

## 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> mActivityTe
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     }
```

The Event Log on the right shows the following messages:

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

The bottom status bar shows the following tabs: Logcat, Android Profiler, Version Control, Terminal, and Messages.

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