

Teste Instrumental

Android



Framework para teste

- Espresso



Iniciando o teste

```
@RunWith(AndroidJUnit4::class)  
class MainActivityUITest {
```

```
@Rule  
@JvmField  
val activity = ActivityTestRule<MainActivity>(MainActivity::class.java)
```

Primeiro Teste

```
@Test
fun testIfButtonsAreDisplayed() {
    onView(withId(R.id.rankingButton)).check(matches(isDisplayed()))
    onView(withId(R.id.showProfileButton)).check(matches(isDisplayed()))
    onView(withId(R.id.feedButton)).check(matches(isDisplayed()))
}
```

Linguagem fácil

```
onView(withId(R.id.rankingButton)).check(matches(isDisplayed()))
```

Executar ações nos testes

- Perform()
- typeText()
- click()
- withText()

Exemplo teste de login

```
@Test
public void whenPasswordIsEmpty_andClickOnLoginButton_shouldDisplayDialog() {
    onView(withId(R.id.login_username)).perform(typeText("admin"));
    onView(withId(R.id.login_button)).perform(click());
    onView(withText(R.string.validation_message)).check(matches(isDisplayed()));
    onView(withText(R.string.ok)).perform(click());
}
```


- Ao executar um teste que digita texto, o teclado pode ficar em cima de um botão
- Para esconder o teclado existe o método:
- `closeSoftKeyboard()`.

```
onView(withId(notEmptyFieldId)).perform(typeText("defaultText"),  
closeSoftKeyboard());|
```

Maneira mais tranquila

- Run > Record Espresso Test