Same layour for Xcode and Xcode server

Conclusions

Way better and more robust than other options.

Still has serious caveats.

Recording output can rarely be used directly. Looks cool, but better just to write by hand

References

UI Testing in Xcode 7 by Joe Masilotti
http://masilotti.com/ui-testing-xcode-7/

Documentation extracted from header files
http://masilotti.com/xctest-documentation/Classes/