

1

User Interface Testing: Goals and Approach

- Focuses on writing functional end-to-end UI tests, which is the closest way to replicate end user behavior and catch potential issues before a product goes live.
- Can be much slower than unit or integration tests, but they usually discover issues that were not caught during the unit and integration testing stages.

Espresso for Android

- Espresso is a lightweight, fast, customizable testing framework for reliable automated UI tests
- First announced at 2013 by Google

3

Espresso for Android

- Part of Android Test Supporting Library (now, AndroidX Library)
- Simulate user interactions
- Automatic synchronization of test actions with app UI
 - The framework ensures that your activity is started before the tests run.
 - It also let the test wait until all observed background activities have finished.

```
nextButton.click();
// Wait Intil button is rendered
Thread.sleep(2000);
previousButton.click();
```

Demo



E

Espresso Packages

- espresso-core
 - Contains core and basic view matchers, actions, and assertions.
- espresso-contrib
 - External contributions that contain DatePicker, RecyclerView, and Drawer actions, accessibility checks, and the CountingIdlingResource.
- espresso-intents
 - Extensions to validate and stub intents for hermetic testing.
- espresso-idling-resource
 - Espresso's mechanism for synchronizing background jobs.
- espresso-remote
 - Location of Espresso's multi-process functionality.
- espresso-web
 - Contains resources for WebView support.

Add Dependencies to build.gradle

- Android Studio templates include dependencies
- If needed, add the following dependencies:

```
dependencies {
    ...
    testImplementation 'junit:junit:4.13'
    androidTestImplementation 'androidx.test:runner:1.1.0'
    androidTestImplementation 'androidx.test:core:1.1.0'
    androidTestImplementation 'androidx.test.ext:junit:1.1.1'
    androidTestImplementation 'androidx.test:rules:1.2.0'
    androidTestImplementation 'androidx.test.espresso:espresso-core:3.2.0'
    androidTestImplementation 'androidx.test.espresso:espresso-intent:3.2.0'
    androidTestImplementation 'androidx.test.espresso:espresso-intent:3.2.0'
    androidTestImplementation 'androidx.test.espresso:espresso-idling-resource:3.2.0'
    implementation 'androidx.test.espresso:espresso-idling-resource:3.2.0'
}
```

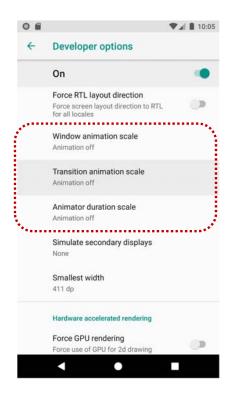
Add defaultConfig to build.gradle

- Android Studio templates include defaultConfig setting.
- If needed, add the following to defaultConfig section:

```
defaultConfig {
    ...
    testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
}
```

Prepare your device

- 1. Turn on USB Debugging
- Turn off all animations in Developer Options > Drawing
 - Window animation scale
 - Transition animation scale
 - Animator duration scale



С

Create Tests

- Store in *module-name*/src/androidTests/java/
 - In Android Studio: app > java > module-name (androidTest)
- Create tests as JUnit classes



Five Components of Espresso

- JUnit Runner runs the espresso test cases
- JUnit Rules launches an activity
- ViewMatchers allows to find view in the current view hierarchy
- ViewActions allows to perform actions on the views
- ViewAssertions allows to assert state of a view (i.e. validation)

1

JUnit Runner (AndroidJUnitRunner)

- Android testing framework provides a runner, *AndroidJUnitRunner* to run the espresso test cases (JUnit3 and JUnit4 test cases).
- It transparently handles
 - loading test cases and SUT both in actual device or emulator,
 - execute the test cases, and
 - report the result of the test cases.

```
@RunWith(AndroidJUnit4.class)
public class ExampleInstrumentedTest {
    ...
}
```

JUnit Rules

- Espresso needs a rule of type ActivityScenarioRule to specify the activity.
- ActivityScenarioRule launches an activity before executing the test cases.
 - launches the activity before @Before and
 - will terminate it after @After.

```
@Rule
public ActivityScenarioRule<MainActivity> scenarioRule =
    new ActivityScenarioRule<>(MainActivity.class);
```

13

@Rule specifies the context of testing

- @ActivityScenarioRule Testing support for a single specified activity
- @ActivityTestRule Testing support for a single specified activity
 deprecated
- @IntentsTestRule Subtype of ActivityTestRule for intents
- @ServiceTestRule Testing support for starting, binding, shutting down a service

Formula

onView() methods return an object of type ViewInteraction.

15

Espresso Matchers

```
onView(withId(R.id.next_button)
    .perform(click())
    .check(matches(not(isDisplayed())))
```

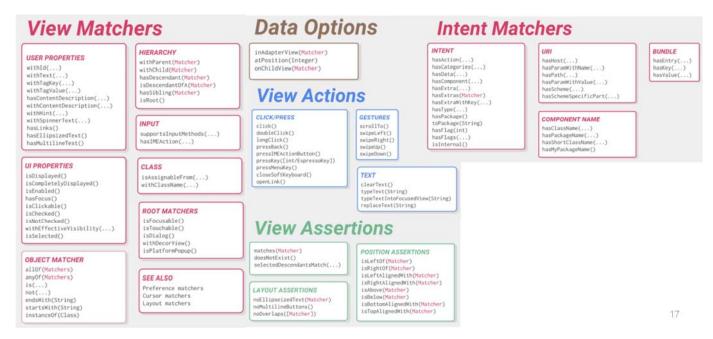
Hamcrest Matchers

```
onView(withId(R.id.next_button)
    .perform(click())
    .check(matches(not(isDisplayed())))
```

16

Espresso cheat sheet

(https://android.github.io/android-test/downloads/espresso-cheat-sheet-2.1.0.pdf)



"Hamcrest" simplifies tests

"Hamcrest" an anagram of "Matchers"

Framework for creating custom matchers and assertions

Match rules defined declaratively

Enables precise testing

The Hamcrest Tutorial

http://hamcrest.org/JavaHamcrest/tutorial

Hamcrest 1.3 Quick Reference

General purpose

```
is(T)
equalTo(⊤)
not(T)
                                                : Matcher<T>
anything()
anything(String)
                                           : Matcher<Object>
anv(Class<T>)
instanceOf(Class<?>)
isA(Class<T>)
                                                : Matcher<T>
nullValue()
                                          : Matcher<Object>
nullValue(Class<T>)
                                                : Matcher<T>
notNullValue()
                                            Matcher<Object>
notNullValue(Class<T>)
                                               : Matcher<T>
sameInstance(T)
                                                : Matcher<T>
theInstance(T)
isIn(Collection<T>)
isIn(T[])
isOneOf(T...)
hasToString(String)
hasToString(Matcher<? super String>)
                                                : Matcher<T>
```

Iterables

```
everyItem(Matcher<U>)
                                    : Matcher<Iterable<U>>
hasItem(T)
hasItem(Matcher<? super T>) : Matcher<Iterable<? super T>>
hasItems(Matcher<? super T>...)
                                    : Matcher<Iterable<T>>
emptyIterable()
                          : Matcher<Iterable<? extends E>>
emptyIterableOf(Class<E>)
                                   : Matcher<Iterable<E>>
contains(E...)
contains(Matcher<? super E>...)
contains(Matcher<? super E>)
contains(List<Matcher<? super E>>)
                          : Matcher<Iterable<? extends E>>
containsInAnyOrder(T...)
containsInAnyOrder(Collection<Matcher<? super T>>)
containsInAnyOrder(Matcher<? super T>...)
containsInAnyOrder(Matcher<? super E>)
                          : Matcher<Iterable<? extends E>>
iterableWithSize(Matcher<? super Integer>)
                                   : Matcher<Iterable<E>>
iterableWithSize(int)
```

19

Basic example test

```
aTest
public void changeText_sameActivity() {
    // 1: Find view by id
    onView(withId(R.id.editTextUserInput))

    // 2: Perform action-type string and click button
    .perform(typeText(mStringToBeTyped), closeSoftKeyboard());

    onView(withId(R.id.changeTextButton)).perform(click());

    // 3: Check that the text was changed
    onView(withId(R.id.textToBeChanged))
        .check(matches(withText(mStringToBeTyped)));
}
```

Finding views with onView

```
withId() - find a view with the specified Android id
      onView(withId(R.id.editTextUserInput))
withText() - find a view with specific text
      onView(withText("Espresso"))
```

2.

onView returns ViewInteraction object

If you need to reuse the View returned by onView Make code more readable or explicit check() and perform() methods

```
ViewInteraction textView = onView(
    allOf(withId(R.id.word), withText("Clicked! Word 15"),
isDisplayed()));
textView.check(matches(withText("Clicked! Word 15 ")));
```

Perform actions

Perform an action on the View found by a ViewMatcher Can be any action you can perform on the View

```
// 1: Find view by id
onView(withId(R.id.editTextUserInput))
// 2: Perform action - type string and click button
.perform(typeText(mStringToBeTyped), closeSoftKeyboard());
onView(withId(R.id.changeTextButton)).perform(click());
```

23

Check result

Asserts or checks the state of the View

```
// 3: Check that the text was changed
onView(withId(R.id.textToBeChanged))
    .check(matches(withText(mStringToBeTyped)));
```

When a test fails

Test

```
onView(withId(R.id.text_message))
   .check(matches(withText("This is a failing test.")));
```

Result snippet

```
androidx.test.espresso.base.DefaultFailureHandler$Assertion FailedWithCauseError: 'with text: is "This is a failing test."' does't match the selected view.

Expected: with text: is "This is a failing test."

Got: "AppCompatTextView{id=2131165359, res-name=text_message, ...
```

25

Access to the Instrumentation API

• Via the ApplicationProvider.getApplicationContext() you have access to the target context of your application.

```
public void buttonShouldUpdateText(){
    onView(withId(R.id.update)).perform(click());
    onView(withId(getResourceId("Click"))).check(matches(withText("Done")));
}

private static int getResourceId(String s) {
    Context targetContext = ApplicationProvider.getApplicationContext();
    String packageName = targetContext.getPackageName();
    return targetContext.getResources().getIdentifier(s, "id", packageName);
}
```

Combining Matchers

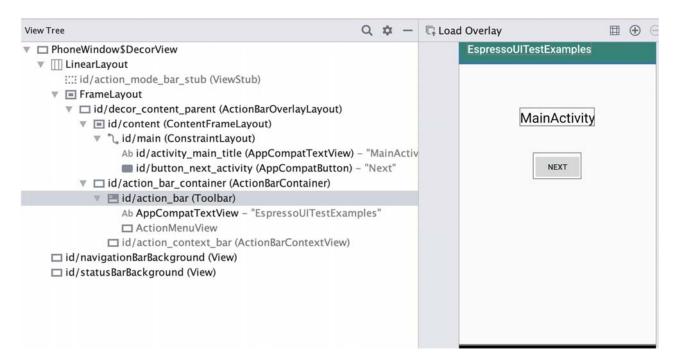
• **Example**: Find a visible list item with the given text:

allOf() - find a view to that matches multiple conditions

• Another Example: Toolbar title



Layout Inspector (Hierarchy Viewer)



Combining Matchers

Custom Matchers

Custom Matcher (using Toolbar.getTitle())

Adapter Views

- Use onData() instead of onView() when working with AdapterViews.
 - ListView, GridView and Spinner







Formula

```
onData(ObjectMatcher)
    .dataOptions
    .perform(ViewAction)
    .check(ViewAssertion)
```

```
Data Options

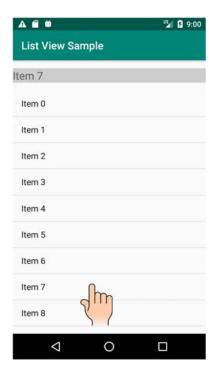
inAdapterView(Matcher)
atPosition(Integer)
onChildView(Matcher)
```

- If you are using an AdapterView, use the onData() instead of onView().
- The onData() method returns an object of type DataInteraction.

33

App

```
TextView textMsg = findViewById(R.id.textMsg);
textMsg.setBackgroundColor(Color.LTGRAY);
textMsg.setVisibility(View.GONE);
ListView listView = findViewById(R.id.myList);
String[] items = new String[COUNT];
for (int i = 0; i < COUNT; i++) {</pre>
    items[i] = "Item" + i;
}
listView.setAdapter(new ArrayAdapter<>(this,
        android.R.layout.simple_list_item_1,
items));
listView.setOnItemClickListener(
    (parent, view, position, id) -> {
        textMsg.setText(items[position]);
        textMsg.setVisibility(View.VISIBLE);
});
```



34

Test



35

Useful Data Interactions

Custom Data Matchers

Recycler Views

- You cannot use onData() for RecyclerView.
- Use **onView**(*R.id.recyclerview_id*) together with **RecyclerViewActions**.

RecyclerViewActions



30

RecyclerViewActions (espresso-contrib)

- actionOnItemAtPosition(int, ViewAction)
- actionOnItem(*Matcher<View>*, *ViewAction*)
- scrollToPosition(int)
- scrollTo(Matcher<View>)
- actionOnHolderItem(Matcher<ViewHolder>, ViewAction)
- scrollToHolder(Matcher<ViewHolder>)

Comments on actionOnItem()

• You have to create a matcher that matches the whole item.



```
onView(withId(R.id.RecyclerView))
  .perform(actionOnItem(withText("Espresso"), click()))

onView(withId(R.id.RecyclerView))
  .perform(actionOnItem(hasDescendant(withText("Espresso")), click()));
```



Mocking intents with Espresso Intents

- Espressos intents is provided by the com.android.support.test.espresso:espresso-intents library.
- Use the IntentsTestRule instead of ActivityTestRule.

androidTestCompile 'com.android.support.test.espresso:espresso-intent s:2.2.1'

(1) Intent Stub

Intending(Matcher<Intent> matcher)

A fake response to an intent call during a test.

Intending(Matcher<Intent> matcher)

- 1. @Rule IntentsTestRule
- @before stubbing an intent must be set up and we need to make sure all external intents are blocked. In android 6 (M) and later on we also need to grant for permission.
- 3. @Test

43

(2) Intent Verification

 Make sure that the information that was intended to be sent was what actually sent, by using a hardcoded matcher.

@Test

IdlingResource Basics

On each time invocation of **onView()** or **onData()**, Espresso waits until the following synchronization conditions are met:

- 1. The message queue is empty.
- 2. There are no instances of **AsyncTask** currently executing a task.
- 3. All developer-defined idling resources are idle.

4

Espresso doesn't know about:

- Animations
- Background operations
- Other mechanisms to schedule updates
 - For example, Data Binding uses the Choreographer to post updates instead of the main Looper queue (what Espresso monitors).

Registration and Unregistration

```
public void registerIdlingResource() {
    ...
    IdlingRegistry.getInstance().register(myIdlingResource);
}

@After
public void unregisterIdlingResource() {
    ...
    IdlingRegistry.getInstance().unregister(myIdlingResource);
}

dependencies {
    implementation "androidx.test.espresso:espresso-idling-resource:3.2.0"
}
```

IdlingResource Basics

The common use cases in which **IdlingResource** can be used are when your app is:

- Loading data from the internet or a local data source.
- Establishing connections with databases and callbacks.
- Managing services, either using a system service or an instance of IntentService.
- Performing complex business logic, such as bitmap transformations.

It is important to register **IdlingResource** when these operations update the application UI you would like to further validate.

Recording Tests

49

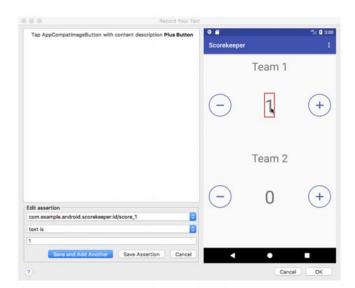
Start recording an Espresso test

- 1. Run > Record Espresso Test
- 2. Click **Restart app**, select target, and click **OK**
- 3. Interact with the app to do what you want to test



Add assertion to Espresso test recording

- 4. Click **Add Assertion** and select a UI element
- 5. Choose **text is** and enter the text you expect to see
- 6. Click **Save Assertion** and click **Complete Recording**



51