

Story 6 Emplazar laberinto

The screenshot shows the Android Studio IDE with the `Iteration3Test.java` file open. The code is as follows:

```
1 package isl.wumpus;
2
3
4 import ...
5
28
29 @LargeTest
30 @RunWith(AndroidJUnit4.class)
31 public class Iteration3Test {
32
33     @Rule
34     public ActivityTestRule<MainActivity> mActivityTestRule = new ActivityTestRule<MainActivity>(MainActivity.class);
35
36     @Test
37     public void iteration3Test() {
38         ViewInteraction appCompatButton = onView(
39             allOf(withId(R.id.button), withText("
40                 childAtPosition(
41                     childAtPosition(
42                         withId(android
43                             position: 0),
44                             position: 1),
45                     isDisplayed()));
46         appCompatButton.perform(click());
47     }
48 }
```

The test execution results are shown in the bottom right pane, indicating that 1 test passed. The terminal output shows the command used to run the tests:

```
$ adb shell am instrument -w -r -e debug false -e class isl.wumpus.Iteration3Test
Client not ready yet..
Started running tests
Tests ran to completion.
```

The Event Log shows the following messages:

Time	Level	Message
16:41	E	
16:41	G	
16:48	E	
16:48	G	
16:48	T	

Record Your Test



Tap AppCompatButton with text **Inicio**

Tap AppCompatButton with text **INICIAR EL JUEGO**

Tap AppCompatButton with text **Emplazar**

Delay **5000** milliseconds

Press **Back**

Tap AppCompatButton with text **Emplazar**

Delay **5000** milliseconds

Press **Back**

Tap AppCompatButton with text **Emplazar**

Delay **5000** milliseconds

Tap Button with text **Fijar Punto**

Tap Button with text **Ordenar Lineas**

Delay **4773** milliseconds

Tap Button with text **Ordenar Lineas**

Delay **5000** milliseconds

Tap Button with text **Ordenar Lineas**

Add Assertion

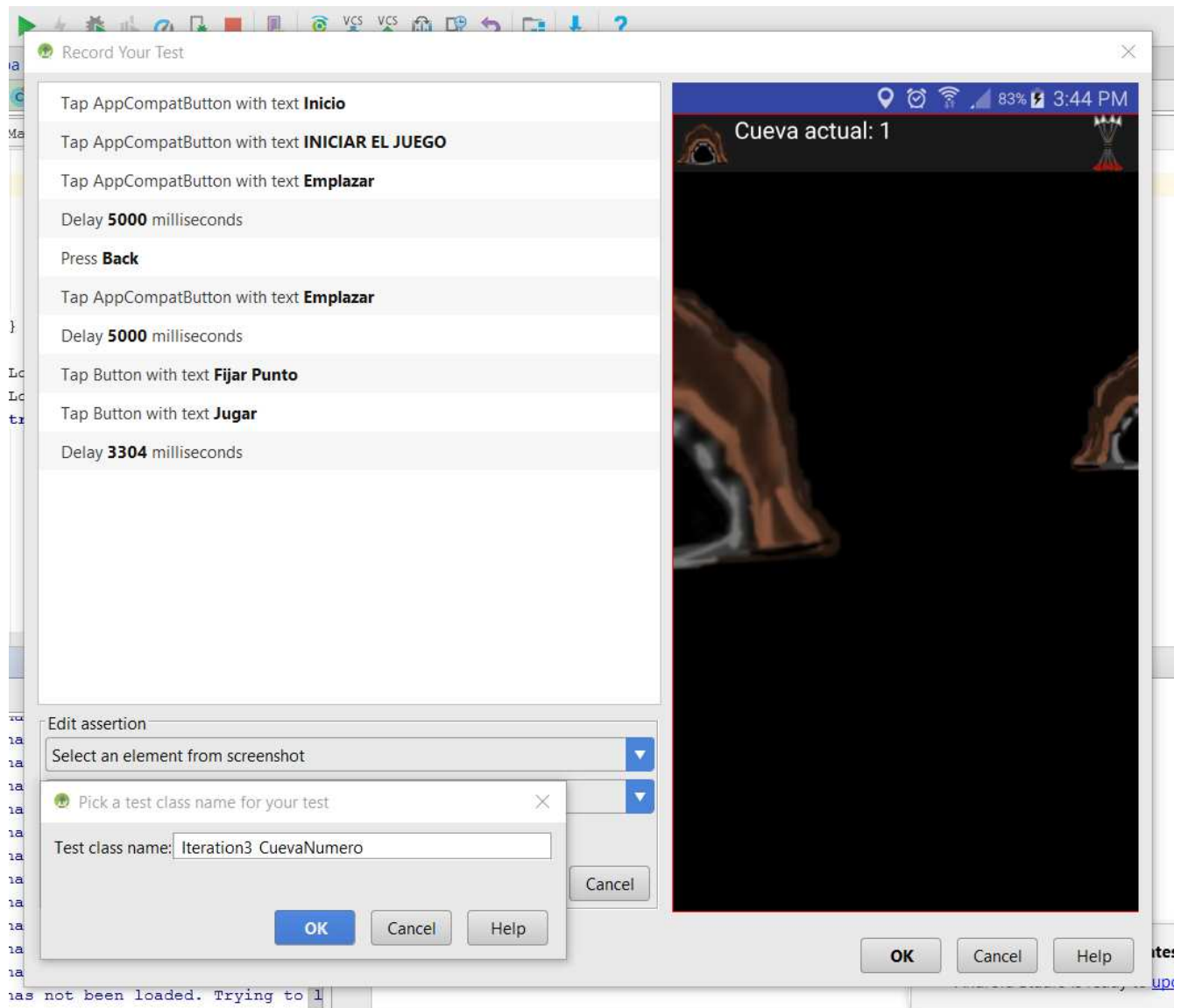
OK

Cancel

Help

Story 9 Actualizacion continua del numero de cueva en tablero

Se revisa que se despliegue el numero de la cueva actual, se ve la cueva inicial



app | src | androidTest | java | isl | wumpus | Iteration3_CuevaNumero

Iteration3_CuevaNumero.java

```
1 package isl.wumpus;
2
3
4 import ...
5
6 @LargeTest
7 @RunWith(AndroidJUnit4.class)
8 public class Iteration3_CuevaNumero {
9
10     @Rule
11     public ActivityTestRule<MainActivity> mActivityTestRule = new ActivityTestRule<>(Maina
12
13     @Test
14     public void iteration3_CuevaNumero() {
15         ViewInteraction appCompatButton = onView(
16             allOf(withId(R.id.button), withText("Inicio"),
17                 childAtPosition(
18                     childAtPosition(
19                         withId(android.R.id.content),
20                         position: 0),
21                     position: 1),
22                 isDisplayed()));
23         appCompatButton.perform(click());
24     }
25 }
```

Scripts

- d.gradle (Project: Wumpus)
- d.gradle (Module: app)
- file-wrapper.properties (Gradle Version)
- guard-rules.pro (ProGuard Rules for app)
- file.properties (Project Properties)
- ings.gradle (Project Settings)
- il.properties (SDK Location)

3_CuevaNumero

1 test passed

Running tests

```
$ adb shell am instrument -w -x -e debug false -e class isl.wun
Client not ready yet..
Started running tests
Tests ran to completion.
```

Event Log

- 15:40 Executing tasks: [:app:assembleDebug]
- 15:40 Gradle build finished in 2s 395ms
- 15:42 Executing tasks: [:app:assembleDebug, :app:assemble
- 15:42 Gradle build finished in 3s 730ms
- 15:43 Tests Passed: 1 passed

